BLOODFIELDS

RULEBOOK

Titan Forge Miniatures

Table of Contents

CREDITS

PREPARATION

1. PREPARE ROSTERS
- In order to play, each player needs to create a roster. This can be done with a web app on bloodfields.net.
- Each unit has a blood point cost.
- The sum of blood points in each roster cannot exceed a number agreed upon by players or set by a scenario limit.
- All units are divided into realms and lines. In a roster, units can be added from different lines within a realm. However, if all units come from the same line, they receive a Purity Bonus that is different for each line.
- Prepare all miniatures and unit cards for units that will be used in the battle.

2. PREPARE A SCENARIO
- Pick a scenario from the Scenario Book. Scenarios have different objectives, restrictions, duration, and special rules.
- Set up terrain as described in the scenario's setup.
- For the game, you will also need Dice, Measuring Tools, Inspire and Damage Tokens.
- Additionally, check the rosters for units that may require dedicated tokens.

THE BATTLE ROUND

1. INITIATIVE
At the beginning of each round, the player with the **Initiative Token** decides which player will be the starting player. The starting player is the first to activate one of their units in a round.
- If the player with the Initiative Token chooses himself as the starting player, then he or she **passes** the Initiative Token to the opponent. The opponent will be deciding who is the starting player in the next round.
- If the player with the Initiative Token chooses the opponent to be the starting player, the player **keeps** the Initiative Token. The same player will again be deciding who is the starting player in the next round.

2. INSPIRATION
- Once the starting player is chosen, the players distribute Inspire Tokens to their units. First, the starting player distributes all Inspire Tokens available to them and then the opponent does the same. Inspire Tokens can be placed next to the models or on the unit cards but they have to always be visible to all players.

Typically, the number of Inspire Tokens that can be distributed by a player is equal to the number of their alive units. Some scenarios and effects may change this number. Players may distribute the Inspire Tokens among their units in any way they see fit (each unit can have one, multiple or no Inspire Tokens at all).

During the round, units may spend Inspire Tokens to pay for attacks and abilities or to improve their attack and defense rolls. At the end of the round, all unused Inspire Tokens are removed from all units.

GAME START

1. ROLL FOR SIDES/INITIATIVE
Each player rolls a D6. The one with the higher result can either choose to:
- receive an Initiative Token,
- pick their side of the battlefield.
Once the player makes his or her choice, the other player gets the remaining option.

2. DEPLOY YOUR TROOPS
- Each battlefield has two sides in which each player can deploy their units.
- The player with the Initiative Token is the first to choose one of the units from their roster and place it in the deployment zone on their side.
- Deployment zones may vary depending on a scenario.
- Afterwards, the second player places one of their units in the same manner, and the players alternately repeat this process until all their units are on the battlefield. If one player runs out of units, the other simply deploys all of their remaining units.

3. BEGIN THE FIRST BATTLE ROUND

3. UNIT ACTIVATION
- The starting player is the first to choose one of their units and to activate it.
- The activated unit can perform 2 actions, after which the unit's activation (turn) ends.
- The players activate one of their units alternately until all the units on the battlefield perform their turns.
- A unit cannot be activated more than once in the same round.
- If one of the players has more units than the other, he or she simply activates all their remaining units after the opponent is out of units to activate.
- After each unit's activation, turn its unit card sideways to mark that it has already performed its turn in a round.

4. SCORING
- In different scenarios Victory Points are scored at the end of each round or at the end of the game.
- In each scenario, you will be rewarded for completing different objectives like defeating enemies, finishing missions, or controlling areas.Some scenarios will require you to update the battlefield for certain events; follow the rules accordingly.

5. ROUND END
- After all units have been activated, and scoring has been registered, the current round ends.
- Remove all unused Inspire Tokens from the units and keep track of effects that last until the end of round. Begin a new round, starting with the first step (I - Initiative).

6. GAME END
- The conditions in which the game ends are specific for each scenario.
- The game can end after a predetermined number of rounds or when an objective is completed.
- When the game ends, sum up the collected Victory Points and determine the winner!

UNIT CARD

Each unit has a unit card with their individual skills and statistics that make them unique

UNIT STATISTICS

1. **Name** - unit's title.

2. **Realm Icon -** icon of the unit's realm

3. **Illustration** - unit's appearance.

4. **Traits** - unit's subtypes that apply additional rules.

5. **Blood Points** - unit's cost to play in battle.

6. **Passive** - unit's passive ability.

7. **Melee Mastery (MM)** - used in melee attack actions.

8. **Ranged Mastery (RM)** - used in ranged attack actions.

9. **Arcane Mastery (AM)** - used in magic attacks and magic tests.

10. **Movement (MV)** - used in move action and charge tests.

11. **Morale (MO)** - used in flee action and morale tests.

12. **Armour (AR)** - unit's defense, used in defense rolls.

13. **Health Point (HP)** - used to keep track of a unit's remaining life.

14. **Attacks, Spells and Abilities** - used when performing various actions.

KAISER VON BLUDFELD — 37

KNIGHT, GUARD

SADISM
KAISER GAINS 1 SHIELD FOR EACH DMG HE DEALS TO AN ENEMY.

3 · 0 · 0

3 · 6 · 4 · 7

IRON MACE
REACH 1"
1 · 5

HARD SWING
AOE 1"
1 · 4

ANGER
WHEN KAISER IS NOT IN COMBAT AND HE RECEIVES DMG FROM AN ENEMY, KAISER MUST MOVE FULL 3" IN A STRAIGHT LINE TOWARDS THAT ENEMY.

EMPIRE'S SHIELD
KAISER'S SHIELDS COUNT AS INS FOR THE PURPOSE OF KNIGHT RACE TRAIT AND LOYALTY BONUS.

SKILL PROFILES

On a unit card, there are a unit's unique skills. Each skill has a name and rules and may have a "Unique" indicator. Additionally, each different skill type has some distinctive elements.

1. **Name** - the skill's distinctive title.

2. **Rules** - effects applied by the skill.

3. **Unique Indicator (star icon)** - if present, this skill can be used once per turn.

MELEE ATTACK PROFILE
Melee attacks are used to deal damage to enemies in combat.

1. **Inspire Cost Value** - the amount of Inspire Tokens that have to be spent to use the attack.

2. **Die Icon** - the number of dice rolled when the attack is performed.

3. **Damage Icon** - the amount of damage each unsaved hit from the attack deals.

RANGED ATTACK PROFILE
Ranged attacks are used to deal damage to enemies at range. The ranged attacks have all the same elements as the melee attacks with one important distinction.

1. **Range Value** - the distance at which the attack can be performed.

SPELL PROFILE
Spells allow Mages to perform a wide range of effects.

1. **Spell's Difficulty** - the value that has to be passed in the Magic Test in order to cast the spell.

MAGIC ATTACK PROFILE

Magic attacks allow Mages to deal damage to enemies. Magic attacks combine the elements of a spell and an attack.

1. **Die Icon** - the number of dice rolled when the attack is performed.

2. **Damage Icon** - the amount of damage each unsaved hit from the attack deals.

3. **Range Value** - if present, it indicates the distance at which the attack can be performed.

VINECHOKE
RANGE 12"
ON DAMAGE: APPLY IMMOBILIZE.
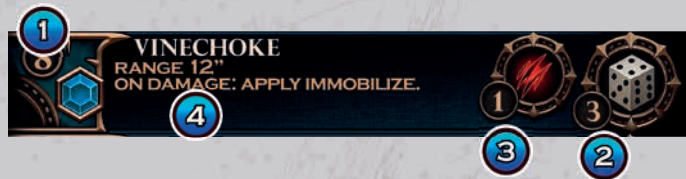
PASSIVE ABILITY PROFILE

Apart from the main passive on the top of the unit card, units may have additional passive abilities that work at all times or are triggered in specific situations.

ANGER
WHEN KAISER IS NOT IN COMBAT AND HE RECEIVES DMG FROM AN ENEMY, KAISER MUST MOVE FULL 3" IN A STRAIGHT LINE TOWARDS THAT ENEMY.
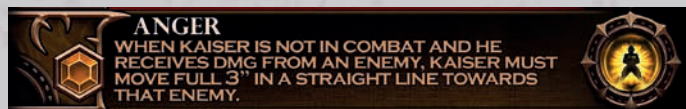
ABILITY PROFILE

Abilities allow performing a wide range of effects.

1. **Inspire Cost Value** - the amount of Inspire Tokens that have to be spent to use the ability.

2. **Effortless Indicator (lightning icon)** - if present, using the ability does not cost an action.

IRONBARK
GAIN +1 ARMOUR UNTIL THE END OF ROUND.

DICE MECHANICS

ATTACK ROLL

When a unit attacks, you need to determine the number of HITS. Roll the number of attack dice indicated by the dice icon in the attack's profile. Each die has to be changed either to a HIT or a MISS.

Results with a Skull icon are HITS.

Results with a Mastery icon are changed to HITS or MISSES depending on the unit's mastery statistics. Melee attacks use a Melee Mastery Statistic, ranged attacks use Ranged Mastery Statistic, and magic attacks use an Arcane Mastery Statistic.

- **If a unit's Mastery Statistic is 3 or lower** - change all Mastery results to MISSES.

- **If a unit's Mastery Statistic is 4** - change one Mastery result to a HIT, and the rest to MISSES.

- **If a unit's Mastery Statistic is 5 or higher** - change all Mastery results to HITS.

Results with an Inspire icon are changed to HITS or MISSES depending on the unit's inspiration. If, after the roll, a unit has and decides to spend a single Inspire Token, all Inspire results are changed to HITS. Otherwise they are changed to MISSES.

Blank results are MISSES.

ATTACK ROLL EXAMPLE

A unit performs an attack action using the Vicious Strike attack from it's unit card. This is a melee attack that has 6 attack dice, each can deal 1 damage.

The player rolls 6 attack dice. The result are 1 HIT, 2 INSPIRE and 3 MASTERY.

The attacking unit 's Melee Mastery Statistic is 3. This is not enough to change any MASTERY result to a HIT. They are changed into MISSES instead.

If the attacking unit has an inspire token available, it can spend it to change the INSPIRE results into hits.

If the attacking unit doesn't have any inspire tokens available, the INSPIRE results are changed into MISSES.

If the attacking unit's Melee Mastery Statistic was 4, the player could change one MASTERY result into a HIT.

If the attacking unit's Melee Mastery Statistic was 5, the player could change |**ALL** MASTERY results into HITS.

DEFENSE ROLL

After the number of HITS is determined, the defending unit can reduce it with SAVES. Roll a defense die for each HIT. Each die has to be changed either to a SAVE or a FAIL.

Results with a Deflect icon are SAVES.

Results with an Armour icon are changed to SAVES or FAILS depending on the defending unit's armour. The value of the Armour Statistic indicates how many Armour results are changed to SAVES.

- **If a unit has 0 Armour** - change all Armour results to FAILS
- **If a unit has 1 Armour** - change one Armour result to a SAVE, and the rest to FAILS.
- **If a unit has 2 Armour** - change two Armour results to SAVES, and the rest to FAILS.
- **If a unit has X Armour** - change X Armour results to SAVES, and the rest to FAILS.

Results with an Inspire icon are changed to SAVES or FAILS depending on the unit's inspiration. If, after the roll, a unit has and decides to spend a single Inspire Token, all Inspire results are changed to SAVES. Otherwise they are changed to FAILS.

Blank results are FAILS.

DEALING DAMGE

After the rolls, for each HIT that was not SAVED, the defending unit loses the amount of HP indicated by the damage icon in the attack's profile.

DEFENSE ROLL EXAMPLE

Let's assume the attacking unit made 6 HITS. The defending player makes a defense roll with 6 dice. The result is 1 DEFLECT, 2 INSPIRATION and 3 SHIELD.

The defending unit has an Armor Statistic value of 0. It can't change any SHIELD results into DEFLECT. They are changed into FAILS instead.

If the defending unit has an inspire token available, it can spend it to change the INSPIRE results into SAVES.

If the defending unit doesn't have any inspire token available, the INSPIRE results are changed into FAILS.

If the defending unit's Armor Statistic was 1, the player could change one SHIELD result into a SAVE.

If the defending unit's Armor Statistic was 3, the player could change all 3 SHIELD result into a SAVE.

UNIT'S TURN

When a player activates a unit, the unit's turn begins and it can perform 2 actions. Some actions may cause a unit to perform additional actions (gain actions). Effortless actions do not count towards the 2 actions a unit can perform. A unit does not have to use up all available actions. A player can pass a unit's turn before it performs all disposable actions and any remaining actions are lost. Some effects may change the number of actions a unit can perform in a turn.

ACTIONS
List of all actions available to a unit.

Actions that can be performed ANY NUMBER OF TIMES per turn:

- **Move Action** - used to change a unit's position or enter combat.
- **Attack Action** - used to deal damage to enemies.
- **Ability Action** - used to perform a wide variety of effects.

Actions that can be performed ONLY ONCE per turn:

- **Charge Action** - used to move up to an enemy and attack them.
- **Magic Action** - used to cast a wide variety of spells.
- **Flee Action** - used to back out of combat.
- **Battle Preparation Action** - used to gain an extra Inspire Token.

COMBAT

When bases of two non-allied units are adjacent (touching each other), the units are in combat. A unit can be in combat with multiple units at the same time.

When in combat:
- a unit can perform melee attacks against units in combat with it

*A1 is in combat with **B2** and **B3**; **A2** is in combat with **B2**; **B1** is not in combat with anyone; **B2** is in combat with **A1** and **A2**; **B3** is in combat with **A1***

COMBAT RESTRICTIONS
A unit in combat cannot:
- use a move action
- move as a result of personal and allied skills with 'move'
- continue movement, if it has entered combat during movement
- use a charge action
- use a ranged attack action
- cast spells that are ranged attacks

PLACING IN COMBAT
A unit may be surrounded by other units or terrain in a way that makes it impossible to place another unit in combat with it. If there is not enough space for another unit's base to become physically adjacent to the unit without moving any other model, then another unit is not allowed to enter combat with it.
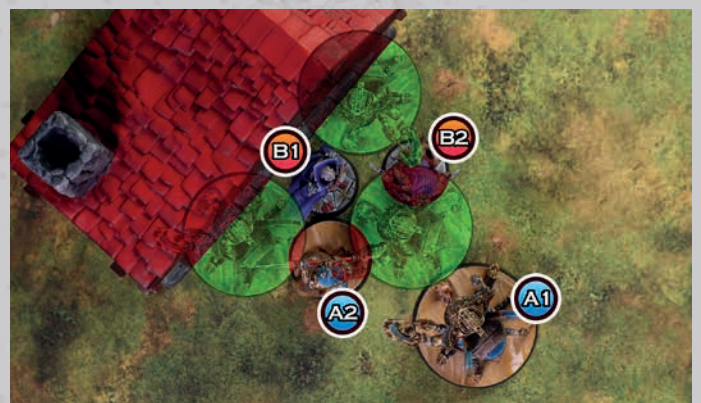
*A1 want's to charge **B1**, but cannot because **A2, B2** and **terrain** are blocking the space around **B1**. A successful charge would require **A1** to be in base to base contact with **B1**.*

MOVE ACTION

MOVE ACTION RULES

Using a move action allows changing a unit's position on the battlefield. After using a move action, a unit is allowed to move a distance equal to the unit's Move Statistic.

MOVE RULES

The list of all actions available to a unit when it's activated.

- A unit does not have to move the entire distance available to it.
- A unit does not have to move in a straight line, it can choose any path.
- A unit cannot move through or finish its move on other units and impassable terrain.
- A unit cannot move when it is in combat.
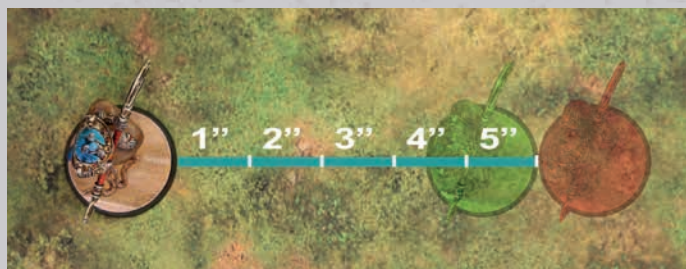
When measuring movement, start from the front of the model. You cannot move further than this unit's Movement Statistic.

A1 can move 5". It cannot be moved to B1, because it cannot move through other models (friend or foe). It can choose to move to B2.

SKILLS WITH 'MOVE'

Using a move action is not the only way to move a unit. Units can also move or be moved as a result of skills with a 'move' keyword. Those skills will always state the move's distance.

When a unit is in combat, it cannot move as a result of personal and allied skills with 'move' but even if it is in combat it can be moved as a result of enemy skills with 'move'.

SPECIAL 'MOVE' TYPES

In some skills, 'move' is replaced by a special move type.
Special move types follow all the move rules with certain rule modifications.

Fly
- The unit can fly over other units and impassable terrain.
- The unit cannot enter combat as a result of flying.
- After flying, all charges performed by the unit are 'very hard' until the end of turn.

Blink
- Remove the unit from the battlefield and place it fully within the blink's range.
- The unit can leave and enter combat with blink.
- Can be used when the unit is Immobilized.

Jump
- The unit has to move in a straight line.
- The unit can jump over other units and impassable terrain.
- The unit cannot enter combat as a result of jumping.
- After jumping, all 'easy' charges performed by the unit are 'hard' until the end of turn.

Push
- Can only be used against another unit.
- The unit is moved the entire push's distance.
- Draw a virtual line between the centers of the bases of the pushing and the pushed unit.
- Move the unit in the direction that is an extension of that line, away from the pushing unit.
- If there is another unit or impassable terrain on the unit's path, the unit stops the move adjacent to it (in combat if it is an enemy unit) and receives a **Stun Token**.
- The pushed unit can leave combat as a result of push.
- A unit can be pushed when it is Immobilized.

*A1 uses it's actions to attack **B1** and **B2** with an attack that has **Push 3"**. After dealing damage, the players draw the lines which go through the centers of the models and both **B1** and **B2** are moved.
B1 is moved full distance - 3". B2 stops it's move next to the impassable terrain and receives a **Stun Token**.*

*A1 uses an ability that allows to **Push 2" an enemy model which is within 3" range**. The players draw the line which goes through the centers of the models and move **B1**. **B1** stops it's move when it touches **A2** and receives a Stun Token.*

CHARGE ACTION

CHARGE ACTION RULES
Charging allows a unit to move and attack in a single action.

Using a charge action:
1. Choose a visible target.
2. Determine the charge test's value.
3. Determine the charge's type.
4. Perform a charge test.
5. If the test is passed, move your unit into combat with the target.
6. Perform a melee attack.

CHARGE TEST'S VALUE
The charge test's value is the distance between the charging and charged unit. Measure the shortest line between their bases.

CHARGE TYPE

Easy charge. This is performed when the charging unit can move in a straight, unobstructed line into contact with any point of the charged unit base with no other unit or terrain on the path.
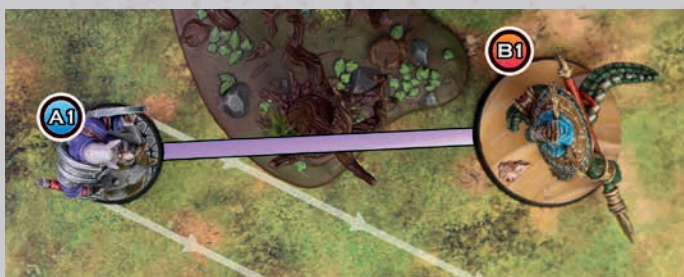

A1 can draw a straight, unobstructed line to B2 - it will perform an Easy Charge Test.

Even though B1 is mostly behind terrain, A1 can move in a straight, unobstructed line to get into contact. A1 will perform an Easy Charge Test. The Charge Test's value is equal to the shortest distance between the two model's bases (the violet line).

Hard charge. This is performed when the straight path to the charged unit is obstructed by another unit or terrain.

A1 cannot move in a straight, unobstructed line to B1 (it is obstructed by the forest). A1 will have to perform a Hard Charge Test with a Charge Test value equal to the shortest distance between the models (the violet line).

A1 cannot move in a straight, unobstructed line to B1 (it is obstructed by two other units). A1 will have to perform a Hard Charge Test with a Charge Test value equal to the shortest distance between the two models (the violet line).

Very hard charge. This is performed when an effect specifically states that the charge is very hard.

CHARGE TEST

Easy Charge Test
- Roll 2D6. Choose the **higher** result. Add the result to your unit's Movement Statistic.
- If the sum is equal or higher than the charge's difficulty, the test is passed.
- If you roll **two "1" results** or if the sum is lower than the charge's difficulty, the test fails.

Hard Charge Test
- Roll 2D6. Choose the **lower** result. Add the result to your unit's Movement Statistic. If the sum is equal or higher than the charge's difficulty, the test is passed.
- If you roll **any "1" result** or if the sum is lower than the charge's difficulty, the test fails.

Very Hard Charge Test
- The same as the hard charge test, but if you roll **any "1" or "2" result**, the test fails.

CHARGE RESULT

Successful charge
If the charge test is passed:
- Move the charging unit into combat with the charged unit into the closest unoccupied space. You can move through other units.
- Perform any number of "effortless" abilities.
- Perform a melee attack against the charge's target.

Failed charge
If a charge test is failed:
- Move the charging unit in a straight line towards the charged unit by the number of inches indicated by the lowest result of the dice rolled in the charge test. If there is impassable terrain or another unit (even the charge's target!) on that move's path, the unit stops 1/16" in front of it.
- The unit continues its turn but the charge action's once per turn limit is used up.

PLACING A UNIT IN COMBAT
After a successful easy charge, the charging unit can be placed in combat with the target in any position that leads to contact with the enemy base as a result of a straight unobstructed move.
After a successful hard and very hard charge, the charging unit is placed in combat with the target in the closest unoccupied space.

CHARGE'S RANGE
Charge's target can be any visible enemy in a charge's range. The charge's range is a maximal possible distance the charging unit can travel in a charge. Typically, the charge's range is equal to the unit's Movement + 6 (the highest die result in the charge test). Some effects may increase the charge's range (i.e. a passive ability that adds +2 to a charge test result).

CHARGE FAIL ON "1"
If the die chosen in a charge test is a "1" result, the charge always fails. Irrespective of any bonuses to the charge test or result increasing effects.
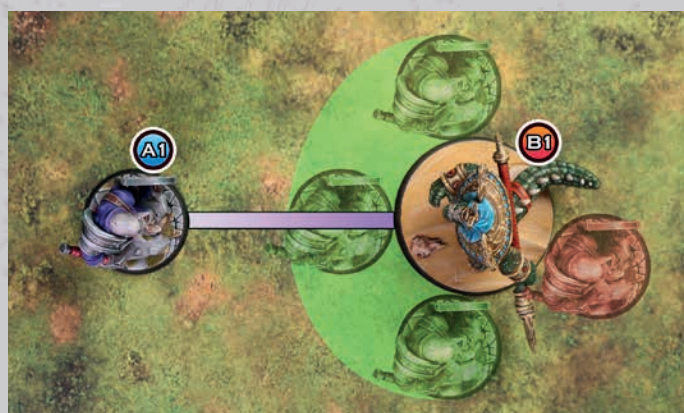
A1 has passed the easy charge test and can now choose to move to combat with B1 in any way that leads to B1 in a straight unobrstructed line.
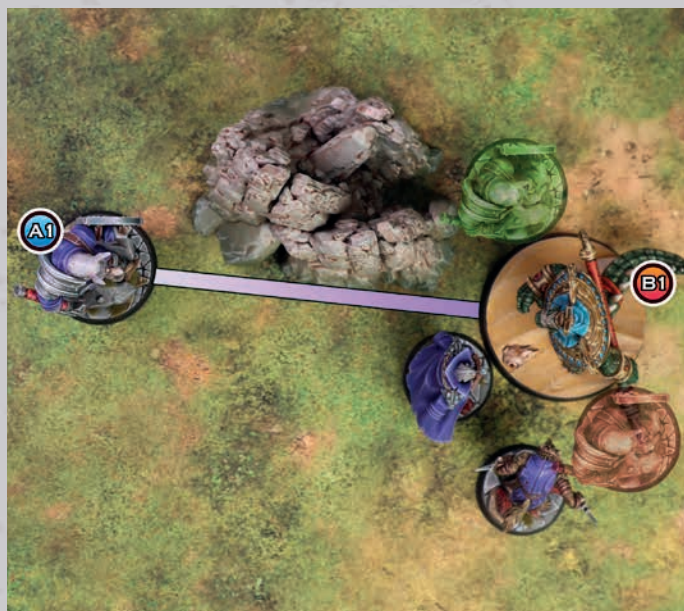
A1 has passed the hard charge test and has to now be placed in combat with B1. The closests unoccupied space is located in the place highlighted in the picture with a green colour. The red highlighted space is further so the unit cannot be placed there.
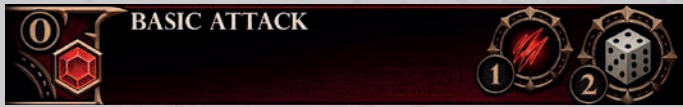
ATTACK ACTION

USING ATTACK ACTION
1. Choose an attack profile from the unit's card
2. Choose the attack's target.
3. Pay the attack's Inspire Cost (if any).
4. Perform an attack roll.
5. Perform a defense roll.
6. Deal damage.

Basic Attack
Every unit in Bloodfields has the basic attack. This attack is not printed on unit cards but is always available.

MELEE ATTACK RULES
Melee attack can only target enemies that are in combat with the attacker. Melee attacks use the Melee Mastery Statistic when changing Mastery results to HITS.

RANGED ATTACK RULES
Ranged attacks can only be used when the unit is not in combat and they can only target visible enemies that are in the attack's range. Ranged attacks use the Ranged Mastery Statistic when determining if the Mastery results are HITS.

Check the "UNIT CARD" section for Ranged Attacks and Melee Attacks to properly identify them.

ATTACK ROLL, DEFENSE ROLL, DEALING DAMAGE

Check the "DICE MECHANIC" section to properly resolve an attack.

After a player rolls a die or dice, their enemy can first perform any reroll or dice modifying effects. After the enemy finishes, the player who rolled the dice can perform any reroll or dice modifying effects of their own. Once the player who rolled the dice finishes, the enemy can no longer modify or reroll any of those dice.

Friendly Fire Risk
Ranged attacks can be performed against enemies in combat with your allies. However, for each blank result in the attack roll, all allies of the attacking unit in combat with the ranged attack's target lose 1 HP.attack's target lose 1 HP.

B1 makes a ranged attack and targets A1, which is in combat with B2 and B3. 3 Attack dice were rolled - two blanks and a hit. B2 and B3 both take 2 damage tokens because of Friendly fire.

ATTACK KEYWORDS
In the attack profiles there are attack rules. Some rules are concentrated into keywords.

Critical Strike - dice rolls or rerolls with a skull result deal automatic damage and the enemy does not perform a defense roll against them. The enemy still performs a defense roll for the remaining HITS generated by this attack.

Armour Penetration - the enemy cannot change any armour results to SAVES with the use of their Armour Statistic.

Apply Stun/Blind/Weakness/etc. - places a status token on the enemy.

Lifesteal - restores 1 HP for each damage token the attack puts on the enemy unit(s) (you cannot place more damage tokens than the enemy's remaining HP).

No Cover - prevents the enemy from gaining the defensive bonus from being in cover.

Attack Twice - allows you to perform the attack twice; different targets can be chosen for each attack. The attacker may spend Inspire Tokens for each roll individually.

Seeking Attack - allows you to choose an enemy that is not visible to the attacker, and attack them.

Before the attack - applies the following effect before the attack roll.

After the attack - applies the following effect after the attack is resolved, no matter if it dealt any damage or not.

On damage - applies the following effect after the attack is resolved, only if it dealt damage.

At half range - applies the following effect if the target is in half of the total range of the attack.

Reach - allows a unit to **melee attack** an enemy at reach's range, even if it is not in combat with the enemy

+1 die - the attack is rolled with an additional attack die.

+1 dmg - the attack deals an additional damage for every unsaved hit.

Aoe - allows a unit to **melee attack** all enemies in Aoe (Area of effect) range, even if it is not in combat with any of them, in an order chosen by the attacker, each with a separate attack and defense roll. The attacker may spend Inspire Tokens for each roll individually.

ABILITIES AND PASSIVES

Abilities and passive abilities allow units to apply a wide variety of effects like attack boosts, defense boosts, mobility improvements, tricks, passive effects, triggered effects, and more. Rules of abilities may require understanding rules of all other actions and may override their existing rules.
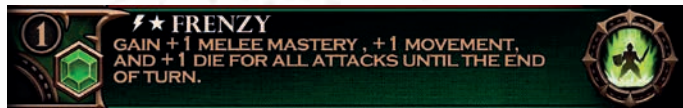
USING ABILITIES

In order to use an ability, a unit has to pay its Inspire Cost (if any). Afterwards, resolve the ability's rules. Using an ability is an action unless the ability has an "Effortless" indicator.

> **DOUBLE SHOT**
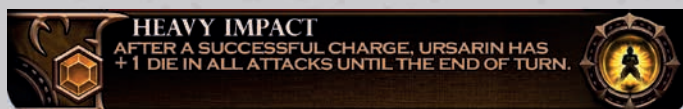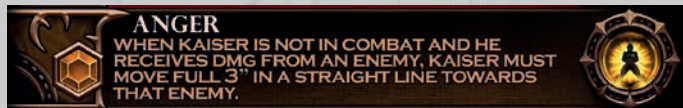> GAIN TWO 'ELVEN BOW' ATTACK ACTIONS WITH -1 RANGED MASTERY.

Effortless abilities

Abilities with an "Effortless" indicator (lightning icon) do not reduce the number of actions remaining to perform by a unit in a turn. You can use any number of effortless abilities in a turn. Effortless abilities can only be used during the turn of a unit that is using them.

> **FRENZY**
> GAIN +1 MELEE MASTERY , +1 MOVEMENT, AND +1 DIE FOR ALL ATTACKS UNTIL THE END OF TURN.

USING PASSIVE ABILITIES

Each unit has a main passive ability and any number of additional passives. Passive abilities can be static, in which case they are applied all the time without having to activate them. Passive abilities can also be triggered, in which case they only apply when a certain condition occurs. Triggered passives may leave the unit with a decision whether to use the passive or not.

> **ANGER**
> WHEN KAISER IS NOT IN COMBAT AND HE RECEIVES DMG FROM AN ENEMY, KAISER MUST MOVE FULL 3" IN A STRAIGHT LINE TOWARDS THAT ENEMY.

> **HEAVY IMPACT**
> AFTER A SUCCESSFUL CHARGE, URSARIN HAS +1 DIE IN ALL ATTACKS UNTIL THE END OF TURN.

MAGIC ACTION

USING A MAGIC ACTION

- The Magic action allows a unit to cast spells. The Magic action can only be used by Mages (units with "Mage" or "Archmage" trait).
- After using a Magic Action, a "Mage" unit is allowed to cast 2 spells and an "Archmage" is allowed to cast 3 spells **in a single action**.
- All spells, both cast successfully and unsuccessfully, count towards the limit.
- After a unit exhausts its spell limit or decides to not cast any more spells, the magic action ends and the unit continues its turn.

Casting Restrictions

- Mages can only cast spells indicated on their unit cards with a blue color and spells from their **School of Magic** (see that section for more information).
- Mages can only cast each spell once per magic action (no matter if it was cast successfully or unsuccessfully).
- Spells do not have an Inspire Cost. Instead, each spell has a Spell Difficulty. Every time a unit attempts to cast a spell, it has to pass a Magic Test.

Magic Test

Choose a spell and roll 2D6. Choose the higher result. Add the result to the unit's Arcane Mastery Statistic. If the sum is equal or higher than the spell's difficulty, the test is passed.

If the test is passed, follow the rules in the spells profile. If the test is failed, nothing happens. If the spell limit was not exhausted, the caster can attempt casting the next spell.

### Magic Test - Critical Results

- **Mana Burn** - If two "1" results are rolled in a Magic Test, the test instantly fails. The dice cannot be re-rolled or changed through any effects, and the caster loses 1 HP.
- **Mana Focus** - If two "6" results are rolled in a Magic Test the caster gains 1 Inspire Token.

Spells

After the Magic Test of a spell is passed, resolve the rules stated in its profile.

Magic Attacks

Some spells are **attacks**. Magic attacks have the damage icon and the die icon in their profile. When the magic attack spell is successfully cast during a magic action, perform it right away in the same manner as a regular attack. No matter if the magic attack is melee or ranged, all magic attacks use the Arcane Mastery Statistic when determining if the Mastery results are HITS.
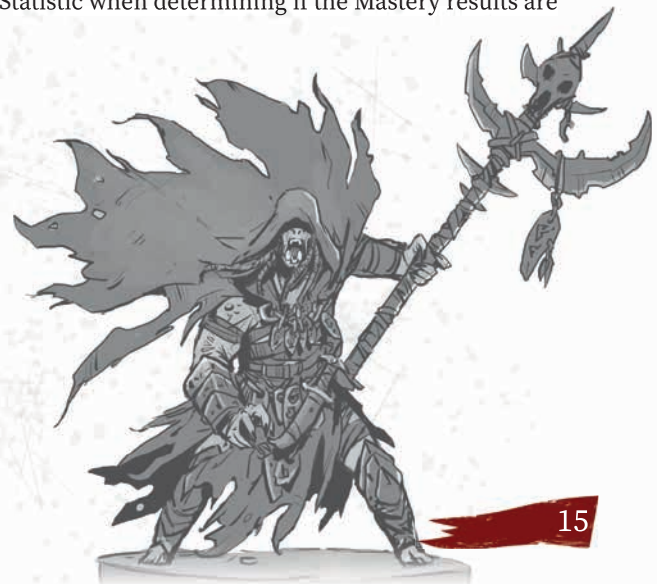
BATTLE FOCUS ACTION

A unit can use a preparation action to gain 1 Inspire Token. A battle focus action can be used once per unit's turn.

FLEE ACTION

When a unit is in combat, it cannot move. In order to leave combat, a unit has to use a Flee Action.

Using a Flee Action
- The Flee action can only be used when a unit is in combat.
- The Flee action can only be used as the first action in a unit's turn.
- After using a Flee action, the unit has to pass a Morale Test (10).
- The test's difficulty is increased by 1 for each enemy in combat with the unit except the first one.
- If the test is passed, the unit can move up to the number of inches indicated by its Move Statistic, and then continue its turn.
- During this move, a unit can move through the unit(s) it was in combat with.
- In this move, the unit has to leave the combat and cannot enter combat with another unit. If there is no space to place the unit that meets those conditions, the flee action cannot be used.
- If the test is failed, the unit's turn ends.

MORALE TEST

A Morale test is performed in a flee action and as a result of various effects that require a unit to pass a Morale Test. Every Morale Test has a numeric indicator of its difficulty.

In order to perform a morale test, roll 2D6. Choose a higher result. Add the result to the unit's Morale Statistics. If the sum is equal or higher than the test's difficulty, the test is passed. If you roll **two "1" results** or if the sum is lower than the test's difficulty, the test fails.

Some abilities may require performing morale tests.
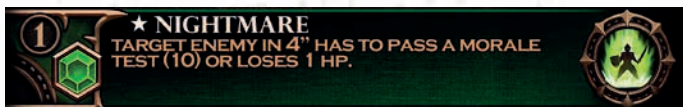
EXTRA ACTIONS

Gaining actions
A unit can gain additional actions to perform during its turn as a result of some effects. A unit can gain an action (in which case it chooses which action to use), a specific action (i.e.a move action, or attack action), or a named action (i.e. 'Backstab' attack action, which is a skill printed on the unit card).
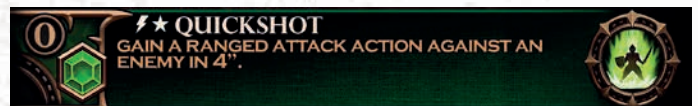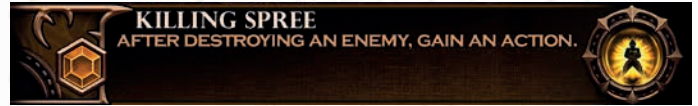
- The gained action has to be performed right away and it cannot be stored for later in the turn.
- A unit has to pay the Inspire Cost of the action (if any).
- If a unit cannot or does not want to perform the gained action, the action is lost.
- If the unit gains a specific action (i.e. charge) or a named action (i.e. Backstab), using the action does not exhaust the once per turn limit or a "Unique" rule limit of the action. As a result, that action can be used an additional time in the same turn (before or after the action was gained).

Receiving actions from other units
A unit can gain and perform actions outside of its turn as a result of some effects. The received action follows the same rules as the gained action. Additionally, the effect will always specifically state which action is received, and the unit can only perform that action, not any other actions, unless they are gained as a result of performing the received action.

Performing actions in other units turn
The action received from another unit is performed in that unit's turn.
- Gaining an action from another unit does not begin the activation (turn) of the unit that received the action. It is performed in the activation (turn) of the unit that gave the action.
- The once per turn limit of some actions and skills (ie. charge action, an attack with a "Unique" indicator) applies separately to every individual turn, therefore by performing them in other units' turns, it allows them to be used additional times in a round.
- "Until end of turn" effects last until the end of the turn in which the action was given.
- "Effortless" actions cannot be used in other units' turns.
- After the received action is performed, continue the turn of the unit that gave the action.

VISIBILITY AND TARGETING

Targeting
Performing most actions requires targeting a unit. A unit can only target another unit, if the other unit is visible to them. When a skill instructs a unit to target an ally, the unit can target itself. When a skill instructs to target another ally, the unit cannot chose itself as the target.
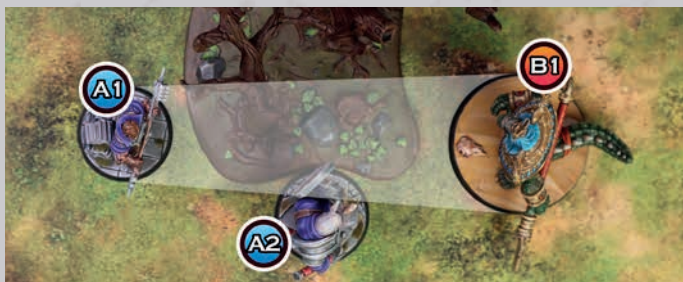
Visibility
In order for a unit to be visible to another unit, it must be possible to draw a straight unobstructed line ("line of sight") from any point on one unit's base to any point on another unit's base. The line of sight is obstructed by impassable terrain. Other units and passable terrain do not obstruct the line of sight.

B1 is fully visible to A1, as A1 can draw a straight unobstructed line ("line of sight") to B1's base.

B1 is not visible to A1, as A1's line of sight is fully blocked by impassable terrain.

A1 can draw a line of sight to B1. B1 is visible because the passable terrain and other units do not obstruct the line of sight.

Targeting Exception
Some skills affect units without targeting them. Those skills also do not require visibility of the units.
- **"Choose"** - When a skill instructs you to "choose" a unit in a range.
- **"All"** - When a skill applies to "all" units in a range.
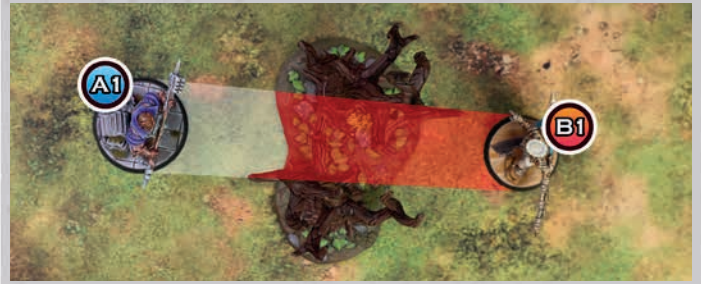
Cover
When a unit is using a ranged attack against a visible enemy, the defending unit has cover when:

- a line of sight to the defending unit cannot be drawn without it going through passable terrain
- the defending unit's allies with bases larger than the defending unit provide cover in the same manner as passable terrain
- the defending unit is in combat
- the defending unit has cover as a result of skills or is standing in certain types of terrain (check terrain section)

A unit that has cover can change **all Inspire results to SAVES** without spending an Inspire Token.

A1 can draw a line of sight to B1 but there is no way to draw it without going through a bigger model (B2), so B1 has cover.

B1 has cover because A1 can not draw a line of sight to B1 without it going through a passable terrain.

B1 does NOT have cover. B1 is standing behind a bigger model (B2), but A1 can draw a straight unobstructed line of sight to it.

Even though B1 is behind the forest, A1 can still draw a straight unobstructed line of sight to it. B1 does NOT have cover.

TERRAIN

When setting up a game in-house, arrange the terrains on the battlefield in a way that is accepted by both players. We suggest that the terrain models should take up a quarter of the playing area before they are spread out. If the players are unable to agree on the terrain arrangement, put all terrain aside and have each player place one terrain piece on the battlefield alternately until they run out of terrain. Terrain models cannot be placed closer than 3" from each other and from the edge of the battlefield. For competitive play, the placement of terrain is fixed and determined by the event organizer.

IMPASSABLE TERRAIN

The impassable terrain sets the barriers that the units cannot cross with regular movement. Units can never finish movement on the impassable terrain.

Rocks

Although rocks have irregular height, they obstruct the line of sight along their contour.

Buildings

Houses come in two height versions - with just a ground floor or with 2 floors.

PASSABLE TERRAIN

Units can move through and finish movement on passable terrain. When a unit is standing on a passable terrain with any part of its base it is considered to be **in the terrain** and follows the special terrain rules.

Forest

- When a unit is in a forest, it has cover.
- When a unit is in a forest, all "easy" charges against it are "hard".
- When a unit begins its turn in a forest, roll D6. On "1" result, that unit cannot use a charge action this turn.
- Units cannot fly in and out of the forest.
- The tree models are separable from the terrain, when a unit finishes movement on them, remove them from the model.

Swamp

- When a unit is in a swamp, it has cover.
- When a unit is in a swamp, all "easy" charges against it are "hard".
- When a unit begins its turn in a swamp, roll D6. On "1" result, that unit cannot move and charge until the end of its turn (it can still blink).

Ruins

- When a unit is in ruins, it has cover.
- When a unit is in ruins, all charges against it are "very hard".
- When a unit charges across the ruins, the charge is "very hard".
- When a unit moves across the ruins, roll a D6. On "1" result, that unit loses 1 HP.
- When a unit begins its turn in ruins, roll a D6. On "1" result, that unit loses 1 HP.
- Each unit rolls D6 only once per turn per each ruin they move through.
- Units can move through protruding elements of ruins but cannot finish movement on them. If a unit does not have enough movement to move across those elements with their entire base, the unit stops movement in front of them.

High Ground

- High Ground does not grant cover, even if the line of sight goes through it.
- High Ground does not affect the charge type when the charge's path goes through it.
- When a unit in high ground uses a ranged attack against a unit that is not in high ground, the attack has "'reroll any number of dice".
- When a unit in high ground uses a charge action against a unit that is not in high ground, it can reroll the charge test.

Fences

- Fences provide cover only if the defending unit is in 1" range from it.
- Units can move through fences but cannot finish movement on them. If a unit does not have enough movement to move across the fence with their entire base, the unit stops movement in front of it.
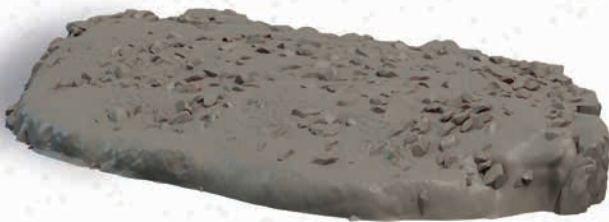
RANGED ATTACKS AND CHARGING IN TERRAIN

When a unit is in a passable terrain that grants cover and it uses a ranged attack, that terrain does not obstruct the line of sight for the purposes of cover. However, if the target is in the same passable terrain, the target will have cover due to it being in a terrain.

When a unit is in a passable terrain other than "High Ground" and it charges out of it, that terrain obstructs the charge's path for the purpose of determining the charge's type.

TOKENS

DAMAGE
Place the damage tokens on units that lose HP. Once the number of damage tokens is equal to the unit's HP Statistic, the unit is destroyed and removed from the battlefield. When a unit restores HP, remove that many damage tokens from the unit.

INSPIRATION
Distribute the Inspiration Tokens **(INS)** to units at the beginning of each round. Inspiration Tokens can be spent to pay the Inspire Cost of attacks and abilities and to improve the attack and defense rolls by changing Inspire Results to Hits or Saves. At the end of round, remove all Inspire Tokens from units.

SHIELDS
When a unit receives a shield, place a Shield Token on it. When a unit with a Shield Token takes damage, you must discard a shield token for each damage, instead of placing damage tokens on it. At the end of each round, remove all shields except from 1 from each unit.

OTHER TOKENS
Some armies and individual units have their own dedicated token. Rules for those tokens can be found in the army descriptions and on the unit's cards. Those tokens are not condition tokens, unless stated otherwise.

CONDITION TOKENS

Non-stackable - a unit cannot have more than one non-stackable token with the same name. Do not place additional tokens with the same name on the unit when it already has one.

Status - as long as a unit has a token with a status effect, apply the status' effect to the unit. At the beginning of a unit's turn remove all tokens with status from a unit. When a status is removed this way, the status' effect keeps applying to the unit until the end of its turn. Status effects from the tokens with the same name do not stack.

BLIND TOKEN - Non-stackable. Status effect: A unit has -2 Ranged Mastery and cannot use the charge action.

IMMOBILIZE TOKEN - Non-stackable. Status effect: A unit cannot move and cannot use a charge action.

SILENCE TOKEN -Non-stackable. Status effect: A unit cannot use the magic action. All unit's abilities have +1 Inspire Cost.

WEAKNESS TOKEN - Non-stackable. Status effect: A unit has -2 Melee Mastery, -2 Ranged Mastery, and -2 Magic Mastery.

SPOTTED TOKEN - Non-stackable. As long as a unit has this token, all ranged attacks against it have 'no cover' keyword and the effects of ranged attacks with 'at half range' keyword are applied to it even if they are performed from over the half range. Remove this token at the end of a round.

STUN TOKEN - Non-stackable. At the beginning of a unit's turn, remove this token and the unit loses 1 action. If the unit receives an action from another unit before their turn, remove the token then and the unit loses the received action.

DOT (DAMAGE OVER TIME) TOKEN - At the end of a unit's turn, roll a D6 for each DOT token. For each 1 - 4 result, the unit loses 1 HP. For each 5 and 6 result, it removes 1 DOT token. A unit can spend 1 action to remove all DOT tokens.

TRAITS AND BONUSES

Each unit has a number of Traits.

RACE TRAIT
The first trait on each unit card is their Race Trait. The Race Trait gives a unit additional rules.

LOYALTY BONUS
When all units in the roster are from the same army, the units receive an additional bonus that is different for each army. The bonus can be different for units with the different Race Traits that are a part of the same army.

SECONDARY TRAIT
The following traits on the unit cards are their secondary traits. Some secondary traits don't provide units with any bonuses but can be utilized as requirements for some items or skill effects. Below you will find the list of secondary traits with additional rules:

MAGE - this unit can use the magic action and cast 2 spells in it

ARCHMAGE - this unit can use the magic action and cast 3 spells in it

WARMACHINE - this unit has no defense roll against melee attacks, it cannot use the charge action and flee action, it cannot use items, and it loses all remaining actions after using an attack action.

SUPPORT - support units can be added to a roster in multiple copies (up to 4). Each support unit has a separate HP pool, its own Inspire Tokens, and does not have to be located close to other support units on the battlefield.

The difference between support units and regular units is that they all perform their turn in a single activation. Once a player activates their supports, he or she takes actions, one by one, with all their support units. Only after all support units perform all their actions, the other player can proceed with their activation.

Likewise, during the deployment, all the support units are deployed together at the same time in a single deployment.

Some additional support units can be deployed during the game with certain skills. Those units will be able to perform their actions starting with the next support unit activation. In each round, a player gets to perform only one support unit activation and needs to control at least one support unit in order to do it. Destroying a deployed unit grants Victory Points in the same manner as destroying other units. The support units cannot be deployed into combat. If an effect would cause a support to be deployed into combat, place it 1/16 of an inch next to the enemy.

Support units generate 1 Inspire Token in total at the beginning of the round no matter how many support units are controlled by a player (not 1 for each support unit).

BIG -the line of sight to this unit is not obstructed by rocks and ground-floor houses. For the purpose of using ranged attacks against those units, treat rocks and ground floor buildings as passable terrain (they grant cover to the unit but do not block vision). The line of sight is still obstructed by buildings with 2 floors.

GAMEPLAY RULES

RULES PRIORITY
- Rules from unit cards have priority over the rules from this rulebook.
- If two effects from the unit cards contradict each other, you will be able to find the effect's priority in the card's FAQ on bloodfields.net. Feel free to reach out to us for answers in any of those situations so the FAQ can be updated for all players.

MEASURING
- Players are allowed to measure all distances on the battlefield at all times.
- The distance between units for purposes of game effect's is measured between their bases.

EFFECTS' ORDER
When two or more effects trigger at the same time, the player whose turn it is currently, chooses the order in which they are resolved.

UNITS BASES
Some models may have parts that are protruding over the edges of their base. For all purposes like placing units in combat, moving, establishing charge difficulty, visibility, and cover consider only the bases of the units. Treat the protruding parts as if they were not there. In some situations, replacing a unit with an empty base may be required to properly place it on the battlefield.

EDGES OF THE BATTLEFIELD
Edges of the battlefield are impassable terrain.

ATTACKS WITH VARIABLE DICE AND DAMAGE
Some attacks have a number of attack dice and damage dealt that changes each time the attack is used. If an attack has a variable number of attack dice, roll the indicated die before each attack, to determine the number of attack dice to use. If an attack has a variable damage number, roll the indicated die **for each unsaved hit** to determine the amount of damage dealt to the enemy.
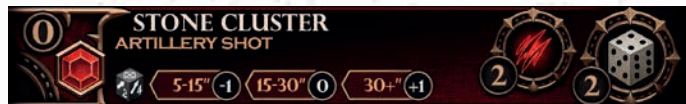
'D3' is a derivation of a 'three-sided die'. In order to roll a D3, roll a D6 and divide the result by 2 rounding up.

WARMACHINES

Units with "warmachine" trait bring specialized force to the battlefield.

BALLISTIC PROFILE

Some attacks have a ballistic profile. These contain information about their attack modificators used in the Scatter Test that can be different depending on the distance to the attack's target.

WARMACHINE SHOTS

Warmachine shots are special attack types that represent the physics of an attack. Those attacks can be found not only on warmachine unit cards but also on some regular units.

ARTILLERY SHOT

Using Artillery Shot
1. Target an enemy that:
- is within the range allowed by the unit's ballistic profile
- is visible by any allied unit (not necessarily the one performing the Artillery Shot)
1. 2. Place a Round Template in any way in which the entire target's base is under it.
2. 3. Perform a Scatter Test

Scatter Test
Roll a Scatter Die:
- HIT - the shot hits directly in the center of the template.
- BLANK - the shot fails and does nothing.
- ARROW & NUMBER - the shot deviates from the original target in the direction indicated by the **arrow** and by the number of inches indicated by the **number**. The number is modified by the modificator indicated in the unit's attack profile.

Artillery Shot Damage
ALL units, friendly and enemy, that are in any part under the template are attacked separately, starting with the unit closest to the center of the template. Artillery shot has 'no cover' attack rule. Additionally, artillery shot has an 'armour penetration' attack rule against units that are in any part within the smaller ring of the template.

*The catapult has chosen to locate the template over **A1**. The Scatter Test resulted in the 5" deviation in the direction on the Scatter Die. Instead of attacking **A1**, the Artillery Shot will attack **B2** and **B3**.*

CANNON SHOT

Using a Cannon Shot
1. Target a visible enemy that is within the range allowed by the unit's ballistic profile.
2. Identify a point located in the middle of the targeted unit's base.
3. Perform a Scatter Test

Scatter Test
Roll a Scatter Die:
- HIT - the shot hits directly at the identified point.
- BLANK - the shot fails and does nothing.
- ARROW & NUMBER - the point deviates from the original location in the direction indicated by the **arrow** and by the **number** of inches indicated by the number. The number is modified by the modificator indicated in the unit's Ballistic Profile.

Cannon Line of Damage
After the point's location is established, roll 2D6 and sum the results. Then, attack every unit on a Line between the established point and 2D6 inches behind the point. The width of the Line is 1/8 inch. The direction of the Line is the continuation of a line between the middle of the shooting model and the point it is shooting at. The Line of Damage moves through units but ends if it reaches impassable terrain.

Cannon Damage
All units, friendly and enemy on the Line of Damage are attacked separately, starting with the units closest to the shooter. Cannon shot has an 'armour penetration' attack rule.

*The cannon has chosen **A1** as the target. The Scatter Test results in 3" deviation in the directon on the Scatter Die. The cannon's Line of Damage will now go through and attack **B1**.*

ARRAY SHOT

Using Array Shot
1. Place an array template adjacent to the unit using the attack.
2. Establish the number of enemy units under the template.
3. Roll 2D6, sum the results, add the number of enemy units established in point 2. The sum is the number of attack dice for the array shot.
4. Distribute the attack dice among the enemy units, with at least 1 die allocated to each enemy.
5. Perform a separate attack roll against each enemy in any order with the number of attack dice chosen in point 4.

For example, a roll of "3" and "4" (sum 7) with 3 enemy units under the template allows the player to distribute 10 dice. A player can attack the first unit with 1 die, the second unit with 3 dice, and the third unit with 6 dice. The player must distribute at least 1 die to each enemy.

Targets in combat
In Array Shot, regular rules for cover and friendly fire risk apply.

When the template is placed this way, the Array Shot gets +3 dice and has to attack each enemy unit with at least 1 die.

SCHOOLS OF MAGIC

By purchasing most Mages in the game you have an option to get additional spells by buying a school of magic item. In order to do that, buy the designated item during a roster creation. Each Mage only has access to the schools of magic aligned with their character.

Schools
There are 5 schools: Flame, Darkness, Ice, Sun, and Nature. Depending on a Mage, it may have an option to purchase access to all spells from various schools. The spells are performed the same way as the spells printed on the unit card.

Two or More Schools
If a Mage purchases access to more than one school, it can use the spells from only one of the schools during a single magic action. You can choose to cast spells from another school in your next magic action if you wish. You always have access to the spells printed on your unit card, no matter what school you chose to use in the magic action.

Spell models
Some spells place 3D printed spell models on the battlefield. All those models (except the fire wall) are impassable terrain. The models have a one per Mage limit. That means that you can place more than one of those models on the battlefield only if they are cast by different Mages. If the same Mage successfully casts the same spell again, you need to remove the previously placed model from the battlefield and move it to a new chosen location. When a Mage dies, all spell models placed by it are removed from the battlefield

ITEMS

Items and Itemization
When creating a roster on bloodfields.net you can add items to each of your units. Items cost additional blood points and grant bonuses. When a unit is destroyed, the enemy also gets the victory points equal to the cost of the items.

Item Restrictions
There is no limit to how many items a single unit can wield overall but a unit can only have one copy of the same item. Some items can be used only if a unit has a dedicated main or secondary trait. There are also individual items that can be used only by the unit they are assigned to.

ITEM TYPES

Artifacts
Those items grant the unit an additional passive ability. When those items are equipped they either work all the time or when certain conditions are met.

Potions
Those items have charges. After each use, put a dmg token on the item. When the charges are exhausted, it can no longer be used. Potions can be used only during the turn of the unit which carries them. Using a potion is effortless (costs no action). Some potions can be used at other times. In such a case, it will be specifically explained in the item's description.

Weapons
Those items grant a unit an additional attack profile. It can be treated and performed as any other attack listed on the unit's card for the entire game.

School of Magic
Those items grant mages access to additional spells. Those spells can be cast in the unit's each magic action. Learn more about schools of magic in the next section.