ArcWorlde

The Fantasy Miniatures Game
Edition 2.2
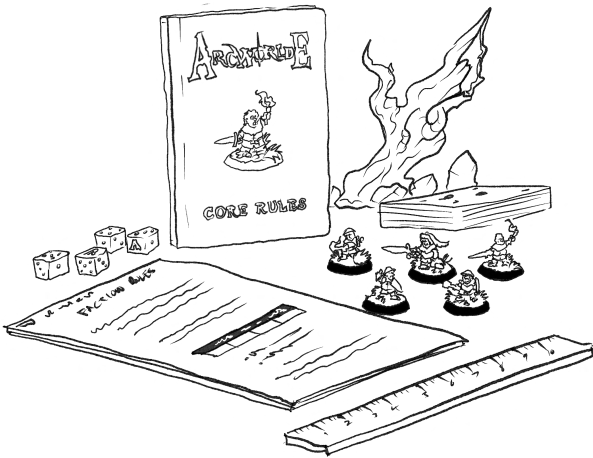


Warp Miniatures

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Introduction

ArcWorlde is a narrative battle game for one or more players, where Warbands, heroes and monsters clash within the wilds of the mysterious Mildaark Forest.

There are beasts to slay, treasures to discover, objectives to capture, and rival Commanders to defeat. Using these rules, your imagination, and the wide range of characterful ArcWorlde miniatures available, you and your friends can play out fantastic tales within this fantasy realm.

Each of your models is a **Character**. These Characters make up your **Warband**, and it's up to you to lead them to victory. Although ArcWorlde can be enjoyed as a one-off game, you can also create campaigns of linked narrative events.

The core of ArcWorlde is playing out exciting battles with your Characters and creating stories that you and your friends will love and remember. ArcWorlde isn't a game that's just about winning — the main objective is having fun!

What adventures await you and your Warbands in the depths of the Mildaark Forest?
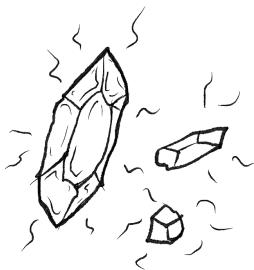
The Gentlefolk's Code of Conduct

When adventuring in the realms of ArcWorlde, it's recommended that players have a light-hearted and cooperative mindset to get the most out of the game.

Many aspects of ArcWorlde involve roleplaying and working together, and any unsporting behaviour is highly discouraged. Whether it's being stubborn when discussing Narrative Feats or getting grumpy when a Troll eats your favourite Character.

Before you read the rest of the rulebook, know that the most important rule of ArcWorlde is that it's meant to be fun for **everyone** involved.

The Basics

These are the basic rules that you'll need to understand before you start setting up the game. Once you've read over these, you should have a firm footing from which to leap into action!

What You Need to Play

To play ArcWorlde, you'll need:

- A copy of the ArcWorlde Core Rules.

- Your ArcWorlde Warband and their **Stat Profiles**, which are available on the Warp Miniatures website.

- A handful of six-sided dice, **Arcanite Tokens** and other generic tokens to help you keep track of various things throughout the game.

- A table or gaming board and some **Terrain**. Although ArcWorlde can be played on a board of any size, a gaming area of at least 3' x 3' (or 91cm x 91cm) is recommended.

- A deck of playing cards (the **ArcDeck**).
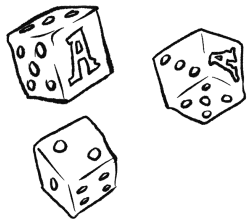
Dice in ArcWorlde

The events that unfold in ArcWorlde sometimes have their outcomes determined by the rolling of dice.

ArcWorlde almost always uses six-sided dice (referred to as **D6**) – if a rule tells you to roll a die and doesn't specify, it always means a six-sided die.

However, sometimes a roll might require a three-sided die to be rolled (a **D3**). If you don't have a D3, then you can use a D6 to get the result: 1-2 counts as a result of 1; 3-4 counts as a result of 2; and 5-6 counts as a result of 3.

Successes, Failures and Criticals

Most of the time, when a 4 or more is rolled on a die, it's referred to as a **Success**. If you are lucky enough to roll a 6, you've rolled a **Critical** (or **Crit**), which counts as two Successes. An unfortunate roll of a 1, 2 or 3 is a **Failure**.

Successes are used to determine the outcome of various **Actions** in the game. There are certain Actions that aren't determined by Successes, but these will always be clearly noted in the rules.

Re-Rolls

Certain effects in the game allow you to re-roll dice. Several effects may be in play at the same time so there are times when you can re-roll the same result more than once.

Advantage/Disadvantage

Some effects in the game require you to roll at an **Advantage** or **Disadvantage**. When rolling at an Advantage, you roll an extra D6 and discard the least-desired die (usually the lowest).

When rolling at a Disadvantage, you roll an extra D6 and discard the most-desired die (usually the highest).

If a roll is at both an Advantage and a Disadvantage, they cancel each other out. You can't be at an Advantage or a Disadvantage more than once on the same roll — no matter how many effects are applied, you only ever roll at most one extra D6.

The ArcDeck

The **ArcDeck** is a standard 54-card deck of playing cards (including Jokers) used to represent the whims of magic when playing ArcWorlde.

After a card is drawn from the ArcDeck, it's discarded. After all cards have been used they're reshuffled and the ArcDeck starts anew. Some players prefer to have their own ArcDecks, whereas others prefer to share. What you do with yours is entirely up to you!

The Warband

The **Warband** is your hand-picked group of miniatures, known as **Characters**, that you field in a game. These Characters are chosen from **Faction Rulesets**, or from the **Bestiary** or **Swords for Hire Rulesets**, and each has a **Stat Profile** that tells you how they play in the game.

Players usually write Warband Lists that include each Character, as well as any **Items** or **Gear** they've been equipped with. It's good form for players to show each other their Warband Lists, though some opponents may agree to keep theirs secret to add extra intrigue to their game.

Gold (GP)

Each Character costs a certain number of **Gold Pieces** (**GP**) to hire. When setting up for a game of ArcWorlde, the players will decide upon a **Game Value** to play with. This will dictate how many GP each player has to spend on their Warbands.
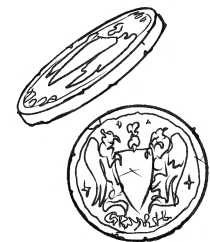
A game can be played with any Game Value the players wish, but as a rough guideline, a small game would be around 400GP, a medium game would be around 600GP and a large game would be 1000GP or more.

Stat Profiles in ArcWorlde

All the Stat Profiles for ArcWorlde are provided as printer-friendly PDFs on the Warp Miniatures website. These are 'living rules' that are updated as feedback is collected from the ArcWorlde community, so be sure to check for the latest versions.

1 **Halfling Sheriff - 80GP** **2**

3 CLASS	**4** AP	**5** MOVEMENT	**6** BRAVERY	**7** HP
COMMANDER	4	4	9	10

ATTACKS: **10**

9 (2AP) Furious Wallop: Power 8 **11**
Special Rules: **12** itical Hit is rolled, reduce the target Character's AP by 1 for their next Acti This does not stack.

- (1AP) Hearty Stab: Power 5
  Special Rules: Critical Hits ignore Armour

Traits & Equipment - Light Armour, Make Orders **8**

Rousing Cheer

Sheriffs are brave leaders of the militia, ready to rally their troops with ro~~~ng word~~~ dangerous times. All Characters with the Take Orders Tra~~~ the Sheriff's Bravery stat.

1. Name - The name of the Character. This is usually a description of their role within the Warband. You can choose to give them a proper name as well, of course.

2. Cost - This is the base GP cost of the Character. If you choose to equip them with additional **Equipment,** their Cost will go up depending on the Equipment's stated GP value.

3. Class - Each Character has one or more Classes that reflect how they play in the game:

- **Commander** - The leader of your Warband. Usually there can only be one Commander in your Warband, but certain Factions have Special Rules that allow them to hire more. The Faction that your Commander is from determines the Faction of your Warband.

- **Mage** - A Character who can use magic and cast **Spells** (see Magic).

- **Unit** - The main troops of your Faction. These usually make up the bulk of your Warband.

- **Elite** - These Characters are more powerful than the Units, though cost more GP to hire.

- **Irregular** - These Characters have unusual rules that add some additional variety to the game.

- **Heavy** - The largest and hardest-hitting Characters in the Warband.

- **Beast** - A small **Creature** (see Creatures in ArcWorlde) who's on a 30 or 40mm base size.

- **Monster** - A large Creature that's on a 50 or 60mm base size.

- **Titan** - A massive Creature that's on a 120mm base size.

- **Sword for Hire** - A mercenary Character that has been hired temporarily by your Warband (see Swords for Hire).

4. Action Points (AP) - How many Action Points the Character can spend per Activation. These points can be spent on **Attacking, Legging It, Feats** or other Actions. Some game mechanics may affect this stat, so make sure to keep track of it during play.

5. Movement - How far in inches a Character can travel before they need to make a Leg It roll. Some game mechanics may affect this stat, so make sure to keep track of it during play.

6. Bravery - How courageous a Character is in the face of danger. This is the total that needs to be rolled equal to or under to pass a **Bravery Test**. Some game mechanics may affect this stat, so make sure to keep track of it during play.

7. Health Points (HP) - The number of undefended Hits the Character can take before they're **Knocked Out**. Track the HP of a Character by using dice, tokens, or keeping notes during the game — whatever works best for you.

8. Traits and Equipment - Most Characters have Traits that alter how they can be played on the battlefield. Characters can also be outfitted with Equipment (see Equipment).

In addition, each Character can make one or more Attacks, which have the following stats:

9. AP Cost - The amount of AP required to use this Attack. Some Attacks, mainly Ranged Attacks, don't have a set AP Cost because they require a Feat instead (see Taking Shots).

10. Name - The name of the Attack.

11. Power - The number of D6s you roll when making the Attack. The more powerful the Attack, the more D6s you roll.

12. Special Rules - Any other effects of the Attack.

Miniatures in ArcWorlde

You're welcome to use any ArcWorlde miniatures from your collection to represent your Characters if you feel the sculpt looks right. Although the range is growing all the time, be encouraged to dig out old models and use the current rules in creative ways to represent them.

Bases in ArcWorlde

Each ArcWorlde miniature is provided with a base that matches the size of the model.

Human-sized or smaller Characters are on 30mm bases; larger Characters such as Ourks, Elves or Beastfolk are on 40mm bases; and particularly large Characters such as Dark Lords are on 50mm bases.

Creatures have a base size dictated by their Class: Beasts are on 30mm or 40mm bases; Monsters are on 50mm or 60mm bases; and Titans are on 120mm bases.

Random Placement

Sometimes, the rules will ask you to place something 'randomly' on the game board. When this happens, divide the table into a grid six units long and six wide and roll 2D6, one die indicating length and one indicating width. Then, place the object in the appropriate area of the table.

Of course, not every game board will be an exact square, but this will still allow you to determine areas to place objects.

Setting up the Game

Before the game begins, decide on the **Scenario** that's being played and arrange the game board to the desired layout with the **Terrain** you've chosen. If you'd like to, you can also choose an **Environment** for your game to take place in. All of these concepts are explained in this section.

Once the board is ready, each player rolls a D6 until someone has a highest number. They then choose the order of deployment, with each player taking turns placing their Characters one by one on the board until all are in position and ready to play.

Scenarios

Games of ArcWorlde are rarely about just beating your opponent in combat. The best games have many other objectives, pitting your Warbands against each other in ways other than just going on the attack! The rules for these objectives are known as Scenarios and the reward for completing them is **Victory Points (VP)**. The player with the most VP wins the game.

Many players create their own Scenarios inspired by their Warbands or the campaign they're playing. However, to get you started, a few examples have been included in the ArcWorlde Scenarios document on the Warp Miniatures website. The website also includes an ArcDeck-based Scenario Generator to randomly determine Missions and Secondary Missions for your games.

As ArcWorlde grows, more Scenarios will be added, so be sure to check the website for updates.

Terrain

The wilds of ArcWorlde are varied and exciting, populated with all sorts of Terrain for your Characters to fight amongst. Terrain in ArcWorlde is a very important part of the game. Not only does it make your gaming board look enchanting, but it also allows players to really make the most of the environment when creating their adventures.

Whether it's leaping from the treetops, vaulting over buildings and structures, or activating ancient portals to distant realms, the landscape and features of the battlefield can help to get the creative storytelling juices flowing.

Terrain may be grouped into three different types:

- **Open Terrain** - Open ground with no major obstacles.

- **Difficult Terrain** - Rough ground with some small obstacles or debris. This could be deep snow, dense forest or even thick mud.
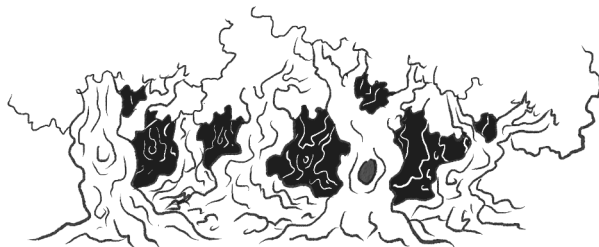
- **Impassable Terrain** - Large obstacles and barriers to movement that need to be manoeuvred around or over. This may be a large tree, a fast-flowing river, a wall, or even a swirling vortex of deadly magical energy.

You can find rules on how these different kinds of terrain will impact your Characters in the 'Movement' and 'Combat' sections of this rulebook.

Environment

As an optional rule, you can choose to set your game of ArcWorlde in a particular Environment. Each Environment reflects a different kind of landscape or locale and provides some additional rules that affect your game as you play. You don't have to play using an Environment if you don't want to – in fact, you may wish to wait until you've played a few games and are familiar with the rules before introducing one!

If you do want to use an Environment, then there's one included at the end of these rules (**The Mildaark Forest**). There will be more made available in the future on the Warp Miniatures website and in upcoming publications.

The Round

A game of ArcWorlde is divided into Rounds, in which players take turns to Activate the Characters in their Warband. When Activated, a Character can perform a number of Actions by spending Action Points (AP).

At the start of a Round, players roll a D6 to determine the order of play. The player with the highest roll Activates a Character first, followed by the next highest and so on. If two players roll the same number, re-roll until there's a winner.

Once a Character's AP has been spent, the Character's Activation ends and the game moves to the next player. Once all players have Activated a Character, the first player Activates their next Character, and so on. A player with no more Characters to Activate simply skips their turn. If all of the Characters on the board have been Activated, the Round ends and a new one begins.

A standard game lasts for five Rounds. However, sometimes a game is so epic that it requires more than just five Rounds, in which case play until all players feel it has reached a satisfying conclusion.

Activations

During their Activation, a Character may move and perform one or more Actions by spending their AP. These Actions can be of many different types, but the most common are:

- **Attacking**

- **Legging It**

- **Feats**

Movement

Just about every Character in ArcWorlde can move about the board, whether they're marching through open ground, charging towards an enemy or clambering over all that exciting terrain you've been longing to use.

To move a Character, simply measure from the front of their base to the point where you'd like them to be. If the Character's base fits and their path doesn't go over any Impassable Terrain, they can move there, placing the lip of their base at the point you measured to.

During their Activation, a Character may make a single free movement up to their Movement stat in inches. For example, if a Character's Movement stat is 5, they can move up to 5" without having to spend any AP.

Legging It

In the wilds of ArcWorlde, sometimes a little bit of extra speed is needed. If a Character has used their free movement in an Activation and has yet to make an Action, the player may spend 1AP to Leg It.

To Leg It, roll a D6. The Character may move additional inches up to the value rolled. For example, if a 4 is rolled, the Character can move an extra 4". This can be a great way for Characters to Charge into combat, push further to reach an objective or escape from danger.

However, there's a risk. If a 6 is rolled, the Character is far too keen and instead trips and falls head over heels onto the floor! The Character doesn't move any further as part of the Leg It Action and is knocked **Prone**.

If the Character succeeds in keeping their footing, you may attempt as many additional Leg It rolls this Activation as you feel brave enough to do for no extra AP cost. However, the chance of falling over increases by 1 each time (on a 5+, 4+, 3+ etc.), so be careful!

If the Character stops to attempt another Action, they can't try to Leg It again this Activation, unless included in a Feat (see Feats).

Prone

During the game, a Character may be knocked to the ground and become Prone. Whilst Prone, they may not make any Actions, and all Defence Rolls are at a Disadvantage (see Making Attacks). They may also have their Equipment stolen from them by devious foes (see Equipment).

A Prone Character may get up off the ground with a successful Easy Feat. They may also be helped up by an Activated Character in base contact with an Easy Feat if they're on the same or smaller base size, or a Medium Feat if the Prone Character is on a larger base size (see Feats).

If a Character with the Split Activation Trait becomes Prone (see Common Traits), their current Activation immediately ends.

Prone Characters get up for free at the start of their Activation in the following Round.

Charging

Sometimes, a Character will use extra movement to hurtle headlong into combat. If a Character uses a Leg It roll to move into base contact with an enemy Character, it counts as a **Charge**. The Charging Character gets +1AP for this Activation and may unlock Special Rules in an Attack, piece of Equipment or Trait.

Terrain and Movement

Terrain can slow down or even prevent movement. Open Terrain has no impact on movement but movement through Difficult Terrain, including Leg It rolls, is halved. Impassable Terrain blocks movement entirely — to pass over or through it, you'll need to perform a Feat (see Interacting with Terrain).

Some Traits allow Characters to ignore the effects of Terrain when moving, such as Fly (see Common Traits).
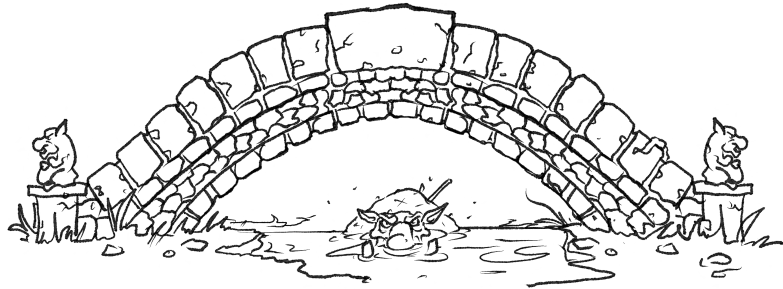
Feats

Feats are a means of representing the countless ways that your Characters can interact with the world. Many actions a Character might take in the game require a Feat to be completed, and players can even devise their own Feats to add narrative elements to their games.

Attempting a Feat requires the spending of a Character's AP, with each AP spent allowing one D6 to be rolled in the attempt. The number of AP spent on a Feat attempt must be declared before the attempt is made.

Feats might be attempted for a number of different reasons, but the most common ones are:

- To take a Shot.

- To interact with Terrain.

- To interact with Equipment.

- To perform a Narrative Feat.
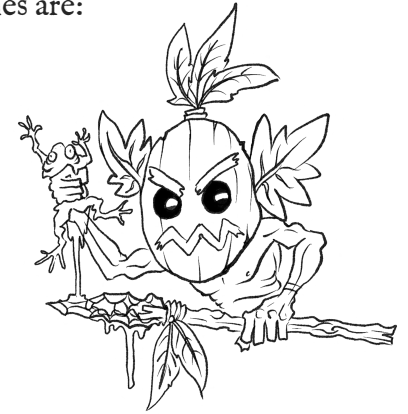
Difficulty

Each Feat has a level of difficulty based on how difficult the task is for the Character to accomplish:

- **Easy** - Requires one Success. A simple action such as getting up off the floor after becoming Prone or picking up an Item.

- **Medium** - Requires two Successes. Something more difficult such as a human-sized Character vaulting over a high wall or taking a difficult Shot with a Ranged Weapon.

- **Hard** - Requires three Successes. A much more arduous task, such as a Halfling vaulting over the same high wall or an Ourk smashing through a locked door.

- **Legendary** - Requires four Successes. A truly difficult Feat that takes a lot of luck to accomplish. Imagine an epic hero moment where a Character hits a Dragon in just the right spot to take it down, or a Character dodging out of the way of a fatal Attack at the last moment!

When a Character attempts a Feat, their controlling player announces how many AP they'll spend. It's up to the player how many AP they wish to spend on a Feat attempt, no matter the difficulty. The more AP spent, the more dice rolled and the more likely it is to get the required number of Successes to make the Feat happen.

After announcing the Feat attempt, the player rolls a number of dice equal to the number of AP spent (all at the same time). The number of Successes rolled is then compared to the difficulty of the Feat. If the number of Successes equals or exceeds the number required by the difficulty, the Feat is accomplished. If not, the Feat fails and there may be dire consequences!

TAKING SHOTS

Some Characters can cause damage from afar due to an Attack mentioned on their Stat Profile, a Trait, or a weapon they're equipped with. Any Attack that has a range in its Special Rules counts as a Ranged Attack and requires a Shot to make. Oftentimes, Ranged Attacks won't have AP costs like regular Attacks, as the success or failure of a Shot is determined by attempting a Feat.

Unless stated otherwise, aiming and firing a Shot requires the Character to successfully make an Easy Feat. As such, the player may choose to spend as many AP as they wish to attempt it, representing the Character taking more time and effort to carefully line up the Shot. If they want to try a quick Shot, they may choose to spend 1AP. However, if they would like to try a more carefully aimed Shot, they may choose to spend 2AP or more on the attempt.

Measure the distance between the Character taking the Shot and the target. If the target is within the range shown on the Attack's Special Rules, the Character may attempt a Feat to take the Shot.

If successful, resolve the Attack as described in the Combat section of these rules. If unsuccessful, the Shot misses its mark. A Character may not attempt a Shot if they're in base contact with an enemy Character.

If a Character is shooting at a target in base contact with a friendly Character and the Shot is unsuccessful, the friendly Character is hit by the Shot. If there's more than one friendly Character in base contact with the target, the nearest one to the shooting Character is hit.
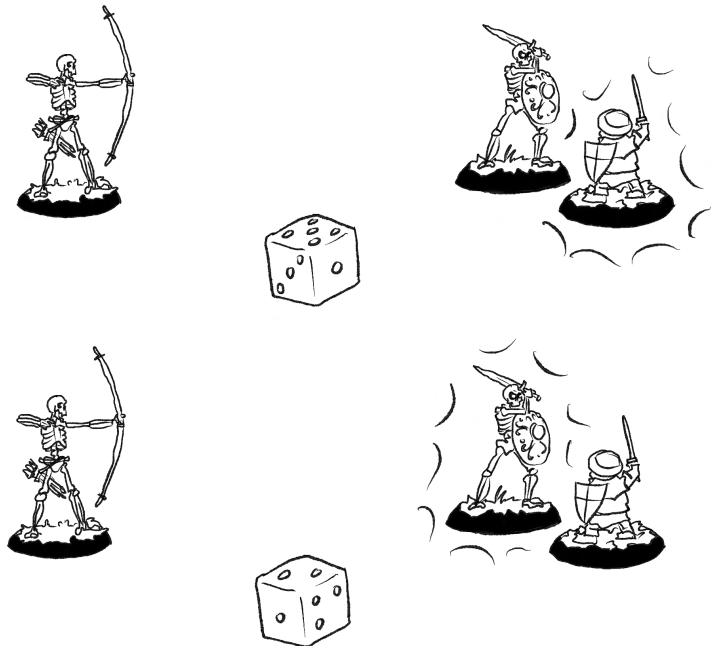
Interacting with Terrain

Certain Terrain features (such as buildings) may be interacted with by Characters in the game. As a rule, if the Character's base can fit on or within the Terrain, they can move there. If the player desires a Character to interact with Terrain in other ways (such as climbing up it, jumping over it, destroying it and so on), a **Narrative Feat** is required.

Interacting with Equipment

Characters can also interact with Equipment using Feats. Characters can perform an Easy Feat to pick up an unclaimed piece of Equipment they're in base contact with or give a friendly Character in base contact an Item they're holding. Some Equipment has additional rules about how it can be interacted with and what difficulty of Feat is required.

Narrative Feats

Have you ever played a game when you had a great idea for something cool for your miniatures to do but there weren't the rules to do it? Do you enjoy roleplaying and thinking about interesting ways for your Characters to act? If so, you're in luck. For in ArcWorlde you can do just those things with special 'Narrative' Feats.

Narrative Feats allow you to have in-game effects for roleplayed actions you make for your Characters. Do you want your Halfling to distract a Troll with her packed lunch so it misses an Attack? Would you like your Elf to somersault over a Terrain feature to land in combat? Would you like your Ogre to push down a tree to crush the Vampire hiding behind it? The only limits to what Narrative Feats can do are your imagination and the luck of the dice.

Before attempting a Narrative Feat, describe to your opponent(s) what you'd like it to be and what difficulty of Feat you think it would be to accomplish. All Narrative Feats, their difficulty, and any possible effects of failure must be discussed and agreed upon by all players before the attempt.

If the players can't agree on the difficulty of a Narrative Feat, a good compromise is to use the lowest preferred difficulty and make the consequences of failure more dangerous!
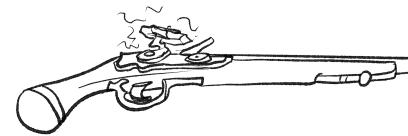
Example: A player wants their Imperial Captain to jump across a river. The Imperial player tells this to their opponent and suggests that it would be an Easy Feat. Their opponent disagrees, saying it's a pretty wide river and it would be a Medium Feat. As a compromise, the players agree that it would be an Easy Feat, but if the Captain fails, they fall into the river and become Prone.

Although Narrative Feats can be used to escape danger, discover hidden treasure or cast a particularly potent Spell, much of what players wish to roleplay involves fun ways of dealing damage. This may include death-defying dives, creatively using Terrain to stun enemies, or even taking ridiculous trick shots.

Any damage caused by a Narrative Feat is equal to three Hits (see Combat) per Success required . For example, a Hard Narrative Feat (which needs three Successes) would cause nine Hits. If there are multiple targets for the Narrative Feat, you must divide the Hits equally between them (rounded up to the nearest whole number).

Example: An Ourk Brute attempts to topple a statue onto a group of three Halflings. The statue is large and the players all agree it would take a mighty Legendary Narrative Feat (four Successes) to accomplish. The Ourk player decides to spend 3AP on the attempt, and rolls a six, a five and a four. A Crit (six counts as two Successes) plus two Successes (five and four) means the Narrative Feat is successful! As it's Legendary, the statue falling over causes a total of 12 Hits against the three targets, landing them with four Hits each.
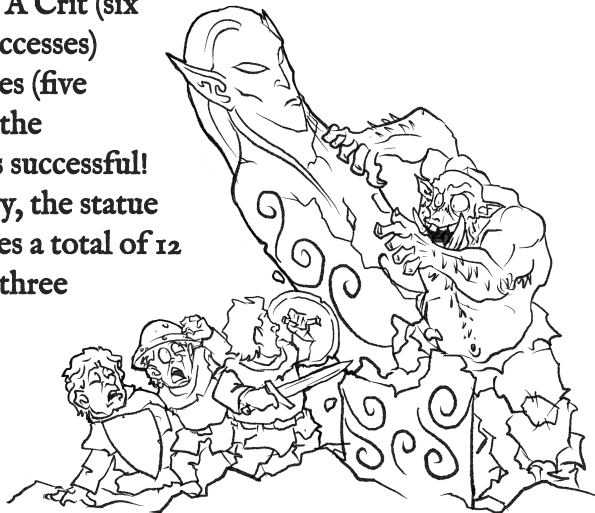
Another thing you may wish to incorporate into a Narrative Feat is an extra Leg It roll for your Character to dash into or out of danger. This can be done even if the Character has already Legged It this Activation, or if they've made an Action since their free movement. If a Leg It roll is part of a Narrative Feat, roll for it separately even if the Feat succeeds.
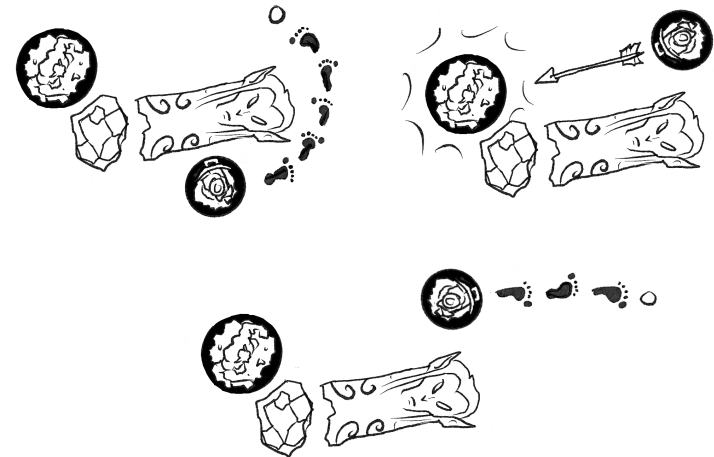
Example: After dusting himself off, one of the Halflings really wants to get away from that Ourk. He would like to move, shoot his bow at the Ourk, and then attempt a Narrative Feat to Leg It a little further. The player describes this to their opponent, and both agree it would be a Medium Narrative Feat. The Halfling makes his free movement, takes one Shot, and then his final AP is spent to roll one D6 to attempt the Narrative Feat. The player rolls a six - a Crit (two Successes) and the Narrative Feat is pulled off! They then roll for a Leg It attempt and gets a three, so the Halfling successfully scurries an extra 3" away.

The goal of the Narrative Feat system is to add to the narrative of the game and create memorable moments to enjoy and share. What Narrative Feats will you make with your friends?

COMBAT

Every great story needs conflict, and the conflict found in ArcWorlde is no exception. Warriors clash in face-to-face combat, and skilled sharpshooters fire volleys across the battlefield. Combat in ArcWorlde takes the form of either **Melee Combat** or **Ranged Combat.**

MELEE COMBAT

Melee Combat is when two noble warriors slug it out hand-to-hand until one or both either run away or are **Knocked Out**. When a Character moves into base contact with one or more enemy Characters, they are **Engaged** in Melee Combat.

A Character may only **Disengage** from an enemy in Melee Combat by succeeding at an Easy Feat, which increases in difficulty one step for each additional enemy present. If successful, the Character moves as normal. If unsuccessful, the Character remains where they are and loses 1HP per enemy Character in base contact.
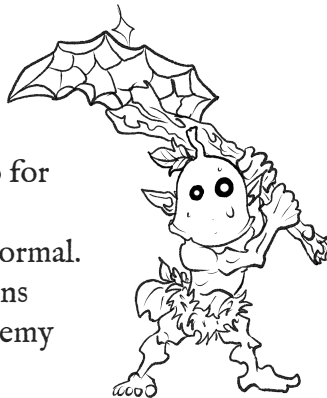
RANGED COMBAT

Ranged Combat requires Feats to hit targets with Shots from afar. These rules are outlined in the Feats section. Ranged Combat doesn't involve Characters being Engaged, and they're free to make Ranged Attacks and go on to other Actions without any restrictions.

MAKING ATTACKS

Melee Attacks can only be made (unless otherwise stated) by Characters in base contact with the target. When a Character is Engaged with an enemy Character during their Activation, you may choose an Attack to use against them. To make a Melee Attack, choose one from your Character's Stat Profile and deduct the AP cost from your Character's remaining total.

You can make any number of Attacks in an Activation as you wish, as long as your Character has the AP to spend on them.

Once the Attack is made (either by taking the Shot with a Ranged Attack or selecting a Melee Attack and spending the required AP), the process of resolving it is always the same:
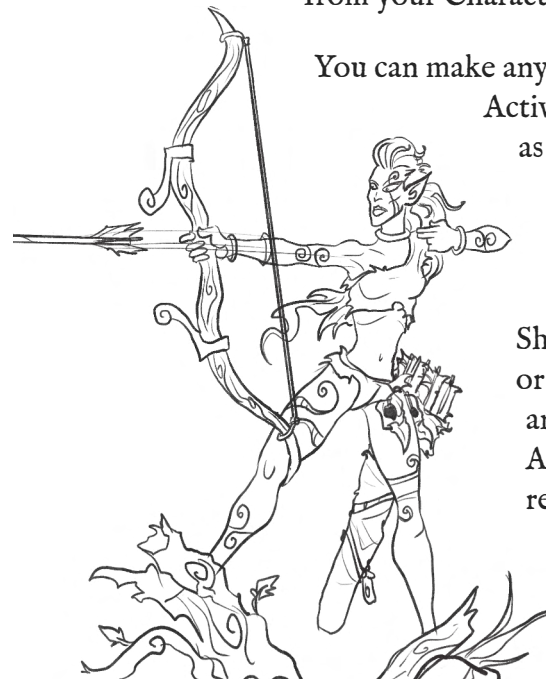
1. The player rolls a number of D6 equal to the Power stat of the Attack. Each Success is a Hit upon the target! A Crit counts as two Hits and may unlock Special Rules for the Attack.

2. The total number of Hits is reduced by the **Armour Value** of the target (see Armour Value).

3. The target's player then rolls a **Defence Roll** using one D6. A Success defends one Hit, and a Crit defends two. Repeat until a Defence Roll is a Failure or all Hits are defended.

4. If a Defence Roll is failed, the target takes the remaining Hits as **Damage** and the amount is deducted from the target's remaining HP.
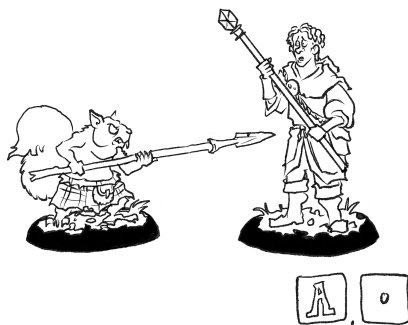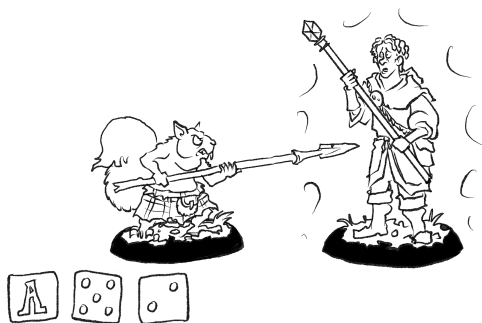
Example: A Beastfolk Verman attacks a Wizard Apprentice. The Beastfolk player chooses the 'Stab' Attack, which has a Power of 3. They roll 3D6 and get 6 (Crit), 5 (Success) and 2 (Failure). The Apprentice has no Armour, so this results in 3 Hits.

The Wizard player then rolls their first Defence Roll and gets a 6 (Crit), which defends two Hits. They then roll a 1 (Failure), so the remaining Hit causes 1 Damage and removes 1HP from the Apprentice.

LINE OF SIGHT AND COVER

When facing danger on the battlefield, players may use the Terrain on the game board to protect their Characters from harm.

If any part of a Character can be 'seen' by an attacker, they can be targeted by them. Only if a Character's miniature is completely hidden from the perspective of the attacking Character's miniature can they not be the target of Attacks or Spells.

However, even if fully hidden from an attacker, a Character can still be affected by Attacks, Traits or Spells that have a radius of effect.

Terrain features can also help to protect Characters from Attacks. A Character is counted as being in **Cover** if 50% or more of their miniature is visibly obstructed by Terrain, either from the perspective of the attacker or the focal point of an Attack/Spell.

If a Character is in Cover, all of their Defence Rolls are at an Advantage.
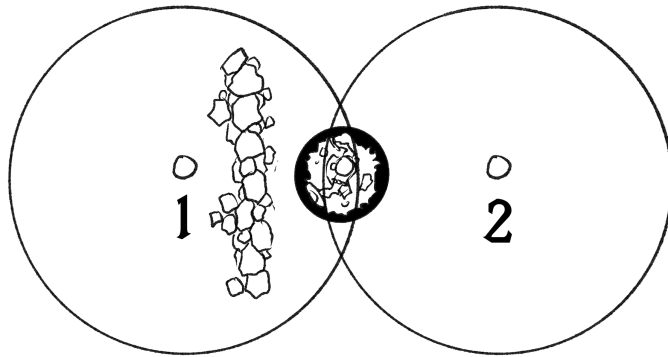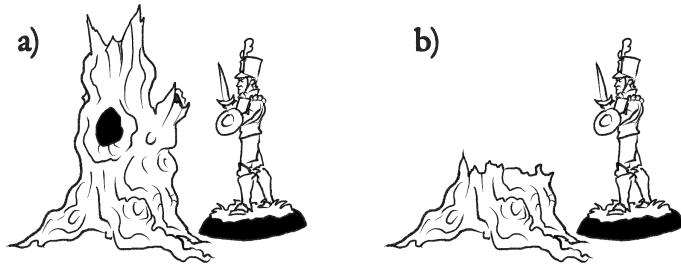
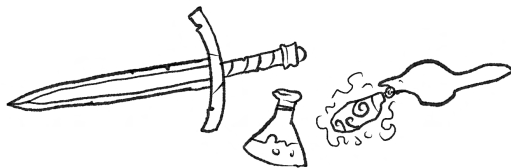Examples of a) a hidden Character, b) a Character in Cover c) a Character being targeted by an Attack with a radius. In Attack 1 the target would be in Cover, whereas in Attack 2 they would not be.

Armour Value

Some Characters have protection from the effects of enemy Attacks, be it in the form of sheets of armour, thick hide or magical warding.

In the game, this is represented by an **Armour Value**. Armour can be given to a Character by certain Equipment, Spells or Traits.
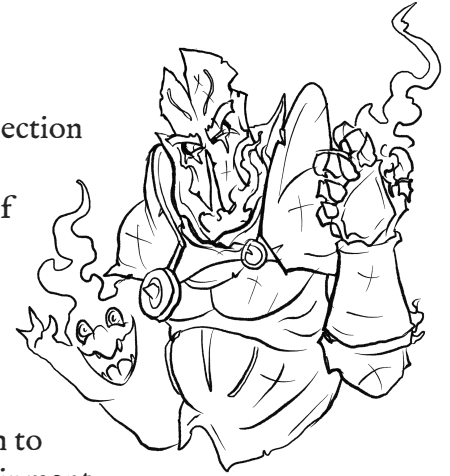
Armour negates Hits from foes. When a Character takes Hits, reduce the total by their Armour Value before making their first Defence Roll.

However, some Attacks ignore Armour, and some can even break it! If subjected to an effect that breaks Armour, reduce a Character's Armour Value by 1 for the rest of the game.

Health Points (HP)

Every Character has a set number of Health Points (HP), which are reduced by Damage. Each point of Damage removes 1HP. If a Character reaches 0HP, they're Knocked Out and removed from the board.

Bravery

On the field of battle, only the most courageous can hope to stand against the dangers of ArcWorlde. Often, Characters are seen scurrying for cover when the going gets tough!

The Bravery stat represents the courageousness of a Character. The higher the stat, the more likely they'll hold their nerve in the face of overwhelming odds or in the actual face of a bellowing Troll.

A Bravery Test must be taken by a Character (even outside of their Activation) when:

- A friendly Character is Knocked Out within 3".

- An effect of an Attack, Spell or Trait requires it.

Taking a Bravery Test

To take a Bravery Test, the player must roll 2D6 to determine the amount of fear the Character experiences. If the total is equal to or lower than their Bravery stat, they stand firm and fight on. If the roll is higher than their Bravery stat, they become Broken. Broken Characters can be marked with a token or any other way you prefer.
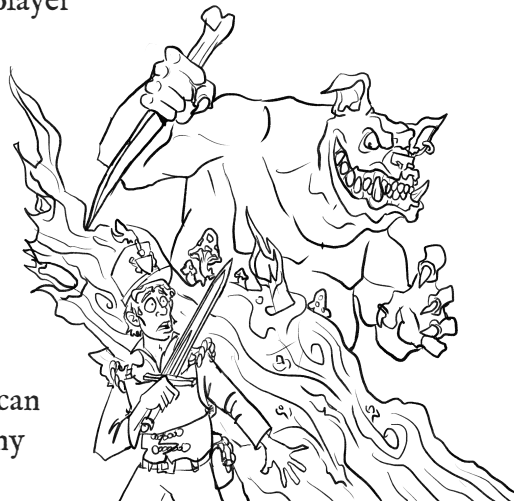
Broken Characters

If currently Activated, a Broken Character must attempt to **Flee**. This is a movement equal to their Movement stat towards the nearest board edge or a piece of Terrain that could give them Cover, whichever is closer. If they make base contact with either, they halt their flight. Fleeing is a free movement but replaces the Character's free move if it hasn't been used this Activation.

If the Broken Character isn't currently Activated, they stand frozen with fear and Flee at the start of their next Activation instead.

If a Character is Broken whilst in Melee Combat, they must make as many attempts to Disengage as possible until all of their AP is spent. **If a Character is Attacked while Broken, their Defence Rolls are at a Disadvantage.**

Rallying a Broken Character

After they Flee, a Broken Character may try to muster their courage at the start of their next Activation by taking a Bravery Test. If successful, they stop being Broken and may act as normal. If unsuccessful, they remain Broken for the rest of their Activation and must Flee again.

Commanders and Bravery Tests

Commanders not only inspire (or bully) their warriors to fight but also keep up morale when the going gets tough. If a Character is within 8" of their Commander, they may roll all Bravery Tests at an Advantage.
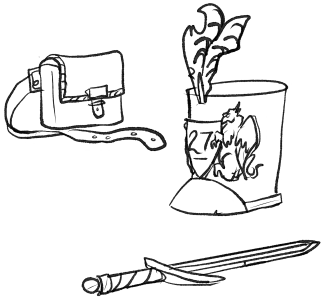
EQUIPMENT

In ArcWorlde, Characters can carry and use all sorts of weapons, armour and artefacts. They can be given Equipment before the game or find it on the battlefield.

Equipment comes in two types:

- **Items** - Smaller objects such as potions, trinkets and **Arcanite Tokens** (see Arcanite). Using an Easy Feat, Items can be picked up, dropped, or given to a friendly Character in base contact.

- **Gear** - This includes most weapons and armour as well as mounts and other paraphernalia. Gear can't be removed from the Character during a game unless a rule specifically says so. Gear found in a game can be picked up by attempting an Easy Feat, though once equipped can't be removed.

Before the game starts, players may purchase Equipment for their Characters from the Common Armoury and the Faction Armouries found in their Faction Rulesets.

REPRESENTING EQUIPMENT WITH YOUR MINIATURES

There are hundreds of possible combinations of Equipment, and players aren't required to equip their Characters exactly how their miniatures are sculpted. A model sculpted holding a spear could absolutely be played as a Character holding a bow.

If this is something you'd like to do, keep an eye on the ever-expanding ArcWorlde miniatures range as more models are released!

STEALING ITEMS

When an enemy is Prone, their valuables may be pilfered. If an enemy Character is Prone, a Character in base contact may steal an Item they hold by attempting an Easy Feat.

USING EQUIPMENT

Some Items can only be used once and are destroyed or otherwise inactive after use. Some Items are in effect until the player chooses to put them away or the Character loses possession of them. These details will be explained in the Item's rules.

Gear is always in effect, as are weapons if the Character is only equipped with one. If you've equipped your Character with two or more weapons, announce at the start of their Activation which one they'll be using. Characters can attempt an Easy Feat to change weapons mid-Activation.

Unless specifically stated in their rules, Equipment can't be used by Creatures. It's just so hard to wield a sword with big, clumsy paws.

KNOCKED OUT CHARACTERS AND EQUIPMENT

If a Character is Knocked Out, whatever Items or Gear they're holding are also removed from the game.

However, depending on the Scenario or the personal preference of the players, you may use tokens to represent dropped Equipment when a Character is removed from the board. This is usually done for Scenario-specific Items, **Arcanite Tokens** (see Arcanite) or **Fabled Artefacts**.

Fabled Artefacts

Legends tell of ancient relics that can be found deep within the unknown places of ArcWorlde. Hidden in forgotten tombs or wielded by formidable warriors, these Fabled Artefacts may be discovered on your adventures.

Fabled Artefacts are particularly powerful pieces of Equipment that you can introduce to your games to add even more narrative flavour. An ancient sword may be pulled out of a rock, a magic ring may be found at the bottom of a river, or an enchanted suit of armour may be worn by a vengeful Undead king who's determined to stop you from taking it.

Players are encouraged to design their own Fabled Artefacts to include in their games, and a list of pre-made Fabled Artefacts can be found on the Warp Miniatures website. Fabled Artefacts can be included as part of a Scenario, held by a Rogue Character (see Rogue Warbands) or just randomly plonked on the board. It's entirely up to you.
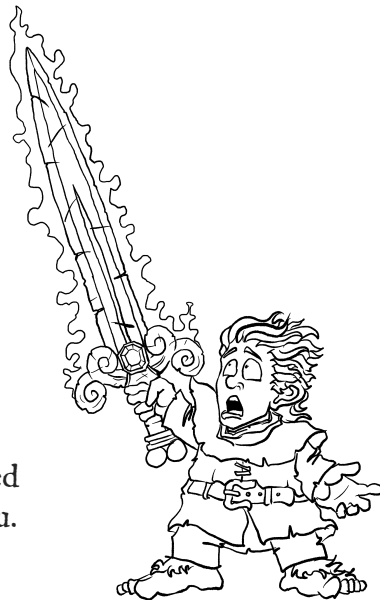
Arcanite

Throughout ArcWorlde, Arcanite is amongst the most sought-after treasures of all. A glittering blue-green gem that thrums softly with power, it stores pure magical energy that can be channelled by those who possess it.
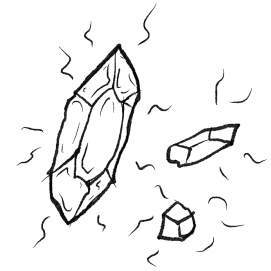
Wars are fought over it, Mages are fuelled by it, and many go to great lengths to hoard it for themselves. The depths of the Mildaark Forest are said to be where it's found most abundantly, if one is brave enough to venture into the trees to find out.

Arcanite is a highly valuable resource in ArcWorlde and is represented in the game by **Arcanite Tokens**. The magic stored within Arcanite Tokens can be used by a Character for many special effects and can really turn the tide if spent at the right moment.

Obtaining Arcanite Tokens

There are two sources that a Character can obtain Arcanite Tokens from:

- **In Game** - Tokens can be found on the battlefield for Characters to collect, or generated by Equipment or Characters. Some Scenarios or other game rules require Arcanite Tokens to be on the gaming table, or players may choose to place any number on the board before the game starts.

- **Purchasing Them** - You may also buy Tokens before the game, using your GP to purchase them. Arcanite Tokens can be found in the Common Armoury and are equipped to a Character. Purchased Tokens aren't counted towards any Scenario victory conditions.

Arcanite Tokens are Items and therefore can be picked up, given to friendly Characters or stolen from Prone enemies by using an Easy Feat. They're also left on the board if a Character carrying them is Knocked Out (see Equipment).

Using Arcanite Tokens

Arcanite Tokens are nuggets of pure arcane power. If equipped with one, a Character can use an Arcanite Token at any time, even outside their Activation. When used, choose one of these effects:

- Grant +1AP to the Character for their Activation. This option may only be chosen if used while the Character is Activated.

- Add an extra D6 to any roll.

- Allow a Spell to be cast (see Magic).

- Allow another card to be drawn from the ArcDeck when casting a Spell.

- Re-roll a D6.

Once spent, the Arcanite Token's power is depleted and it may not be used again.

Commanders and Arcanite Tokens

In the field of battle, a Commander may choose to use their stash of Arcanite to help their troops or hoard it for their own ends. If a Commander is in possession of an Arcanite Token, it may be used by any friendly Character on the board as if they were equipped with it.

Magic

Magic is a very real presence in ArcWorlde, and some Characters can bend arcane energy to their will.

Characters that can use magic are known as **Mages** and can cast all manner of **Spells** in the game. Magic is controlled in the game using the ArcDeck, the draw of which represents the ebb and flow of the magic available to the Mage for their Spells.

Casting Spells

Each Faction Ruleset has a collection of Spells that its Mages can cast. Some Characters, particularly Swords for Hire, will have their own unique Spells on their Stat Profile. Each Mage can attempt to cast a single Spell per Activation by spending 2AP, or by spending Arcanite Tokens.
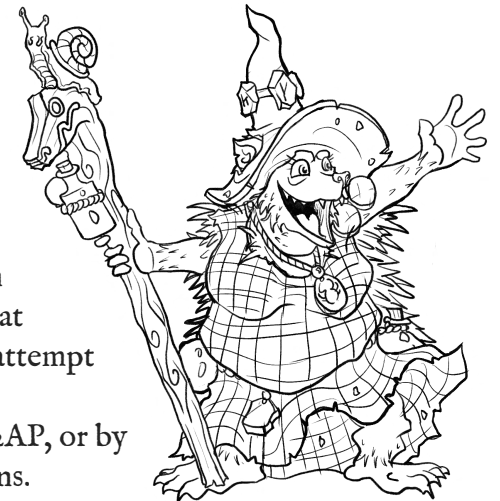
To cast a Spell:

1. Nominate the Spell the Mage would like to cast. The level of this Spell is the total value of cards required to cast it.

2. Draw two cards from the ArcDeck and place them face up on the table. Add the numbers on the cards together. Royalty (or Face or Court) cards count as 10, and Aces can be counted as either 1 or 11. Jokers can be considered any number of your choice between 1 and 11.

3. If the total is lower than the level of the Spell, the player may choose to spend either 1AP or an Arcanite Token to draw another card from the ArcDeck. If they choose not to, the Spell has failed. If the total is equal to or higher than the level of the Spell, it is successfully cast.

If the total ever goes over 21, the Spell has become **Overpowered**. The Spell is cast, but the Mage loses D6 HP as they lose control of the magical power they've summoned. Once drawn and the effects of the Spell are played out, the cards are discarded (see ArcDeck).
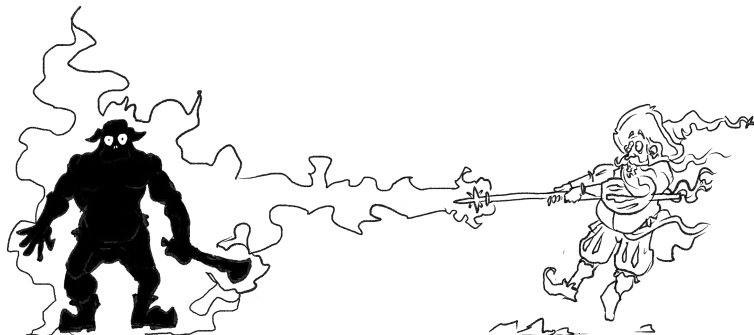
CREATURES IN ARCWORLDE

Warbands of warriors aren't the only ones that roam the wilds of ArcWorlde, and many terrifying beasts call this most dangerous of realms home. From skulking in the depths of the Mildaark Forest to terrorising towns and villages, 'here be monsters' can be written almost everywhere on the map.

Creatures are a core part of the ArcWorlde game. They can be played on their own as wild hunting packs or lone monsters, or 'tamed' as part of a Faction-based Warband. There are many Creatures to choose from — the rules of which can be found in the ever-expanding Bestiary Ruleset on the Warp Miniatures website.

All Creatures in ArcWorlde are categorised into one of three groups:

- **Beasts** - Small to medium-sized creatures, whose models are provided with 30mm or 40mm bases.

- **Monsters** - Large creatures, whose models are provided with 50mm or 60mm bases.

- **Titans** - Utterly huge creatures, whose models are provided on whopping 120mm bases.
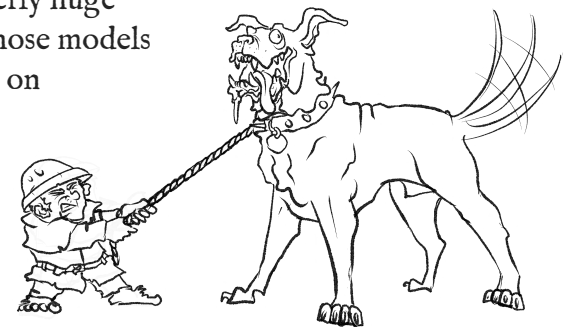
Using Creatures in Your Warband

Any Creature from the Bestiary can be added to your Warband as if they were included in your Faction Ruleset. They're a fantastic way to add even more narrative to your games.

It might be interesting to create a backstory of how a Halfling Warband tamed a Troll or how an Imperial Captain obtained his own flock of battle-ready Grifflings!

Creature Warbands

You may also play ArcWorlde with a Warband made out of just Creatures. To do so, build your Warband using Creatures from the Bestiary. Play as a hunting pack of Death Kiwis, a lone and angry Forest Troll or even a mighty Dragon, where multiple Warbands may have to team up and take you down!
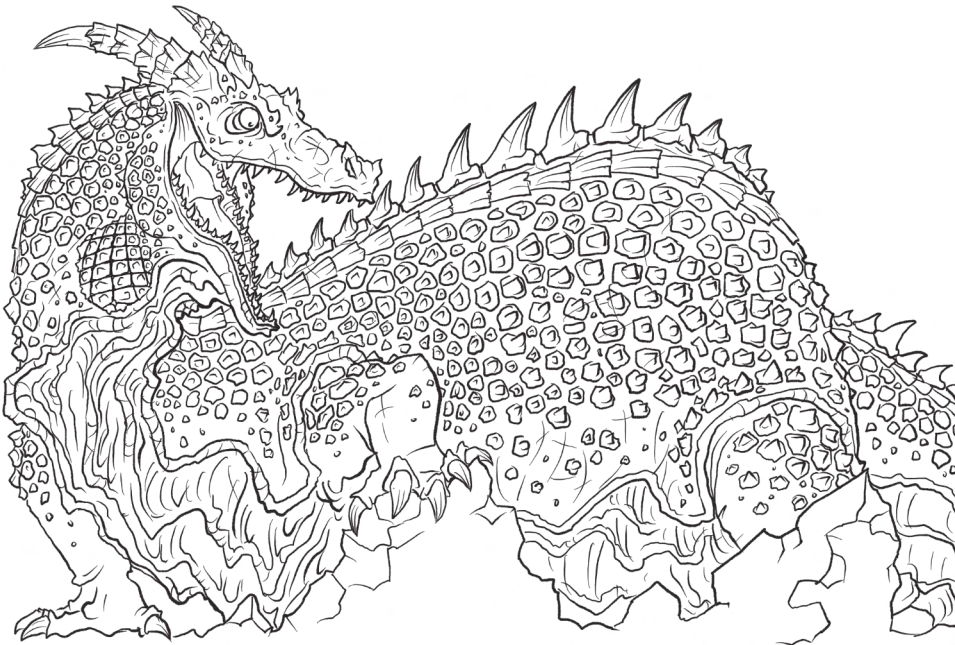
Swords for Hire

In the dangerous lands of ArcWorlde, a little extra muscle is sometimes required, and many sell-swords roam the countryside offering their services for coin. Some are mighty lone heroes whose reputations precede them. Some are unlikely adventurers who find themselves in sticky situations. Some are warriors from other Factions, willing to fight for your cause for the right price.
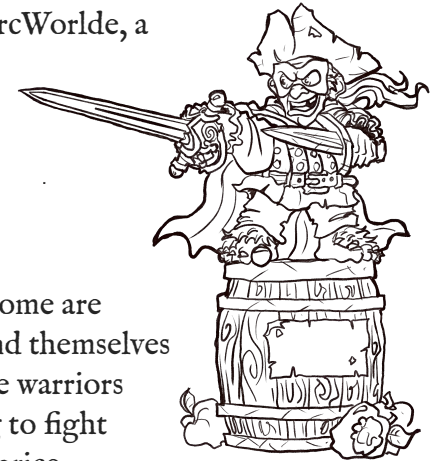
Any Faction may hire Characters from the Swords for Hire Ruleset on the Warp Miniatures website. They're mercenaries who will fight for anyone, as long as they have the GP to pay them. These Characters often have fun backstories and rules and are another wonderful way to add narrative to your games.

Imposter!

With many heroes wandering the wilds of ArcWorlde, it is common for some to disguise themselves as the most famous warriors to capitalise upon their reputation. When a Sword for Hire discovers one of these impostors, they're rightly outraged.

If more than one player hires the same Sword for Hire Character, if one Knocks Out the other they get +1AP for the rest of the game. There can be only one!

Hiring Characters From Different Factions

In times of trouble, Factions may join forces to fight a common enemy. Perhaps they hail from a land where the two cultures mix, perhaps one Faction is in the thrall of the other or maybe they're just after some good old-fashioned loot. Hiring Characters from different Factions adds a new narrative layer to your games and is an opportunity to utilise all the miniatures in your collection.

If you're hiring Characters from an allied Faction specified in your Faction Ruleset, they may be hired as normal with no ill effects.

If you're hiring Characters from other Factions, they may be a little more unruly. When Activated, each Character from one of these Factions must take a Bravery Test — if failed, their AP is halved this Round.

Characters from different Factions may only access their own Faction Armouries and Spell Lists.

Common Traits

Traits are additional rules that Characters have on their Stat Profiles. Although there are many unique Traits, there are some that are commonly found:

Agile

This Character is particularly nimble and may re-roll a single failed Leg It roll per Round.

Death Throes

A creature is at its most dangerous when it is mortally wounded. When a Character with this Trait is reduced to 20% of its HP or less, they may re-roll one D6 per Activation.

Dwindling Strength

Characters with this Trait are a struggle to bring down, but wounds eventually take their toll.

If a Monster loses half of their original HP, they also lose D3 of their total AP. Each time a Titan loses a quarter of its original HP, their total AP is reduced by D3. These effects are reversed if the Character regains lost HP.

Fearsome

This Character causes their foes to quake with fear. If this Character moves within 3" of an enemy Character on a smaller base size, the enemy Character must take a Bravery Test. If they pass, this Trait has no more effect on them.

Flammable

This Character is vulnerable to fire. Certain Attacks, Equipment and Spells may cause additional effects to Characters with this Trait.

Fly

This Character may move over Terrain features unhindered.

Gobble

Many Creatures in ArcWorlde are carnivorous and relish any opportunity for an easy meal. A Character with this Trait can attempt to swallow a Character in base contact whole!

Monsters may Gobble any Character on a 30mm base. Titans may Gobble any Character on a 30mm or 40mm base. Gobbling a foe is a Medium Feat and, if successful, the Gobbled Character takes D6 Hits and is removed from the game board.

When the Gobbled Character is next Activated, they must immediately attempt a Medium Feat to try to escape.

On a success, the Gobbled Character is coughed back up onto the battlefield. They may continue their Activation as normal, if not a little traumatised.

If this Feat is failed, the Gobbled Character takes an additional D6 Hits and their Activation immediately ends. The next time they're Activated they can try again, but each time the Feat difficulty is increased by 1.

If a Gobbled Character is Knocked Out or fails a Legendary Feat to escape, they are removed from the game and the hungry Creature regains D6 HP. Delicious!

Monstrous Mount

Some Creatures can be ridden into battle by non-Creature Characters. Whilst mounted, riders count as being in Cover. Both riders and mounts are Activated at the same time and share the mounts' base and movement Actions. Riders and mounts should be targeted separately by Attacks.

If mounts are Knocked Out, riders take D6 Hits and count as Prone. If riders are Knocked Out, the mount must take a Bravery Test.

Pack Hunter

Up to three of the same Character with this Trait may be Activated at the same time. They may re-roll a single failed Hit each if they use the same Attack against the same target.

Split Activation

This Character can spend their AP across multiple Activations. The player may end the Character's Activation and Activate them again after any of their opponent's Activations. This may happen multiple times within a Round until all the Character's AP have been spent. The Character may only make their free movement once per Round. In subsequent Activations, the Character may move again, but only by using Leg It rolls. Each Leg It roll difficulty progression starts afresh each Activation.

Solo Play

In ArcWorlde, there's always a chance of encountering dangerous Warbands or Creatures. These rules will allow you to play games of ArcWorlde against **Rogue Warbands** controlled by the roll of dice, allowing you to battle them on your own in solo play or introduce an antagonist for games with your friends.

Creating a Rogue Warband

The easiest way to create a Rogue Warband is to use the miniatures you have available to create a force with the same Game Value. If you'd like to create a randomly generated Warband to battle against, use this system to work out its composition.

First, buy a Commander and equip them. If you'd like to keep things simple, purchase the Equipment that your miniature is sculpted with. If you'd like to get more creative, equip the Commander (and any other Characters in the Warband) as you see fit.

Once a Commander has been chosen, roll 2D6 to add additional Characters until the Game Value is met:

- **2-5: Beast**
- **6-8: Unit**
- **9: Elite**
- **10: Mage**
- **11: Irregular**
- **12: Heavy**

As there are many more options within the Bestiary, if you want to create a Creature Rogue Warband, use whatever miniatures you have in your collection or the specific Creatures described in the Scenario you're playing.

Deploying Rogue Warbands

If the Scenario you are playing has specific deployment rules, follow them for the Rogue Warband as you would for a player. If not, deploy any Rogue Warband within 6" of the opposite table edge to the player-controlled Warbands – choose a table edge if more than one would be valid.

If you'd like the Rogue Warband to arrive on the board at an undetermined moment, roll a D6 at the start of every Round. On a 4+, deploy the Rogue Warband at a table edge or Terrain feature as desired.

Initiative

When the players roll for Initiative at the start of the Round, roll an additional die for the Rogue Warband.

Activating Rogue Characters

There are many potential ways to determine the order that Rogue Characters are Activated during a Round, depending on how you like to play. Here are some suggestions:

- Assign each Rogue Character a number and use dice, a random number generator or your ArcDeck to choose which are Activated.

- Activate the Rogue Character nearest to a player-controlled Character that hasn't already been Activated.

- Activate the Rogue Characters in an order that you see fit, depending on the flow of the game.

Before a Character with the Split Activation Trait is Activated (see Common Traits), roll a D6. The result is the maximum number of AP they can spend in this Activation. Once the AP is spent, their Activation is over, and the game moves on to the next player.

Behaviour Rolls

If a Rogue Character is Engaged, they fight as normal (see Fighting in Melee Combat).

If not, when a Rogue Character is Activated, roll a D6 to determine how they'll behave in the Activation:

1. **Timid** - The Rogue Character spends their free movement to move away from the nearest player-controlled Character in the opposite direction to which that Character is facing. If this isn't possible, they don't move.

2. **Territorial** - The Rogue Character doesn't move unless a player-controlled Character is within 3". If so, they spend their free movement to move towards them and Engage them in Melee Combat.

3. **Greedy** - The Rogue Character makes their free movement and up to two Leg It rolls towards the nearest objective or Arcanite Token. If they have AP left, they must attempt to interact with the objective (as described in the Scenario) or attempt to pick up the Arcanite Token.

4. **Rampage** - The Rogue Character makes their free movement and as many Leg It rolls as possible to attempt to Charge the nearest player-controlled Character.

5. **Bully** - The Rogue Character makes their free movement and up to two Leg It rolls towards the player-controlled Character with the lowest remaining HP. If at any point they move close enough to use their Ranged Attack, they stop their movement and take a single Shot. If they make base contact with a different player-controlled Character, they Engage them.

6. **Glory Hunter** - The Rogue Character makes their free movement and up to two Leg It rolls towards the player-controlled Character with the highest remaining HP. If at any point they move close enough to use their Ranged Attack, they stop their movement and take a single Shot. If they make base contact with a different player-controlled Character, they Engage them.

Taking Shots

After they've fulfilled their Behaviour Roll, if a Rogue Character has a Ranged Attack, isn't Engaged and is in range, they spend their remaining AP Shooting at the nearest player-controlled Character. When taking a Shot, the Rogue Character spends 1AP per difficulty level of the Feat required. If they have any remaining AP, they continue to take Shots until it has been spent.

Fighting in Melee Combat

If a Rogue Character is Engaged with a player-controlled Character, they spend their remaining AP making Attacks against them.

If a Rogue Character has three Attack possibilities, roll a D3 to determine which one they use. If a Rogue Character has two Attack possibilities, roll a D6. On 1-3, they use the first, and on 4-6, they use the second. Continue until all their AP has been spent.

If a Rogue Character doesn't have enough AP to make the Attack or if the Attack can otherwise not be made, they use their Attack with the lowest AP cost instead.

If a Rogue Character is Engaged with more than one player-controlled Character, they target the one with the lowest amount of HP remaining.

Feats

Some Rogue Characters may need to attempt Feat Rolls. If so, they spend 1AP per level of difficulty to attempt the Feat.

Traits

If a Rogue Character has a Trait that requires AP to be spent to occur, after they've achieved the objectives in their Behaviour Roll, they roll a D6 for each Trait. On a Success, they use the Trait, if it's possible or feasible to do so. Some Traits will require a little bit of common sense, so use your discretion. If it doesn't seem like the right time to use a Trait, then they wouldn't use it.

Magic

Each Mage casts one Spell per Activation. To determine which is cast, allocate each Spell a number and roll a D6 until one of the numbers is rolled. When casting Spells, a Rogue Mage will always spend AP to draw more cards if needed, even if it results in the Spell being Overpowered.

Spells that deploy Characters on the board (such as the Wizard Spell 'Summon Sprites'), will always be used if there are currently undeployed Characters of that type.

Arcanite

Rogue Characters will always try to collect Arcanite, if possible. If in base contact with an Arcanite Token, they'll attempt to pick it up before any other Action. Rogue Characters will never spend Arcanite Tokens and will cling onto them until they're Knocked Out or the Tokens are taken from them.

Roleplaying Rogue Characters

There may be times when players feel it would be more thematic for Rogue Characters to act differently to the rolls made. Maybe an enemy Wizard would cast more than one Spell, or a mighty Dragon wouldn't roll a 1 on their Behaviour Roll and skulk away with their tail between their legs. Rogue Warbands are adversaries to add excitement for you, so feel free to roleplay them as you wish to better play out the story.

Environment: The Mildaark Forest

The Mildaark Forest is a dangerous and mysterious place with a mind of its own. While venturing within it, you never know how it might react to your presence. The trees themselves shift and change, and it seems like the very fabric of reality can be warped to unknown whims. Maybe it is all that Arcanite said to be hidden within its depths...

The Mildaark Forest is an **Environment** — an optional rule added to a game to represent a particular location (see Setting up the Game). At the start of each Round, draw a card from the ArcDeck to see how the Mildaark Forest reacts to the presence of the Characters in play:

2 - A cache of armour and weapons is revealed under the trunk of an ancient tree. Randomly place a token on the board — Characters can pick up the token with an Easy Feat. If they do, the Character may equip themselves with anything from the Common Armoury, and the token is discarded.

3 - The forest seems to come alive, with entire trees moving to reclaim the clearing. Randomly place three trees in open areas that contain no Characters. These remain for the rest of the game.

4 - A seemingly innocuous mound of stones thrums with energy — an ancient Elven portal appears. Place two tokens randomly on the board. Characters in base contact with one token may instantly move to the other token. The portal disperses at the end of the Round.

5 - A rustling in the underbrush reveals a creature that runs onto the battlefield. A Beast from the Bestiary appears on the board. Use whatever model you wish and control them using the Rogue Warbands rules.

6 - A crop of glittering Arcanite grows up from the ground. Place three Arcanite Tokens randomly on the board.

7 - A strange aura descends upon the battlefield and time seems to not act as it should. All Characters gain +2AP this Round.

8 - A luscious bush teeming with fruit appears in the centre of the battlefield. Its bounty heals those who feast upon it. Place a token up to 40mm in diameter in the centre of the board. Each Character that manages to make base contact with it regains D6 HP. The bush disappears at the end of the Round.

9 - The air thrums with magic, and Mages find themselves able to cast Spells more easily than before. When casting Spells, drawing additional cards doesn't cost any extra AP for this Round.

10 - A cloying mist descends upon the forest, obscuring the view of those within. For this Round, all Feats to Shoot are rolled at a Disadvantage.

J - The air sparkles with minute crystals of Arcanite. Those who breathe them in feel blessed. All Feat attempts are rolled at an Advantage.

Q - The forest thrums with angry energy, with branches and vines attacking those they can reach. For this Round, any Character that moves within or Activates within 6" of a board edge takes D6 Hits.

K - With a roar, a mighty creature crashes through the trees. Place a Monster from the Bestiary on the nearest table edge to the person who drew the card, in any position in Open Terrain. It reacts using the Rogue Warband rules and wanders off at the end of the Round.

A - A magical relic is discovered on the battlefield, embedded in an ancient cairn. Randomly place a Fabled Artefact (see Equipment) on the board. It can be pulled out with a Medium Feat when a Character is in base contact. If it isn't claimed, it disappears into the forest at the end of the Round.

Joker - A mist of confusion sinks down upon the warriors. As the trees seem to shift and close in around them, the mightiest amongst them struggle to tell friend from foe. For this Round, the players control the Commander(s) of the opposing side(s).

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