SUPER DUNGEON: CONQUEST

FANTASY SKIRMISH BATTLES FOR ALL AGES

INTRODUCTION

Welcome to the public alpha for *Super Dungeon: Conquest! Super Dungeon: Conquest* is a fantasy skirmish system designed for use with your collection of *Super Dungeon* miniatures.

Super Dungeon: Conquest is designed to be a living rules system. As a living rules system, *Super Dungeon: Conquest* will grow with your feedback. We encourage you to report your games using the feedback form to help us improve the game and make suggestions.

Super Dungeon: Conquest Feedback Form

Over time, both the miniature range and the rules will grow to include new units, scenarios, equipment, abilities, spell lists, campaign rules, and even ways to create your own unique Heroes! In this way, *Super Dungeon: Conquest* is designed to become the successor to *Super Dungeon: Arena* and *Ninja All-Stars.* We deeply love this style of small skirmish and narrative based game and are excited to build it with you.

Each updated version of the alpha rules will include a version date in the top right corner. Any new or modified rules will be shown in Soda Pop pink text. We will maintain a content log summary, to help you keep track of key content.

Content Log

v1 2020.08.07 Core Skirmish Rules, Crystalian Royal Army Alpha Units, House Von Drakk Alpha Units.

WHAT YOU NEED TO PLAY

To play games of *Super Dungeon: Conquest* you will need several items besides these rules: miniatures, a ruler or tape measure in inches (") and feet ('), ten-sided dice, your company's and models' **scrolls**, a pencil, and a table to play on (preferably with terrain). For those new to skirmish style miniature games the more uncommon components are explained below.

MINIATURES

Miniatures (referred to as **models** throughout this book) are figurines commonly made from metal, plastic, or resin and are used to represent the heroes, monsters, troops, and warmachines that you will use to play games of *Super Dungeon: Conquest*. Ninja Division Publishing (www.ninjadivision.com) has an official range of *Super Dungeon* miniatures which you may use for your games. *Super Dungeon* miniatures have a unique "chibi" or "super deformed" style inspired by classic video games and anime. However, any miniature in approximately 28mm - 32mm scale may be used for your games. They just won't be as adorable!

Miniatures are fastened to a base to help them stand upright and to provide an easy reference when measuring distances. Bases can be of any size or shape, but generally should conform to the bases that come with the *Super Dungeon* miniatures or equivalents.

DICE

Super Dungeon: Conquest uses dice to determine the outcome of actions your models take. *Super Dungeon: Conquest* uses dice with ten sides, referred to as a D10.

Most commonly a rule will require that you roll a single dice and achieve a result of the indicated number or higher, for example 6 or higher, this is typically abbreviated as 6+. Some rules will use 2D10, 3D10, etc. in these cases the first number is the number of D10s you need to roll. The rule will then indicate if you add the results together or use the results in another manner.

If a rule requires you to roll a D5 roll a dice and halve the result, rounding up.

TABLE

Super Dungeon: Conquest can be played on any table (referred to as the **battlefield**) you have available. The standard size battlefield for most games is 3' x 3' square. Battlefield sizes such as 2' x 2' or 2' x 3' can be used for smaller, quicker games. While battlefields of 4' x 4', 3' x 5', or even 4' x 6' can be used for truly epic games!

Battlefields for *Super Dungeon: Conquest* are best represented through the liberal use of terrain to represent the battlefields, dungeons, and cities where your conflicts are taking place. There are many exceptional sources of premade terrain you can use to create your battlefield, but many hobbyists find it extremely rewarding to create their own unique terrain from materials such as plastic, card, foam, balsa wood, synthetic plants, and more!

SCROLLS

Each player in a game of *Super Dungeon: Conquest* commands a mercenary company. A company consists of the leaders, commanders, minions, monsters, and specialists the player has recruited to fight for their cause. Each company is represented by a scroll that lists the models that are part of the company. Likewise, each model has a scroll which provides all of the details needed to use it in your games. Scrolls are explained in greater detail later in the rules.

KEY CONCEPTS

Before playing a game of *Super Dungeon: Conquest* there are several key concepts which you should familiarize yourself with.

SCENARIOS

Before beginning your battle, you must choose a scenario to play. The scenario details how to set up your battlefield, where your models are deployed, any special rules that are used for the game, and how your warband can achieve victory.

COMPANIES

Each player in a game of Super *Dungeon: Conquest* commands a mercenary company. A company represents the models the player has recruited to fight for their cause. A company can be of any size depending on the rules agreed upon by the players playing.

Models from your company are referred to as **friendly models**. Models that are not from your company are referred to as **enemy models**. If a rule does not specify that it affects friendly or enemy models, it affects all models.

Commanders

Each company is led by a number of **commanders**. Models which are commanders possess the **commander** keyword on their scroll. One commander within your company must be designated as the company's **leader**. This powerful individual leads your entire company and possesses a number of additional abilities as befits their position.

All commanders have a **command aura** of 6" from the edge of the commander's base. A number of rules make use of a commander's command aura, so it is always important to be aware of the areas of the battlefield and which models are within friendly and enemy command auras.

Warbands

It is rare for a full company to go to war and participate in a single battle. Indeed, often members of a company must spend time to recover from injuries inflicted upon them during the previous battle! Instead, each player in a game of *Super Dungeon: Conquest* commands a **warband** of models drawn from their company. The scenario chosen for your battle will determine the size and composition of the warband you may use in each game.

Nexus Points

Nexus points are models that represent arcane focal points of magical energy. When these nexuses of magic are found their energy is bound by crystals and powerful rituals so that it can be contained to prevent it from damaging the realms or channeled to perform great wonders. In *Super Dungeon: Conquest* nexus points are

represented by a model. All companies begin with three nexus points automatically. Nexus points are used in many scenarios which detail their specific rules for use in the game. In general, nexus points follow all the normal rules for a friendly or enemy model, but cannot be damaged, activated, or moved unless the scenario or a special rule specifies otherwise.

ROLLING DICE

Players roll dice to determine almost every outcome, decision, and action in the game. Most rolls are determined by rolling a single D10 and comparing it to a difficulty number (called a **check**). If the result of the rolls meets or exceeds the difficulty, the roll is a success. If the roll is less than the difficulty, the roll is a failure.

For example, a Bonehead must make a strength check using its strength of 8+. It rolls a single D10 with a result of 6, resulting in a failure. If the roll had been an 8, 9, or 10, the roll would have been a success.

Critical Success and Failure

Unless a rule states otherwise, an unmodified roll of 10 is always considered a critical success and an unmodified roll of 1 is always considered a critical failure. This outcome is regardless of any modifiers which would have otherwise altered the success or failure of the roll. Some special rules are triggered when a critical success or critical failure occurs

Modifiers

Many rules throughout the game provide modifiers to a dice roll. Regardless of if the modifier is applied directly to a roll or modifies a model's attribute, it invariably will affect the results of a dice roll. Modifiers are applied in the following order:

1. Multiplication
2. Division (rounding up)
3. Addition
4. Subtraction

Note that it is possible for modifiers to make the final, modified result of a roll less than 1 or greater than 10.

For example, a Bonehead with a strength of 8+ is currently suffering from a weakness spell which halves its strength. It is making an attack with an executioner's axe which grants it STR +2. To make the attack it rolls a single D10 and gets a result of 9. First, it halves the result because of the weakness spell, rounding up, for a result of 5. Then it adds +2 from the bonus from the executioner's axe, with a final result of 7. Unfortunately, just missing the required result of 8+, meaning the attack is a failure.

Rerolls

Sometimes a rule or ability will allow you to reroll one or more dice. When performing a reroll you must accept the result of the reroll. You may never reroll a dice that has already been rerolled. If a roll is affected by both a friendly ability which allows a reroll and an enemy ability which causes a reroll, the two abilities cancel out and no reroll is performed.

Opposed Rolls

When a rule requires two models to make an opposed roll (e.g. an opposed strength roll) both models make the indicated roll. The model which succeeds the roll by the greatest margin, wins the opposed roll. If neither model succeeds on the roll then no model wins the roll.

For example, a Bonehead with a strength of 8+ makes an opposed strength roll against a Celestian Tauren with strength of 4+. Both models roll a single D10. The Bonehead rolls a 10, while the Celestian Tauren rolls an 8. Both models succeeded. However, the Bonehead only succeeded its roll by 3 (8, 9, 10 are all successes), while the Celestian Tauren succeeded its roll by 5 (4, 5, 6, 7, and 8 are all successes). Thus, the Celestian Tauren wins the opposed roll, even though the Bonehead's dice had a higher result.

Roll-Offs

When a rule requires a roll-off, both players roll a single D10. The player with the highest result wins the roll-off. If the result of a roll-off is a tie, players reroll until a winner is determined.

MEASURING

A player may measure any distance on the battlefield they wish, at any point during the game. All distances are measured in inches.

When measuring the range between two models, measure the distance in a straight line from the closest point of the first model's base to the closest point of the second model's base. When measuring range to an object that does not have a base, such as a piece of terrain, measure to the closest physical part of the object. When measuring between two models which are on different elevations of terrain, measure the range as normal. (This will result in a diagonal measurement between the two.) A model is always considered to be within range of itself.

MODEL SCROLL

All models have a scroll which represents their rules when used in battle. These rules are collectively known as the model's **attributes**.

Name

The name of the model. We encourage you to personalize the models in your army with their own unique name!

Movement (MV)

The number of inches a model can move when performing a single movement action.

Action Points (AP)

The number of actions a model may perform during its activation.

Strength (STR)

Strength is used when making most melee attacks or when a model must perform actions requiring physical might and stamina.

Dexterity (DEX)

Dexterity is used when making most ranged attacks or when a model must perform actions requiring nimbleness and agility.

Willpower (WILL)

Willpower is used when making most magical attacks or when a model must demonstrate its intellect or wisdom.

Save (Sv)

A model's save is used to determine its ability to avoid taking damage. This may be through the use of mundane armor, magical means, or its ability to quickly dodge out of the way.

Hearts (H)

A model's hearts represent how much damage it may suffer before being knocked out of action or suffering an injury.

Starting Equipment

When first recruiting models it must choose its beginning equipment from the options listed here. However, if you are playing in a campaign, most models will have the ability to alter their equipment as they find loot and grow in experience.

Equipment Rules

A list of the model's current equipment along with its rules. Equipment rules are explained in greater detail in the combat section.

Keywords

Keywords are used to identify what game rules interact with the model. A model's **affinity** keyword also identifies which mercenary companies may recruit it.There are five affinities: Sapphire, Amethyst, Citrine, Emerald, and Ruby.

Abilities

A model's abilities are special rules that it has access to during the game. Often these are unique and powerful rules that when used carefully can determine the outcome of a battle!

Crowns

This is the number of crowns you must spend to recruit a model to join your warband. In a campaign, a model will gain new equipment, experience, and abilities which increase its crown value and serves as an indicator of how powerful the model is.

PLAYING THE GAME

The following rules detail how to play a game of *Super Dungeon: Conquest*. First, you must create a battlefield to fight on and create a warband which is drawn from your company. The game is then played over a series of rounds, where each player alternates taking turns activating models to move, fight, and unleash powerful spells.

SET UP

Before playing *Super Dungeon: Conquest* you must set up the game. The rules for setting up the game are most easily determined by choosing a scenario to play. The scenario will provide you with details for setting up the battlefield, choosing your warband, special rules, and victory conditions.

If you don't want to play a specific scenario, you can also elect to simply play a battle using a battlefield setup and warbands chosen based on an agreement with your opponent and using your existing collection of terrain and models.

If you chose to play in this manner, you will need to make sure that each player has one to three nexus points since many abilities are keyed to these potent sources of magic. Nexuses should always be placed a minimum of 6" apart and 6" from any board edge.

Once the battlefield has been created, warbands selected, and nexuses placed, players should roll off. The player with the highest roll selects one board edge to be their deployment zone. The opposite table edge is the opponent's table edge. The players should then alternate placing their models within 9" of their board edge, until all models have been placed.

GAME ROUNDS

A game of *Super Dungeon: Conquest* is divided into rounds. During each round, players take turns until all models have activated. A game round is summarized below.

1. ROLL INITIATIVE

At the beginning of each round, players roll-off for **initiative**. The player that rolls the highest is said to have gained the initiative and takes the first turn. If the result of the roll is a tie, the player who did not have the initiative in the previous round gains the initiative. If it is the first round of the game, players roll until one player gains the initiative.

2. PLAYER TURNS

Players alternate taking turns activating models until every model has been activated. During a player's turn, a single friendly model activates.

3. END PHASE

After all models have been activated, each player performs their End Phase in order of initiative.

ACTIVATION

When a model is activated it may perform a number of actions up to its total number of action points. The actions a model may take are detailed below.

ACTIONS

Each model has action points which it may spend during its activation in order to perform actions. Each action has an action point cost listed in its description which indicates the number of action points the model must spend to perform the action. (For example, to use an action with a cost of 1AP the model must spend one action point.) A model may never use an action which costs more action points than it has remaining.

Some actions' cost is indicated as XAP. This means the action has a variable cost which is detailed in its description.

Unless stated otherwise, a model may take an action as many times as it has action points to spend on the action.

Many models will have special rules which give them the ability to use actions beyond those listed here. When that is the case, the rules for the action will be listed with the model.

Move (1AP): The model may make a normal move.

Fight (1AP): The model may make a melee attack using its melee weapons such as axes, swords, daggers, etc.

Shoot (1AP): The model may make a ranged attack using its ranged weapons such as bows, shuriken, wands, etc.

Cast Novice Spell (1AP): The model may cast a novice level spell.

Cast Adept Spell (2AP): The model may cast an adept level spell.

Cast Master Spell (3AP): The model may cast a master level spell.

Charge (2AP): A model that charges makes a normal move action, this movement must end with the model engaged (within ½") with an enemy model. The model then immediately makes a fight action, adding +2 to its hit roll.

Defend (2AP): The model adds +1 to all save rolls until its next activation.

Power Attack (1AP): The model adds +1 to hit on its next melee attack. If the attack hits, the target model suffers -1 on its save roll.

Aim (1AP): The model may reroll its next ranged attack.

Concentrate (1AP): The model may reroll its next casting roll.

Disengage (2AP): An engaged model may make a normal move. The model must end this move unengaged, and no DEX check is required.

Dispel (1AP): A spellcaster may spend one action point to attempt to dispel a persistent spell within 12". The model must win an opposed WILL roll against the casting wizard.

Wait (XAP): A model may spend all of its action points to Wait. Models that Wait may activate in the End Phase.

GROUP ACTIVATION

While normally a single model is activated during a player's turn, at the start of their turn, a player may choose to have a commander order a group activation. A group activation allows multiple models to activate during a single turn.

Declare all of the models that are part of the group activation before beginning any model's activation (including the commander's). The commander ordering the group activation *must* be one of the models chosen as part of the group activation. The player may then activate the chosen models in any sequence they wish. A model must complete its entire activation before activating the next model.

A commander may activate one model within its command aura in addition to itself. If the commander is your leader, it may activate three models in addition to itself.

A commander that is activated as a result of a group activation may not order a group activation itself.

COMMAND ACTIONS

Command Actions, referred to as **commands**, are powerful actions that may only be used by commanders. Commands cost no action points. Instead, players spend **command points** (CP) to use commands.

A warband gains a single command point at the beginning of each round before initiative is rolled. Additionally, some scenarios will have additional methods that allow a warband to gain command points. Command points that are not spent carry over into future rounds.

Only commanders may use commands. A model may only issue one command during its activation. Each command details the number of command points you must spend to issue the command, as well as when during the round the command may be used.

Move Out! (1CP): During the commander's turn, it may command two models within its command aura to move out. Those models immediately make a single normal move.

Inspire (1CP): Models activated as part of a group activation, including the commander, gain +2 to hit rolls until the end of its activation.

Spawn Minion (1CP): Spawn one minion model that was previously removed from play within 3" of a nexus that is within this model's command aura. The minion may activate as normal this round.

You Can Do It (1CP): Give a reroll token to a single friendly model within this model's command aura. The chosen model may discard the token at any time to reroll a single dice.

MOVEMENT

Movement is an important part of *Super Dungeon: Conquest*. The most common move a model will make is a **normal move**. Elements on the game board such as terrain, difficult ground, and other models can all affect how a model performs its normal movement.

NORMAL MOVE

Unless specified otherwise, all areas of the battlefield are considered **open ground**. When moving through open ground, a model moves a number of inches equal to its movement attribute. Measure the distance the model travels from the edge of its base in the direction of the movement. No part of the model's base may move farther than the model's movement attribute.

Models can change direction any number of times. Move the model the desired number of inches in one direction before moving in the next direction.

A model must have clear space equal to the width of its base in order to move between objects. A model may move through friendly models, but may not move through enemy models.

A model may voluntarily move off of the battlefield. However, unless it (or the scenario) has a rule which allows it to return to the battlefield it is removed from play for the remainder of the game.

ENGAGED

If a model moves within ½" of an enemy model it is considered **engaged**.

A model engaged with an enemy model may continue moving, but it *must* remain engaged with any enemy models it is engaged with during its entire movement. In order to move out of engagement, before moving, the model makes a DEX check. If unsuccessful, each enemy model it is engaged with may immediately make a single melee weapon attack against it before it makes its movement. A model may take a Disengage action to leave engagement freely.

Reach

If the model or one of its weapons has the **reach** ability, it counts as engaged if it is within a number of inches equal to the value of reach. The model without reach is also considered engaged, but may only take melee actions if it also has reach that allows it to engage the model.

FORCED MOVEMENT

There are many ways a model may move that are not the result of a movement action. This can include movement from spells, abilities, or scenario effects. All of this movement, regardless of whether or not the source is from a friendly or enemy game effect is considered **forced movement**. Forced movement effects will

generally have their own rules detailed by the source of the movement itself. However, a model may never be forced to move off the board involuntarily.

DIFFICULT GROUND

Areas of difficult ground is any sort of terrain that would be hard to move through. This can be represented by the swamps of the Glauerdoom Moor, the treacherous icefields of the Frostbyte Reach, the shifting sands of the Arcadian Dunes, and many other locations. For purposes of movement, every 1" moved through difficult ground is considered 2" when determining a model's total movement.

For example, a model with a movement of 6" inches could move through 1" of open ground, then 2" of difficult ground (counting as 4") then another 1" of open ground.

VERTICAL TERRAIN

During a game of *Super Dungeon: Conquest* it is not uncommon for a model to be required to navigate terrain and other vertical obstructions to its movement. Models may freely move across or up vertical obstructions of 1" or less in height. (Due to the large variety of terrain barriers, fences, and hedges, in players' collections we recommend being generous with this 1", allowing models to easily traverse obstructions roughly this height even if it is actually taller.)

For taller obstructions, models must count the number of vertical inches up (and down) the piece of terrain it is traversing. If this leads to a situation where a model does not have enough movement to make it to the top of a particularly tall obstacle simply place the model at the bottom of the obstacle and use dice to indicate how high up it has currently climbed. A model in the middle of a climb may not use any other actions except move actions until it has finished climbing the obstacle.

JUMPING

A model may freely jump across gaps in terrain so long as it has enough movement for its base to completely cross the gap using a single move action. A jump must always be in a straight line. If the model is jumping across a gap which also changes elevation, the same rules apply and the range of the jump is measured as detailed in Measuring under Key Concepts.

FALLING

Models can fall from vertical terrain due to forced movement or other game effects. If a model falls 3" or less it suffers no damage. If a model falls from a greater height it must make a save roll to avoid taking damage with a -1 to the roll for every 1" of height beyond 3" the model fell.

For example, a model which falls 8" would suffer -5 to its save roll.

WOBBLY MODELS

In general, it should be assumed that terrain accurately represents the battlefield, including locations a model can stand. If a model cannot be stably placed on an area of the battlefield, that location should be considered inaccessible to the model, unless you and your opponent agreed otherwise at the beginning of the game.

COMBAT

When a model uses its action to fight, shoot, or invoke it is participating in combat. Many models also have unique combat abilities or actions which may modify these rules slightly.

EQUIPMENT

When engaging in combat a model uses its equipment such as armor, weapons, shields, cloaks, etc. Like models, equipment has attributes which detail their rules in the game.

Name

The name of the equipment.

Type

What type of equipment the item is. Weapons are one of three types: melee weapon, missile weapon, or magic weapon. Other equipment includes armor, potions, rings, amulets, boots, gloves, and more!

Range

All weapons have a range. This is the maximum distance an model may be from the attacking model in order to be targeted.

Engaged (E): If the range is listed as "E", the model must be engaged to use the equipment. This is most common for melee weapons.

Self (S): If the range is listed as "S", the equipment only affects the model which has it equipped.

None (-): If the range is listed as "-", the equipment has no effect which uses range. This is most common for items such as armor and shields.

Attribute

This is the attribute the piece of equipment uses in the game, as well as any modifiers it applies to that attribute.

If the attributes affected are STR, DEX, WILL, or Sv, the modifier affects the roll **not** the attribute itself. *For example, a Black Iron Cleaver is a melee weapon which grants STR +1. This means if the model equipped with the cleaver performed a fight action and rolled a 6 for its strength check it would add +1 for a total of 7.*

If the attributes affected are MV, AP, or H, the modifier applies to the attribute itself. *For example, a Heart Pendant grants H +1. This means that a model with 5 hearts would have 6 hearts when equipped with the pendant.*

Abilities

Any special rules that the equipment grants the bearer are listed here.

ATTACKING

When a model uses an action that allows it to make an attack, it resolves the attack using the following rules.

1. Choose Weapon

A model may choose to attack using any weapon it is equipped with. However, it may attack using a maximum of two one-handed weapons or a single two-handed weapon.

2. Choose Target

In order to perform a combat action a model's target must be both in range and line of sight.

To see if a model is in range, measure the distance between the attacking model and its target. If this distance is equal to or less than the range of the weapon or action the model is using, the target is in range. In order to target a model with a melee attack the models must be engaged.

Line of sight is determined from the perspective of the model itself. If the attacking model can see its target it has line of sight. Friendly models do not block a model's line of sight to its target. Terrain and enemy models can conceal or obscure a model's line of sight to its target. In general, the model should be able to see the actual target, ignoring extraneous decorations such as banners and weapons. Unless the target is completely concealed from view, it should be considered in line of sight. A model always is considered to have line of sight to itself.

3. Hit Roll

Each weapon or special attack lists the attribute the model uses when making an attack. Roll a dice and then apply any modifiers that affect the roll. If the result equals or exceeds the listed attribute, the attack has hit and the target model must make a save roll (Step 4). If the result is less than the listed attribute, the attack has missed and the attack immediately ends.

4. Save Roll

If the hit roll was successful, the opposing player may make a save roll in an attempt to avoid taking damage. The model that was hit rolls a dice and then applies any modifiers that affect the roll. If the result equals or exceeds the model's Save attribute, the save succeeds and the attack immediately ends. The target model suffers no damage or other effects of the attack. If the result is less than the target model's Save attribute, the save fails and the attack is successful. The model suffers damage and/or the effect of the attack.

5. Damage

Each successful attack inflicts 1 damage on the target model. Damage and healing are described in greater detail later.

MELEE ATTACKS

When a model is engaged with its target it may perform melee attacks. The most common way to make a melee attack is using the Fight action. Melee attacks follow the normal rules for choosing targets and attacking with the following modifications.

Counterattack

If an attacking model fails its hit roll when making a melee attack, the target may choose to immediately perform a counterattack. A counterattack follows all of the rules for a normal Fight action, but is performed outside of the model's normal activation and costs no action points.

Consolidate

If a model succeeds in inflicting damage as a result of a melee attack, it must then consolidate by choosing one of the following consolidations:

Locked: No models move and the two models remain engaged.

Reposition: The player may move either the attacking model or the damaged target model 1". This movement may result in the models no longer remaining engaged.

Press: Push the damaged model 1" in a straight line directly away from the attacking model. The attacking model must then immediately move 1" along the same path to remain engaged.

Consolidation movements are not affected by difficult ground. However, consolidation movement may not be made through terrain (even if less than 1" in height) or through other models (friendly or enemy).

Multiple Combats

If a model is engaged with multiple enemy models, it may make attacks against any model it is engaged with. If a model is using multiple weapons or has the ability to make multiple attacks it may choose to attack multiple targets. When choosing targets, the model must choose the target of each attack, as well as which weapon it is using for the attack, before making any rolls to hit.

A model gains significant advantage when making a melee attack when supported by friendly models. To represent this, a model making a melee attack gains +1 to hit for every friendly model that is engaged with its target and not engaged with another enemy model. This bonus is cumulative.

Unarmed Attacks

It is generally not a good idea for a model to come to battle without at least a basic melee weapon. However, if a model finds itself engaged without a melee weapon it may make a Fight action to make an unarmed melee attack using its STR -1.

RANGED ATTACKS

A model with a weapon or special action that allows it to make attacks from a distance may make ranged attacks. The most common way to make a ranged attack is using the Shoot action. Ranged attacks follow the normal rules for choosing targets and attacking with the following modifications.

Ranged Modifiers

Terrain, enemy models, and other obstructions can greatly affect a model's ability to perform successful attacks at range.

Intervening Terrain	-1	If there is any intervening terrain or enemy models between the attacking model and the target. This does not stack with cover.
Light Cover	-2	If the target is in base contact with terrain or enemy models that obscures up to half of the model.
Heavy Cover	-3	If the target is in base contact with terrain or enemy models that obscure over half of the model.
Large Target	+2	If the target has the Large keyword.

Ranged Attacks While Engaged

A model may not make a ranged attack while it is engaged with an enemy model, unless the attack specifies otherwise (such as when using a versatile weapon).

Firing Into Melee

Models may make ranged attacks targeting models that are engaged with friendly models. However, there is a significant risk when doing so! Instead of targeting a specific model the attacking model targets the melee combat itself. After declaring the combat as a target roll, make the hit roll as normal, ignoring ranged modifiers that are a result of the models that are engaged in the combat. (i.e. The models do not intervene or provide cover to each other.) After determining the result of the attack, roll randomly to determine which model was actually hit by the attack.

DAMAGE

Whenever a model suffers damage, the damage is subtracted from its total Hearts. A model that is reduced to zero Hearts can be Injured, Knocked Out, or taken Out of Action.

Injured

Once a model has been reduced to zero Hearts it is **injured**. It is possible for a model to be injured multiple times. When this occurs use a dice or token to keep track of the number of injuries the model is suffering. An injured model suffers a cumulative -1 to all rolls for each injury. If an injured model suffers additional damage it is **knocked out**.

Knocked Out

Knocked out models suffer the knockdown status effect, cannot be activated, and must make an Out of Action check during the End Phase. If a knocked out model is damaged again, even from the same attack, it is immediately Out of Action.

Out of Action

Out of Action models have suffered too much damage to continue to play a role in the battle. Remove the model from the battlefield. Minions that have been taken out of action may only return to play through the Spawn Minion command action.

HEALING

Some spells and abilities allow a model to heal damage. For each point of damage healed, The model regains one Heart. A model may never never be healed above its original number of Hearts.

Unless specified otherwise, injuries may not be healed.

A knocked out model that is healed, immediately suffers one injury and continues to suffer the knockdown status effect, but is no longer considered knocked out.

SPELLCASTERS

Models with the **spellcaster** keyword are powerful wizards and clerics which have the ability to cast spells which can alter the course of a battle.

CASTER LEVEL

There are three levels of spellcasters: novice, adept, and master. A spellcaster's level will be listed alongside the keyword (e.g. spellcaster (novice)). A spellcasters level affects the number and level of the spells it may cast.

Novice: A novice may learn up to two novice spells.

Adept: An adept may learn up to three novice spells and two adept spells.

Master: A master may learn up to four novice spells, three adept spells, and two master spells.

SPELLS

Like models and equipment, spells have attributes which detail how they work in the game.

Lore

Spells are grouped into lores which share similar traits. Spellcasters which specialize in specific lores can often unlock greater potential within the lore, but at the cost of the versatility that comes from learning spells from multiple lores.

Affinity

A model may only learn spells that share its affinity.

Level

Like spellcasters themselves, spells are grouped into levels: novice, adept, and master. Novice spells are generally the weakest but easiest to cast spells, with adept spells being more powerful, and master spells being truly awe inspiring wonders.

Name

The name of the spell.

Type

Spells can be one of three types: action, melee spell attack, ranged spell attack.

Action spells are the most common spells and have an effect that occurs when the spell is successfully cast.

Melee spell attacks are spells which follow the rules for melee attacks.

Ranged spell attacks are spells which follow the rules for ranged attacks.

Range

All spells have a range. This is the maximum distance the spell may target.

Attribute

This is the attribute the spellcaster uses to attempt to cast the spell.

Description

Any special rules and effects the spell causes are explained in its description.

Overcharge

Some spells can be cast at higher levels for increased effectiveness.

Crowns

How many crowns the spell is worth. In campaign play crowns are added to the model's total value to determine the rank of your company.

CASTING SPELLS

A spellcaster may attempt to cast spells during its activation using its action points as explained in the Actions section of Activation. (The number of action points a spell costs to cast is determined by its level.)

The spellcaster must first choose the spell it is attempting to cast and the target of the spell. The target of the spell must be within range and line of sight of the spell. If the spellcaster wishes to empower the spell they must choose to do so before rolling to cast.

To cast the spell, roll a dice and then apply any modifiers that affect the roll. If the result equals or exceeds the spell's listed attribute, the spell has succeeded and the spell's effects are applied. If the result is less than the listed attribute, the spell has failed and there is the possibility that the spellcaster suffers damage from **arcane backlash**.

Overcharged Spells

If a spell has an overcharge option in its description, a spellcaster may attempt to cast the spell at a higher level for increased effect. A spell which is overcharged to a level that is equal to or less than the caster's own level can be done with less risk. The caster spends the increased action point cost and casts the spell as normal.

If the caster attempts to overcharge a spell to a level beyond the caster's own it must apply additional casting modifiers which significantly increases the chance of the model suffering arcane backlash.

Casting Modifiers

The following modifiers are applied when casting spells.

Engaged	-1	If the casting model is engaged and the range of the spell is not "Engaged"
Overcharged 1	-2	If the spell is overcharged one level higher than the caster's own level.
Overcharged 2	-4	If the spell is overcharged two levels higher than the caster's own level.
Concentrate	+1	If the casting model made the Concentrate action prior to casting.
Nexus Point	+1	If a nexus point is within the model's command aura. If the model does not have a command aura, if the nexus point is within 3". The bonus is cumulative for each nexus point.

Remember! If a spell is a melee spell attack or a ranged spell attack, the rules and modifiers for melee attacks and ranged attacks apply as well!

Arcane Backlash

If a caster loses control of their magic they run the risk of suffering damage. If the result of a casting roll is 1 or less, the spellcaster immediately suffers 1 damage.

If the spell was overcharged, the spellcaster has an increased chance of arcane backlash. Any failure to cast an overcharged spell causes the caster to suffer 1 damage. If the result of the casting roll of an overcharged spell is 1 or less, the spellcaster immediately suffers 3 damage.

END PHASE

After all models have activated or have been knocked out and therefore cannot activate the round concludes with the End Phase. Perform the following steps in the listed order.

1. Activate Waiting Models

Any model that waited may perform a Move action, Disengage action (1AP version), Fight action, or Shoot action. No other actions may be used. If multiple models waited, players take turns performing their wait actions in initiative order.

2. Resolve Status Effects

Models suffering from status effects make checks to determine if the status effect resolves.

3. Out of Action Checks

Knocked out models must make an Out of Action check. Roll a dice. If the result equals or exceeds the model's WILL attribute, the check succeeds. The model immediately suffers one injury and continues to suffer the knockdown status effect, but is no longer considered knocked out. If the result is less than the model's WILL attribute, the check fails and the model is removed from play.

If a model is within a friendly commander's command aura it may use that commander's WILL when making the check.

COMPANY CREATION

Before playing games of *Super Dungeon: Conquest* you must create your company. During the creation process you will have the opportunity to pick and choose from a wide range of unique models and equipment in order to create a company that reflects your own playstyle and personality. Over the coming months new Super Dungeon: Conquest miniatures and rules will be released, expanding your options even further!

Creating your company is done by spending **crowns**. Every company begins with 1000 crowns to spend. How you spend them is entirely up to you.

COMPANY RULES

When building your company you will have a roster of up to 20 models. You can use the provided company scroll to record the models in your company. When building your company it must use the following rules:

- Your company must consist of at least five models, and no more than twenty models.
- Your company must have one, and only one, Leader.
- All models in your company, except for Heroes, must share the same affinity as your Leader.
- You may include one specialist for each commander in your company.
- The total number of commanders and specialists can never exceed the total number of minions in your company.
- Your starting company cannot exceed a value of 1000 crowns.

ROYAL ARMY OF CRYSTALIA

AFFINITY: SAPPHIRE

SHIELD MAGE   205

Movement	Actions	STR	DEX	WILL	Sv	Hearts
5	3	7+	8+	7+	9+	5

KEYWORDS
Affinity: Sapphire, Commander, Hero, Infantry, Leader, Royal Army, Shield Mage, Spellcaster (Adept), Wizard

STARTING EQUIPMENT
Blessed Blade, Aegis Cloak
*Shield Mage may have a Ring of Searing Light for an additional 20 crowns.

Equipment	Type	Range	Attribute	Abilities
Blessed Blade	Melee	E	STR +1	Pierce (-1)
Ring of Searing Light	Magic	12"	WILL	Fire
Aegis Cloak	Armor	-	Sv +2	

ABILITIES
Command Aura (6"): This model has a command aura of 6".

Shield (1AP): WILL check. This model gains +1 to save rolls until the beginning of its next activation.

Spellcaster (Adept): This model may learn three novice spells and two adept spells.

BLESSED BLADE
Pierce: A model hit by an attack with Pierce modifies its save roll by the value of Pierce.

RING OF SEARING LIGHT
Fire: If a model suffers damage from Fire it must make an additional save or suffer one damage.

GUARD COMMANDER   115

Movement	Actions	STR	DEX	WILL	Sv	Hearts
5	3	6+	8+	8+	10+	3

KEYWORDS
Affinity: Sapphire, Commander, Fighter, Infantry, Royal Army, Royal Guardsman

STARTING EQUIPMENT
Crown Sword, Shield, Heavy Armor OR Paladin Hammer, Shield, Heavy Armor
*The Guard Commander may replace its shield with a Crown Standard

Equipment	Type	Range	Attribute	Abilities
Crown Sword	Melee	E	STR	Pierce (-1)
Paladin Hammer	Melee	E	STR +1	Knockdown, Holy
Shield	Armor	-	Sv +1	Brace
Heavy Armor	Armor	-	Sv +2	

ABILITIES
Command Aura (6”): This model has a command aura of 6”.

Concert Attack: This model gains +1 to hit if the target is also engaged with one or more friendly models with concert attack.

CROWN SWORD
Pierce: A model hit by an attack with Pierce modifies its save roll by the value of Pierce.

PALADIN HAMMER
Knockdown: On a successful hit, this weapon inflicts Knockdown even if no damage is inflicted. A model suffering Knockdown must spend one action point to stand up before performing any other action.

Holy: A model with Holy adds +1 to its hit rolls against Undead, Demons, and Riftlings.

SHIELD
Brace: A model with Brace adds +1 to its save roll against charge attacks.

CROWN STANDARD
A model with a Crown Standard increases its Command Aura by 3”. Additionally, it counts as one additional model for the purposes of holding objectives.

PRIEST OF LIGHT 125

Movement	Actions	STR	DEX	WILL	Sv	Hearts
5	3	7+	8+	7+	10+	3

KEYWORDS

Affinity: Sapphire, Cleric, Commander, Infantry, Priest of Light, Royal Army, Spellcaster (Novice)

STARTING EQUIPMENT

Crown Mace OR Magic Staff and Tome of Wisdom

Equipment	Type	Range	Attribute	Abilities
Crown Mace	Melee	E	STR +1	Push (3")
Magic Staff	Ranged	18"	WILL	Focus

ABILITIES

Command Aura (6"): This model has a command aura of 6".

Heal (1AP): WILL check. Heal one damage on a single model within this model's command aura.

Holy: A model with Holy adds +1 to its hit rolls against Undead, Demons, and Riftlings.

Spellcaster (Novice): This model may learn two novice spells.

CROWN MACE

Push (3"): A model hit by Push may be moved a number of inches equal to the value of Push directly away from the attacking model.

MAGIC STAFF

Focus: When this model uses the Concentrate action it gains +2 to casting rolls, instead of +1.

TOME OF WISDOM

Once per game a model with Tome of Wisdom may ignore the effects of Arcane Backlash.

ROYAL GUARD   50

Movement	Actions	STR	DEX	WILL	Sv	Hearts
5	2	8+	9+	9+	9+	1

KEYWORDS
Affinity: Sapphire, Infantry, Minion, Royal Army, Royal Guard

STARTING EQUIPMENT
Spear, Shield, Heavy Armor OR Hand Weapon, Shield Heavy Armor

Equipment	Type	Range	Attribute	Abilities
Hand Weapon	Melee	E	STR	
Spear	Melee	E	STR	Reach 2"
Shield	Armor	-	Sv +1	Brace
Heavy Armor	Armor	-	Sv +2	

ABILITIES
Concert Attack: This model gains +1 to hit if the target is also engaged with one or more friendly models with concert attack

SHIELD
Brace: A model with Brace adds +1 to its save roll against charge attacks.

KING'S SCOUTS   60

Movement	Actions	STR	DEX	WILL	Sv	Hearts
6	2	9+	8+	9+	10+	1

KEYWORDS
Affinity: Sapphire, Infantry, King's Scouts, Minion, Royal Army

STARTING EQUIPMENT
Bow, Hand Weapon, Light Armor OR Crossbow, Hand Weapon, Light Armor

Equipment	Type	Range	Attribute	Abilities
Hand Weapon	Melee	E	STR	
Bow	Missile	18"	DEX	
Crossbow	Missile	14"	DEX	Pierce (-1)
Light Armor	Armor	-	Sv +1	

ABILITIES
Fire on the Move: If this model makes a Shoot action after moving, it counts as though it took the Aim action.

CROSSBOW
Pierce: A model hit by an attack with Pierce modifies its save roll by the value of Pierce.

HEARTHSWORN LEVY   60

Movement	Actions	STR	DEX	WILL	Sv	Hearts
5	2	9+	8+	9+	8+	1

KEYWORDS

Affinity: Sapphire, Dwarf, Hearthsworn Levy, Infantry, Minion, Royal Army

STARTING EQUIPMENT

Star Guild Flintlock, Light Armor OR Hearthsworn Crossbow, Light Armor

Equipment	Type	Range	Attribute	Abilities
Star Guild Flintlock	Missile	12"	DEX +1	Piercing (-2), Reload
Hearthsworn Crossbow	Missile	18"	DEX	Pierce (-1)
Light Armor	Armor	-	Sv +1	

ABILITIES

Disciplined Fire: When this model aims, targets do not gain the benefit of cover or intervening terrain.

STAR GUILD FLINTLOCK

Pierce: A model hit by an attack with Pierce modifies its save roll by the value of Pierce.

Reload: A model may not attack using a weapon or ability with reload and move in the same activation.

HEARTHSWORN CROSSBOW

Pierce: A model successfully hit by an attack with Pierce modifies its save roll by the Pierce ability's value.

CELESTIAN TAUREN   215

Movement	Actions	STR	DEX	WILL	Sv	Hearts
6	3	6+	8+	8+	7+	5

Keywords: Affinity: Sapphire, Large, Monster, Royal Army, Specialist, Celestian Tauren

Starting Equipment: Bright Axe, Tauren Horns, Light Armor OR Minotaur Blade, Tauren Horns, Light Armor

Equipment	Type	Range	Attribute	Abilities
Tauren Horns	Melee	E	STR	Extra Attack
Bright Axe	Melee	E	STR +1	Reach 3", Two-Handed
Minotaur Blade	Melee	E	STR	Pierce (-1)
Light Armor	Armor	-	Sv +1	

ABILITIES
Tauren Charge: When this model makes a charge action, Tauren Horns gain Pierce (-3).

Large: A Large model deals one additional damage when making weapon attacks. Ranged attacks that target a large model gain +1 to hit.

TAUREN HORNS
Extra Attack: A model may make an attack with this weapon in addition to its normal attacks.

MINOTAUR BLADE
Pierce: A model hit by an attack with Pierce modifies its save roll by the value of Pierce.

PALADIN OF LIGHT   190

Movement	Actions	STR	DEX	WILL	Sv	Hearts
7	3	6+	8+	8+	9+	5

KEYWORDS
Affinity: Sapphire, Cavalry, Paladin of Light, Royal Army, Royal Paladin, Specialist

STARTING EQUIPMENT
Blessed Lance, Shield, Heavy Armor OR Avenger Blade, Shield, Heavy Armor

Equipment	Type	Range	Attribute	Abilities
Avenger Blade	Melee	E	STR	Parry
Blessed Lance	Melee	E	STR	Reach 2", Pierce (-1)
Shield	Armor	-	Sv +1	Brace
Heavy Armor	Armor	-	Sv +2	

ABILITIES
Divine Inspiration: Friendly models within 3" of this model gain +1 to hit.

Holy: A model with Holy adds +1 to its hit rolls against Undead, Demons, and Riftlings.

AVENGER BLADE
Parry: A model with Parry may make a counterattack even if it was hit by a melee attack, so long as it suffered no damage.

BLESSED LANCE
When this model makes a charge action, Blessed Lance gains STR +3 and Massive Damage.

Massive Damage: An attack with Massive Damage deals an additional two damage.

Pierce: A model successfully hit by an attack with Pierce modifies its save roll by the Pierce ability's value.

AEGIS LORE

AFFINITY: SAPPHIRE

AEGIS

Level: Novice
Type: Action
Attribute: WILL
Range: Aura 3"
Description: Friendly models within the aura gain +1 to save rolls until the beginning of the caster's next activation.
Overcharge (Adept): Increase range to Aura 6"
Overcharge (Master): Increase range to Aura 6" and models with the aura gain +2 to save rolls.
Crowns: 20

TEMPER SPIRIT

Level: Novice
Type: Action
Attribute: WILL
Range: 6"
Description: Target model is immune to knockdown and gains STR +1.
Crowns: 10

SPECTRAL HAMMER

Level: Novice
Type: Melee Spell Attack
Attribute: WILL
Range: Engaged
Description: Until the end of its next activation when the caster makes a Fight action it may also make a melee attack using Spectral Hammer.
Crowns: 10

SHIELD CHARGE

Level: Adept
Type: Ranged Spell Attack
Attribute: WILL
Range: 6"
Description: If Shield Charge hits, move the casting model directly towards the target so that it ends the movement engaged. Then push the target model up to 3" directly away from the caster.
Overcharge (Master): Increase range to 9" and the target suffers knockdown at the end of its push movement.
Crowns: 30

FORTIFY

Level: Adept
Type: Action
Attribute: WILL
Range: Aura 12"
Description: Friendly models within the aura ignore injuries until the beginning of the caster's next activation.
Crowns: 30

HOUSE VON DRAKK

AFFINITY: AMETHYST

AMETHYST BONDED MAGE   205

Movement	Actions	STR	DEX	WILL	Sv	Hearts
5	3	8+	7+	7+	9+	5

KEYWORDS
Affinity: Amethyst, Amethyst Bonded Mage, Commander, Hero, Infantry, Leader, Spellcaster (Adept), Wizard

STARTING EQUIPMENT
Dust Stave, Whispering Wards
*Amethyst Bonded Mage may have a Dragonling Familiar for an additional 20 crowns.

Equipment	Type	Range	Attribute	Abilities
Dust Stave	Magic	14"	WILL +1	Pierce (-1)
Dragonling Familiar	Melee	E	STR	
Whispering Wards	Armor	-	Sv +1	

ABILITIES
Command Aura (6"): This model has a command aura of 6".

Exhume: This model counts as a nexus point for the purposes of friendly Spawn Minion commands.

Spellcaster (Adept): This model may learn three novice spells and two adept spells.

WHISPERING WARDS
Attacks that target this model suffer -1 to hit.

DRAGONLING FAMILIAR
Once per game, a model with a Dragonling Familiar may reroll a single casting roll.

NECROMANCER   125

Movement	Actions	STR	DEX	WILL	Sv	Hearts
5	3	7+	8+	7+	10+	3

KEYWORDS
Affinity: Amethyst, Commander, House Von Drakk, Infantry, Necromancer, Spellcaster (Novice), Wizard

STARTING EQUIPMENT
Necrotic Staff OR Magic Staff

Equipment	Type	Range	Attribute	Abilities
Necrotic Staff	Magic	18"	WILL	Necrotic Surge
Magic Staff	Magic	18"	WILL	Focus

ABILITIES
Command Aura (6"): This model has a command aura of 6".

Necrotic Heal (1AP): WILL check. Heal a single model with this model's command aura. If the target is undead, you may choose to remove one Injury instead.

Spellcaster (Novice): This model may learn two novice spells.

NECROTIC STAFF
Necrotic Surge: This model gains +2 when using Necrotic Heal.

MAGIC STAFF
Focus: When this model uses the Concentrate action it gains +2 to casting rolls, instead of +1.

DREAD KNIGHT   115

Movement	Actions	STR	DEX	WILL	Sv	Hearts
5	3	6+	8+	8+	10+	3

KEYWORDS
Affinity: Amethyst, Commander, Fighter, House Von Drakk, Infantry, Dread Knight

STARTING EQUIPMENT
Hexblade, Shield, Heavy Armor OR Executioner's Axe, Heavy Armor

Equipment	Type	Range	Attribute	Abilities
Hexblade	Melee	E	STR	Pierce (-1)
Executioner's Axe	Melee	E	STR +2	Massive Damage, Two-Handed
Shield	Armor	-	Sv +1	Brace
Heavy Armor	Armor	-	Sv +2	

ABILITIES
Command Aura (6"): This model has a command aura of 6".

Implacable: Enemies may not move this model during consolidation.

HEXBLADE
Models making save rolls for hits from a Hexblade must roll two dice and use the lowest result.

Pierce: A model hit by an attack with Pierce modifies its save roll by the value of Pierce.

EXECUTIONER'S AXE
Massive Damage: An attack with Massive Damage deals an additional two damage.

BONEHEAD   40

Movement	Actions	STR	DEX	WILL	Sv	Hearts
5	2	8+	9+	10+	10+	1

KEYWORDS

Affinity: Amethyst, Bonehead, House Von Drakk, Infantry, Minion, Undead

STARTING EQUIPMENT

Spear, Shield, Heavy Armor OR Hand Weapon, Shield Heavy Armor

Equipment	Type	Range	Attribute	Abilities
Hand Weapon	Melee	E	STR	
Spear	Melee	E	STR	Reach 2"
Shield	Armor	-	Sv +1	Brace
Heavy Armor	Armor	-	Sv +2	

ABILITIES

Bound: This model may use the WILL of a friendly commander's within 12" when making WILL checks.

Easy Spawn: Two models with Easy Spawn may be returned to play as a result of the Spawn Minion command.

SHIELD

Brace: A model with Brace adds +1 to its save roll against charge attacks.

DEADEYE   45

Movement	Actions	STR	DEX	WILL	Sv	Hearts
5	2	9+	8+	9+	10+	1

KEYWORDS
Affinity: Amethyst, Deadeye, House Von Drakk, Infantry, Minion, Undead

STARTING EQUIPMENT
Bow, Hand Weapon, Light Armor OR Crossbow, Hand Weapon, Light Armor

Equipment	Type	Range	Attribute	Abilities
Hand Weapon	Melee	E	STR	
Bow	Missile	18”	DEX	
Crossbow	Missile	14”	DEX	Pierce (-1)
Light Armor	Armor	-	Sv +1	

ABILITIES
Bound: This model may use the WILL of a friendly commander's within 12” when making WILL checks.

Easy Spawn: Two models with Easy Spawn may be returned to play as a result of the Spawn Minion command.

CROSSBOW
Pierce: A model hit by an attack with Pierce modifies its save roll by the value of Pierce.

ZOMBIE   40

Movement	Actions	STR	DEX	WILL	Sv	Hearts
4	2	8+	9+	10+	10+	1

KEYWORDS
Affinity: Amethyst, House Von Drakk, Infantry, Minion, Undead, Zombie

STARTING EQUIPMENT
2x Grabby Hands

Equipment	Type	Range	Attribute	Abilities
Grabby Hands	Melee	E	STR	

ABILITIES
Easy Spawn: Two models with Easy Spawn may be returned to play as a result of the Spawn Minion command action.

Dumb: This model may not be equipped with weapons other than its starting equipment.

Grabby: When an enemy disengages from this model it may immediately make a single melee attack against the disengaging models.

Just Die!: This model ignores modifiers from Injuries.

GRAVE GOLEM   235

Movement	Actions	STR	DEX	WILL	Sv	Hearts
5	3	6+	8+	8+	7+	5

KEYWORDS
Affinity: Amethyst, Construct, Grave Golem, House Von Drakk, Large, Monster, Specialist, Undead

STARTING EQUIPMENT
2x Bone Claws OR Bone Claw, Black Iron Cleaver OR 2x Black Iron Cleavers

Equipment	Type	Range	Attribute	Abilities
Bone Claw	Melee	E	STR	Multi-Attack
Black Iron Cleaver	Melee	E	STR +1	Reach 2", Pierce (-2)

ABILITIES
Bound: This model may use the WILL of a friendly commander's within 12" when making WILL checks.

Exhume: This model counts as a nexus point for the purposes of friendly Spawn Minion commands.

BONE CLAW
Multi-Attack: When making a Fight action, a model may make two attacks with this weapon.

BLACK IRON CLEAVER
Pierce: A model hit by an attack with Pierce modifies its save roll by the value of Pierce.

BLACK KNIGHT   190

Movement	Actions	STR	DEX	WILL	Sv	Hearts
7	3	6+	8+	8+	9+	5

KEYWORDS
Affinity: Amethyst, Black Knight, Cavalry, Dread Knight, House Von Drakk, Specialist, Undead

STARTING EQUIPMENT
H, Shield, Heavy Armor OR Dreadlance, Shield, Heavy Armor

Equipment	Type	Range	Attribute	Abilities
Hexblade	Melee	E	STR	Pierce (-1), Hex
Dreadlance	Melee	E	STR	Reach 2", Pierce (-1)

ABILITIES
Fear: Enemies engaged with this model suffer -1 to hit.

HEXBLADE
Models making save rolls for hits from a Hexblade must roll two dice and use the lowest result.

Pierce: A model hit by an attack with Pierce modifies its save roll by the value of Pierce.

DREADLANCE
When this model makes a charge action, Dreadland gains STR +3 and Massive Damage.

Massive Damage: An attack with Massive Damage deals an additional two damage.

Pierce: A model successfully hit by an attack with Pierce modifies its save roll by the Pierce ability's value.

NECROMANCY LORE

AFFINITY: AMETHYST

SPAWN UNDEAD

Level: Novice
Type: Action
Attribute: WILL
Range: 6"
Description: Spawn one undead minion model that was previously removed from play anywhere within 6" of the caster. This model may not activate until the next round.
Overcharge (Adept): Spawn two undead minion models.
Overcharge (Master): Spawn three undead minion models.
Crowns: 20

AURA OF FEAR

Level: Novice
Type: Action
Attribute: WILL
Range: Aura 6"
Description: Enemy models within the aura suffer -1 to hit until the beginning of the caster's next activation.
Crowns: 10

SHARDS OF BONE

Level: Novice
Type: Magic Spell Attack
Attribute: WILL
Range: 8"
Description: If successfully cast, target model and all models within 3" of target are hit.
Crowns: 20

DRAIN LIFE

Level: Adept
Type: Melee Spell Attack
Attribute: WILL +1
Range: Engaged
Description: If Drain Life hits, no save is made. The target automatically suffers one damage and the caster heals one heart.
Overcharge (Master): Drain Life inflicts two damage and the caster heals two hearts.
Crowns: 30

TERROR

Level: Adept
Type: Action
Attribute: WILL
Range: Aura 6"
Description: Until the beginning of the caster's next activation, enemy models within the aura must succeed a WILL check at the beginning of their activation or spend any available action points to move until the model is no longer within the aura. Enemy models that wish to move into the aura must succeed a WILL.
**Crowns:** 30

SCENARIO 1: BATTLELINES

Warband:
Each player selects a warband from their company. It is recommended that warbands do not exceed 750 crowns, but any value can be agreed upon by you and your opponent. In addition to your warbands, each player requires one nexus point.

Battlefield:
- 3'x3'
- When building the battlefield attempt to to have at least one 6-8 inch terrain feature (or the equivalent) per square foot.

Deployment:
- Deploy 2 Nexus Points as shown.
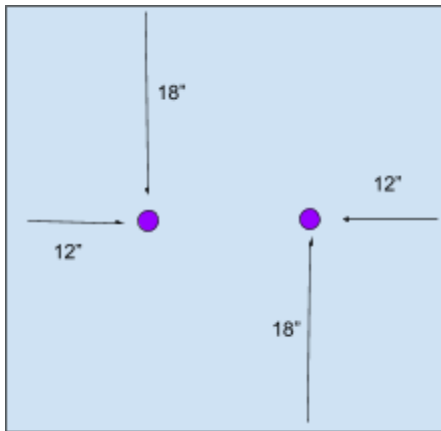
- Each player rolls a dice. The player that rolls highest chooses a table edge and deploys first, the opposite edge is their opponent's table edge. Players alternate deploying models within 9" of their table edge until all models have been deployed.

Special Rules:
- At the end of each round count the number of minions each player has with 3" of a nexus. The player with the highest total has control of the nexus. In the case of a tie the nexus is contested and no player has control. A player gains +1 victory point for each nexus point they control.

Victory:
- The first player to score 6 victory points wins the game. Or at the end of Round 5 the player with the most victory points wins the game.

SCENARIO 2: SKIRMISH

Warband:
Each player selects a warband from their company. It is recommended that warbands do not exceed 750 crowns, but any value can be agreed upon by you and your opponent. In addition to your warbands, each player requires three nexus points.

Battlefield:
- 3'x3'
- When building the battlefield attempt to to have at least one 6-8 inch terrain feature (or the equivalent) per square foot.

Deployment:
- Each player rolls a dice. The player that rolls highest chooses a table edge and deploys first, the opposite edge is their opponent's table edge.
- Players alternate deploying nexus points until each player has deployed three nexus points. A nexus point must be more than 6" from an enemy nexus point and any table edge.
- Players then alternate deploying models within 3" of any friendly nexus point until all models have been deployed.

Special Rules:
- At the end of each round count the number of minions each player has with 3" of each nexus point. The player with the highest total has control of that nexus point. In the case of a tie the nexus is contested and no player has control.
- A player gains +1 victory point for each enemy nexus point they control.
- A player gains +1 command point for each friendly nexus point they control.

Victory:
- The first player to score 6 victory points wins the game. Or at the end of Round 5 the player with the most victory points wins the game.