# El sueño de *SphereWars, otro mundo*!! se ha hecho realidad gracias a;

# SPHEREWARS
# OTRO MUNDO

How could you dare, you wicked despot?
How could you venture to put in danger the equilibrium of the Sphere?

"Wicked despot?  That's what I am to you, isn't that true, Kurgan?
I'm not one of the Four, I'm only the tool that goes where your power doesn't reach."
– The fog mass informs that the God Salssa, the warm throbbing, rhythmical, while he spoke –
I have done what I have always done, what I will always do, that for which you come to me.
The fog condensed until it was the size of an acorn. Out of the acorn a crop emerged, which grew until it
formed an enormous tree which in an explosion of life was covered in leaves.

"You have placed our plans for Saphir in jeopardy!"  Malasur bellowed with a voice that sounded like the
wind between the cliffs, like a hurricane, a typhoon and a tornado.

"Your plans? I'll tell you what your plans are." The tree began to come undone and one of the leaves
floated into the fog, which had been turned into a heron fisher. "I'll tell you why you created Saphir."

"You have the power to mold the material and the elements are at your whim, for you to shape the
heavens, the oceans and earth, and the bubbling fire beneath it.  You created Saphir and the creatures
that inhabit it, but those creatures weren't more alive than the rocks or rain. You are sterile gods, dead
and empty gods, and that's why you turned to me. He who you call wicked: so as to breathe life into your
creations. You are sterile gods and that makes you vengeful and mean."  The fog began to change again
and adopted the form of two deers engaged in battle. "That's why you even hate yourselves."

The star that was Kazag grew in size and its brilliance intensified, while wild flames leapt from its surface
in the direction of Salssa. But, they didn't dare touching him or dare breaking the Law.

"Now that's enough Kazag" whispered Mohed, whose voice was like that of the mountains clashing
among them. "Don't show with your rage the stupidity which you attribute to us."

"You created Saphir and the other Spheres" continued the God of Life "so as to direct your hate so that
the creatures that you molded, and which I infused with life, could destroy themselves as the Law
prevents you from destroying them among you, or to destroy me. They are simple pawns in your
macabre game, which is why behind your backs I created the Trascar because the creatures that
inhabit the sphere merit to have guardians that protect them from this madness."

"We've heard enough of this non-sense" Kazag was now a no longer an impetuous and brilliant star, but
an ember of molten lava, a compact nucleus of magna and bitterness.
"You'll return to your confinement, and most assuredly you'll never forget the gravity of your mistake. We
will remind you every minute with shades of pain the existence of which you never could imagine."

"With respect to us" Mohed, adressing himself to the other three elemental Gods, while ignoring
the shape of the fog that was dissipating back to its anguish and confinement
"We must make a decision and give the sphere its equilibrium again.
One single act, just one action each, to re-establish our plan for Saphir."

"Maybe it's not too late" murmured Kurgan.
And, Malesur continued, if it's too late for Saphir,
perhaps it's not too late for the other spheres.

And the four Gods of the elements appeared to be in agreement for the first time in eons.

# SPHEREWARS MINIATURES

SphereWars is a skirmish miniature game where two or more players take the command of a War-Band and fight for supremacy.

SphereWars miniatures must be properly glued onto their base. The bases keep you miniatures standing straight and represent the space occupied by the combatant.

The bases used in SphereWars are round and come in four possible sizes. The base must remain of the same size as the one included in the blister the miniature came in. As a guide, the following table shows the size of the model and the corresponding base size:

| | |
|---|---|
| Medium sized combatant | 30 mm |
| Large sized combatant | 40 mm |
| Mounted combatant | 40/50 mm |
| War machine | 50/60 mm |

As already stated, miniatures are considered to occupy the same space as their base, so when measuring the distance between two miniatures, or from miniatures to an obstacle, you must measure from the closest point of the base, to the edge of the other miniature or obstacle.



In SphereWars, combatants may move at two different speeds trough the battlefield, running or sprinting.

Running allows the miniature to be moved up to a number of inches equal to his movement value.

Sprinting allows the player to double the movement value of the combatant. If a miniature sprints however, it will not be able to shoot or perform any arcane actions. Furthermore if an enemy miniature is located within 5" of the combatant, it is not allowed to sprint.

Unless otherwise stated, players are not allowed to measure distances prior to declaring an action. After the declaration of the action has been made, the player must therefore check they are in range for shooting, charging, casting a spell or any other action limited to a radius of opportunity for them to be performed.

---

Inches or centimetres?

You may play using your preferred unit of measurement. Using inches, no calculation is required. If you play using centimetres simply use this reference table:

| | |
|---|---|
| 1" equal 2.5 cm | 2" equal 5 cm |
| 3" equal 7.5 cm | 4" equal 10 cm |

and so on...

---

# *PREPARATION TO A SKIRMISH*

In this section you will find all the details related to setting up a game.

## *Recruiting a Warband*

In SphereWars there are four types of combatants

- **Leader**: the commander of the Warband
- **Avatar**: the Wizard of the Warband, capable of controlling magic and perform powerful arcane effects
- **Messengers**: A generally fast but weak combatant whose main function is to relay the leader's orders
- **Troops**: the rest of the combatants forming the Warband. They are divided into different ranks such as Irregulars, Veterans and Elites

Every race has specific rules for building their Warbands, as explained in the factions Manuscript (see the Manuscript relevant to the faction or race of your choice). Unless stated otherwise in the faction Manuscript, a Warband can only hire as many Messengers as the leader has command points.

Also, unless stated otherwise, in the faction Manuscript, a Warband can only hire a maximum of five of the same combatant. If the combatants of a particular type form a Squad however, only 3 units can be recruited.

> Squads: at deployment time, all the models composing a squad must be placed at the same time and within 2" of each other. Squads members are allowed to move and act independently thereafter.

## *Defining the Scenery*

In Spherewars, there are several terrain types:

- **Higher ground**: hills, mountains, etc. Higher grounds give advantages to the combatants when performing ranged attacks and in hand to hand combat.

- **Low scenery**: open buildings walls, hedges, etc. These types of scenery offer cover against ranged attacks if at least half of the miniature is obscured by it. In addition a -1 modifier is applied to the 'Movement' value if the miniature is running and a -2 in the case of a sprint.

- **Difficult terrain**: enclosed buildings, rock formations, wood lands, etc. These types of scenery offer cover against ranged attacks if at least half of the miniature is obscured by it or placed behind it. Sprinting is not allowed in this type of terrain and they can only be crossed while running, with a -1 modifier to the 'Movement' value of the combatant.

- **Impassable terrain**: boulders, high walls, etc. Miniatures can move around but never cross impassable terrains, and no line of sight can be drawn through them.

## *Battlefield Generation*

To generate the battlefield, players roll a D6 each, the player obtaining the higher result placing the first piece of terrain of 'type' determined by rolling a second D6 and referring to the table below:

1-2 Slight Land
3-4 difficult terrain
5-6 Impassable terrain

Repeat the above procedure to place the number of scenery pieces specified in the mission/scenario description.

## *Battlefield Zones*

SphereWars uses a unique system of battlefield zones. Here is an overview of the typical battlefield:

- **Deployment zones**: these zone specifies where the miniatures will be placed at the start of the game, for all the factions and races.

- **Objective zone(s)**: in missions where players have to gain control of a particular game element, place the terrain piece or scenery pieces in this zone.

- **Exit point(s)**: if the scenario requires some or all miniatures composing the players Warband to leave the table as a victory condition or otherwise, the exit point or points will be clearly marked and the sole means of leaving the battlefield (alive).

- **Scenario specific terrain**: some missions will require particular scenery pieces to be placed on the battlefield. If they present a set of rules other than the generic SphereWars terrain rules and conditions to be handled in gameplay terms, these rules will be explained in the mission description.

Unless stated otherwise, the missions will take into considerations the following 'four zones' scheme.

## *Troops Deployment*

A 'strategic roll' (see page 8) decides the first player to deploy. This player must place as many combatant squads or individual combatants as the leader of his Warband has command value points (command statistic). His opponent then does the same.

The process is repeated until all the miniatures are placed. Deployment rules are subject to specific mission requirents. Please refer to the mission description for details.

# KNOWING YOUR COMBATANTS

This section describes the combatant attributes (aka 'stats'), any particular specialist purpose they may have, and include a brief explanation of the abilities, and their type, they may posses.

To illustrate, we will use a few profiles from the Soimi Manuscript as examples.

### Combatant rank, name, nick mane, description

Along with the name and image, you will find a brief introduction to the combatant's background

### Attributes

Points to Enrol (PE): cost to enroll the combatant in your Warband.

Control of the Arcane (CA): see Arcane equipment section page XX.

Movement (MOV): distance the combatant can run in a single turn, in inches. In addition, the number of dice used when routing and chasing. Last it also defines the target value an opponent must equal or surpass when trying to shoot at the combatant.

Command (MAN): number of dice used to make the strategic roll. It also dictates the number of orders a leader can give in a single turn, as well as the maximum number of messengers he can recruit.

Dexterity (DES): number of dice to be rolled in close combat.

Precision: number of dice used for shooting. This stat will appear after the dexterity value but only for those miniatures capable of ranged attacks.

Potency (POT): amount of dice to perform damage rolls.

Constitution (CON): target value the opponent must equal or surpass to cause one or more points of damage. If two values are listed, the first indicates the resilience against Arcane attacks while the second represents its resistance against Mundane attacks (see page XX).

Fury (FUR): number of dice the player have at his disposal to perform a feat.

Power or Dissipation (POD): number of dice that can be used for casting and dissipating spells.

**Nek'Org, el ensartador**

*Es uno de los lideres más feroces y estrategas de los Soimi. Sus dotes en el cuerpo a cuerpo lo hacen una máquina de matar.*

| PE | CA | MOV | MAN | DES | POT | CON | FUR | POD |
|-----|----|-----|-----|-----|-----|-----|-----|-----|
| 169 | 2  | 5   | 3   | 3   | 4   | 6-5 | 3   | -   |

Number of wounds: in SphereWars, unless specified otherwise, combatants start the game with 5 wound levels. Universal abilities can modify this general rule (see page XX)

## Tir'Abe, la bestia

*El líder más brutal de todos los Soimi. Su potencia y constitución lo convierten en una máquina para el combate en la corta distancia.*

| PE | CA | MOV | MAN | DES | POT | CON | FUR | POD |
|----|----|-----|-----|-----|-----|-----|-----|-----|
| 163 | 0 | 5 | 2 | 2 | 4 | 6-6 | 4 | - |

**Habilidades raciales;** comunicación sensorial (pasiva), aguijones (gesta) y Culto de Enur'Anar

**Habilidades únicas;**

*Corteza Ósea descomunal (pasiva);* tras cientos y cientos de victimas succionadas por los aguijones de Tir'Abe, su osamenta ha crecido de manera descomunal.
Da un más dos a la constitución. Incluido en el perfil.

*Golpe de empuñadura (gesta) 5;* con el pico de la empuñadora de su arma golpea el rostro del enemigo con fiereza y crueldad.
Con dos éxitos golpeará al objetivo en el rostro y le causará una herida automática y además le quitará un punto destreza en el combate que se deberá hacer contra el objetivo del golpe.

**Habilidades universales;** enorme, espantoso, arremetida, inquebrantable y durísimo de matar.

**Equipo;** armadura de tela y arma contundente.

**Equipo único;** no porta ninguno.

### Transmitter

### Devastator

### Zahori

### Vehement

**Combatants**
- Leader
- Avatar
- Messenger
- Troops

**Ranks**
- Elite
- Irregular
- Regular

### Abilities

There are 3 types of abilities, passives (see page XX), feats (see page XX), and enchantments (see page XX).

In addition abilities may be exclusive or shared by several combatants.

Racial abilities: those abilities are shared with other combatants of the faction. Their description are available in the race or faction Manuscript.

Unique abilities: those abilities are exclusive to the combatant. Their description will appear on his reference profile. It is possible that more than one combatant possess a unique ability but it will remain relatively uncommon.

Universal abilities: those abilities are shared by combatants of different races (see page XX).

### Equipment

Generally speaking, all combatants will possess one or more pieces of mundane equipment. The generic equipments will be described later on in this rulebook (see page XX).

A few, however, may possess a unique item with particular rules attached to it. These will be described in the relevant race or faction Manuscript.

# *DICE MECHANICS*

In SphereWars, the result of the various actions are determined by rolling one or several 6-sided dice aka D6. The dice sides are numbered 1 to 5, the number six being replaced by a SphereWars specific game icon, the "S" symbol.

> With every miniature, you will also receive a second D6, smaller in size, that will be used to track the wounds suffered by your model throughout the game.

There are 3 different type of rolls, the *opposition roll*, *difficulty roll* and the *mixed roll*. From now on we will refer to the type of roll required to pass for performing an action.

## *Opposion roll*

As the name indicates, this type of roll requires each player to roll one (or more) dice and compare the result to determine the winner. The players must roll the stated number of dice and compare the dice with the highest value to that of their opponent, the highest value winning the roll (example 1).
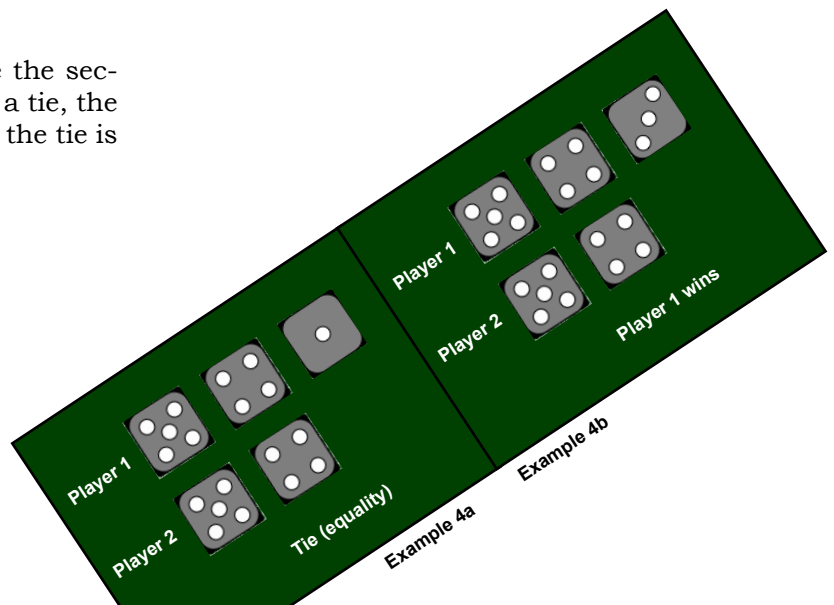
Example 3

In case of a tie, the players must compare the second highest value on the dice. If this is still a tie, the third highest value is used, and so on until the tie is resolved (example 2).

Example 2

In the exeptional case of all the dice results being the same, then a second opposition roll must take placed (example 3).
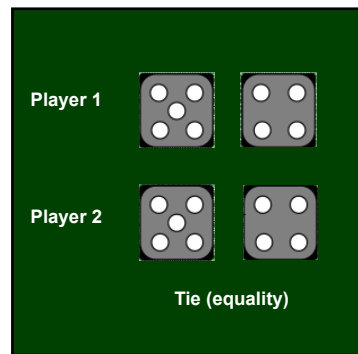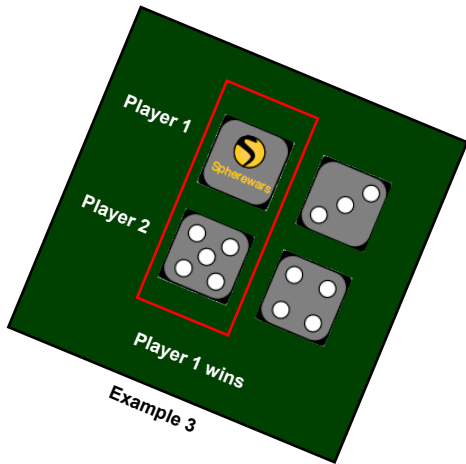
Example 3

In SphereWars, it is not uncommon for a player to roll more dice than his opponent. Nevertheless, in this case the procedure for opposition roll remains the same. in case of tie this player will win as long he don't get a result of one in the extra dice after comparing (example 4 a and b).

Example 4a    Example 4b

> '1' and the Sphere!!! with every hero miniature, Leader or Avatar, you will receive a special 'Sphere' dice. This dice features a 'S' logotype on the side the number 6 is usually found. Therefore, in SphereWars, every '6' will be called a Sphere!!! In the game every '1' is a automatic failure and every 'Sphere' is a success.
>
> We bet you will be shouting, Sphere!!! every game.

## Difficulty roll

For this type of roll, players roll as many dice as the action require, attempting to equal or better a target value. All results superior or equal to the difficulty are considered successes. Independently of the difficulty value, a result of '1' is always a failure and a 'Sphere' is always a success (example 5). This type of roll is used for shooting, Mentality checks and performing feats.



Example 5
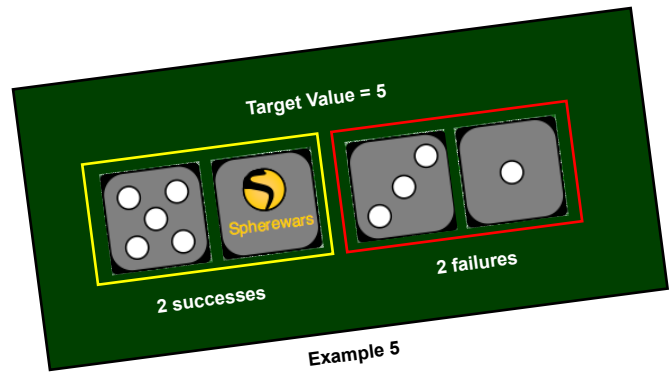
Difficulty higher than '6': it may happen that the target value for a test is higher than '6'. If this case occurs, perform the roll as normal but for every 'Sphere' obtained roll an extra dice. A '2' or more is required to pass a difficulty of '7', '3' or more for a difficulty of '8', and so on. Note that the 'Sphere' success-rule does not apply to difficulty rolls with a target value higher that '6'.

## Mixed roll

This type of roll combines the opposition roll and the difficulty roll principles. It is often used when casting and dissipating magic.

In the first instance, the player trying to perform the action rolls his dice against the target value required by the difficulty. All failures are discarded and only successes are taken into account for the opposition step.

The opponent, the player trying to cancel the action then rolls his dice and compares the result to that of player 1. Each result higher that '2' this second player obtains may be used to cancel a success from player 1 of inferior or equal value.

Any success from player 1 not canceled by the opposition are then added to verify that the test can be considered passed and the action can then be resolved (example 6).



Example 6
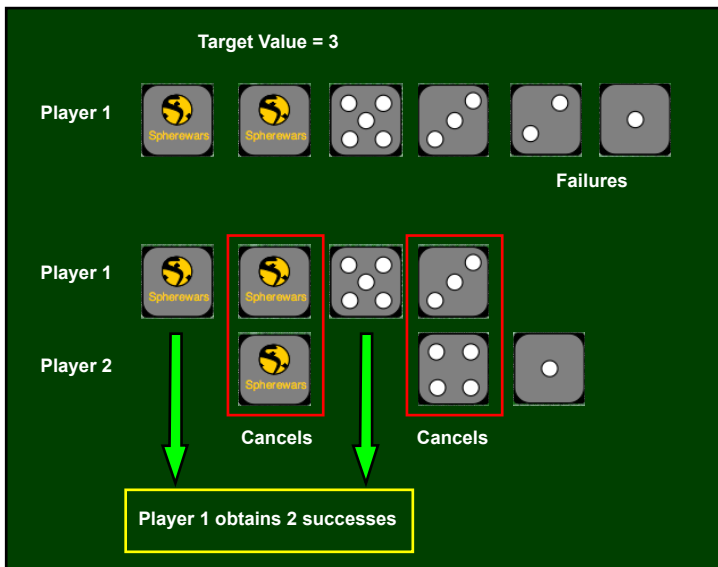
Disputable results: sometimes, as we all know, dice can have a mind of their own and land on the floor or be 'crooked', the result being not entirely clear.

In such events, re-roll the dice again immediately to avoid losing precious gaming time and pointless arguments with your friends.

By rule hereby stated, a dice must land flat on the gaming table to be consider accountable.

# *KNOWING YOUR TACTICAL OPTIONS*

This chapter presents the most fundamental ideas and concepts of the game. A single reading should allow you to be comfortable with the basic flow of the game.

## *Unfolding of the game*

### *Turn System*

In SphereWars, game turns are articulated around two clearly delimited game phases, as follows:

1- Actualisation phase

In the first instance, players simply add up the values of the power (POD) attribute for all the combatants belonging to their WarBand still present on the battlefield. This defines the amount of power gems they will have at their disposal for the turn (see page XX). Next, add the command (MAN) value of your Warband, the number obtained defining the number of orders for the turn (see page XX).

All active enchantments dissipate at this point, the combatants states stay in effect. Last proceed with the strategic roll (see later on in this same section).

2- Action phase

During this phase all combatants of a Warband may be activated. They may stand still, move, shoot, cast spells, fight, etc. When taking their activation combatants may perform any action allowed by the rules. However, if a combatant is involved in a combat he must fight. It is not possible to activate again a combatant that has already been activated until the next turn unless this is granted by issuing an order (see orders page XX).

Once all of a player's combatants have been activated, it is the opponent's turn to do the same.

In the summary sheet and this rulebook, you will often see the terms "friends' round" and "foes' round". A "friends' round is when the player is activating his own Warband and his therefore the "active" player. A "foes' round" on the other hand is when the player is the "passive" player and is waiting to activate his Warband on the next turn.

> Turn: the accomplishment of both phases constitutes a complete game turn. A game lasts a pre-determined number of turns or may depend on victory conditions indicated in the mission description.

### *Strategic roll*

The strategic roll determines the player who deploys his combatants first and on which side of the table. He will then start his first "friend' round".

Again, the strategic roll takes place at the end of the actualisation phase, after the players have calculated the power gems and orders they will have at their disposal in the next turn, and all arcane effect have been removed.

In game terms, an opposition roll is made using the command (MAN) value of the leaders (see page XX). If a player has suffered the loss of one or more leaders on a previous turn, then a single dice is for the roll.

### *Activating Combatants*

Combatants can be activated when the player controlling it is the active player and his opponent is sitting through a foe' round.

During his activation, the combatant can perform the following actions, in the indicated order:

1- run or stay still
2- use an arcane object and/or perform a feat
   OR cast a spell
3- shoot or fight in close combat

alternatively he may

1- sprint
2- perform a feat
3- fight in close combat

# How To Fight

## Starting a fight

There are two ways of starting a combat

**Charging**: the model can reach the enemy without sprinting and have a line of sight to the target of his charge. Movement must be done in a straight line, to the nearest point of the enemy's base. Charging gives the combatant +1 to his potency (POT) attribute for the duration of the combat.

**Engaging**: this occurs when the combatant activated need to sprint to reach his objective. No line of sight is required and the foe can be contacted on any part of his base. A combatant performing an engagement gains no bonus.

**Field of vision**: all combatants have a 360 degree field of vision. But obvious objects and other miniatures block line of sight.

## Combat Resolution

In Shrerewars, in order to make close combat as realistic as possible, exchanges are simultaneous and resolved by an opposition roll between the protagonists, followed by a difficulty roll to estimate the damages inflicted to the combatant receiving the blow.

**Dexterity roll**: the combatant involved in the combat roll as many D6 as their DES value. The dice results represent the sequence of attacks and parries the combatants perform until one of them succeeds in hitting his opponent. Refer to the section describing the opposition roll at the beginning of this rulebook to determine the winner.

**Damage roll**: the winner of the exchange roll as many dice as his POT value, performing a Difficulty roll with a target value equal to the CON of his opponent (see Difficulty roll to determine the outcome). For every success, a wound is inflicted to the opponent, the more successes the more damage is dealt.

**Death to the enemy**: if the wound level of a combatant reaches zero, he is considered dead and is removed immediately from the battlefield. The player controlling the victorious combatant can then move him up to 2" in any direction. This free movement is called Movement of Annihilation.

> Movement of Annihilation: this free movement can only be performed if the miniature is not in contact with any other enemy miniature after the combatant just eliminated has been removed from the game. This movement can initiate a new combat, but the combat resolution will not take place until the following round. This rule does not apply to Annihilations occurring as a result of a Feat (see page XX)

## Critical rolls

Some hand-to-hand combat exchanges performed by the combatants can, due to their strength, dexterity in execution, or sheer luck, be particularly devastating and capable of pulverizing the best shields and the strongest of armours... and of course bones.

These secondary effects are called critical rolls and take place when players roll doubles and/or triples on their dexterity and/or damage rolls. In this section we will describe when and how this affects close combat.

Dexterity roll: if the winner rolls a double 'Sphere', the effect of a *Precise Strike* must be applied (see below).

Damage roll: if the die results contain

- a double 5, the effect of a *Brutal Strike* must be applied (see below).
- a double 'Sphere', the effect of a *Perfect Strike* must be applied (see below).
- a triple 'Sphere', the effect of a *Mortal Strike* must be applied (see below).

**Precise Strike**: add +1 to the POT of the ensuing damage roll.

**Brutal strike**: the opponent being hit is pushed back. Move the miniature 2" in the opposite direction compared to where the attack came from. This move therefore pushes the combatant out of the combat and all 'Running away' movements (see page XX) will start from this new position. This can be performed even if various combatants are involved in the same combat, as far as the miniature can be placed on a spot of the battlefield clear of obstacles or combatants.

**Perfect Strike**: the player can perform a Brutal Strike and/or a Devastating Blow (see below), at his discretion. He is therefore not obliged to push back his opponent, nor to weaken him beyond the normal damage dictated by the dice results.

**Devastating Blow**: the attack causes an extra wound to the opponent. Devastating Blows are part of the Perfect Strike critical effect and is optional (a player is not forced to kill an opponent if this somehow would be strategically beneficial).

**Mortal Strike**: the model is killed outright, no matter this state of health prior to the exchange. The winner performs an Annihilation movement as usual.

## Feats

In SphereWars, unique actions and events with a high impact on the progress of the game are not the sole privilege of powerful magicians, mighty warriors and select denizens of Saphir can perform destabilizing moves or devastating blows capable of killing outright an unfortunate opponent.

To represent this aspect of the game, a particular type of abilities called 'Feats' can be called into action during the activation of the combatant possessing them. Specific Feat effects will be described in the faction Manuscripts but the general rules are explained below.

To perform a Feat, the combatant must pass a difficulty roll using a number of dice equal or inferior to his Fury (FUR). The target value for the roll is indicated in the Feat's description in parentheses, after the Feat's name.

If the combatant possess more than one point of Fury, and has multiple Feats to choose from on his reference profile, he may choose to split his Fury points any way he may deem appropriate in an attempt to perform more than one Feat. Feats can only be performed on the 'Friends Round' and when the model is being activated, before close combat is resolved.

Note that some Feats require more than one success on the dice roll for their effect to take place. This will be specified in the Feat's description. Feats with success conditions marked with a letter 'A' do not need a difficulty roll and are automatically passed.

A combatant performing a Feat may fight a different enemy than the target of the Feat, unless stated otherwise in the description. If the effects of a Feat eliminate an enemy, a movement of Annihilation can be performed. This movement may bring the combatant into contact with another enemy. In this case the combat resolution takes place immediately. The opponent is considered as being engaged and no charge bonuses or advantages may apply.

> Movements of Annihilation as a result of a Feat are restricted to one per combatant per game round. Unless stated otherwise in its description, the same Feat can be called once per game turn.

## Multiple Combats

In SphereWars, it is possible for several combatants to fight in the same combat. As logic would state, the warband with the numerical advantage has a slight edge in the fight or at least will force the better combatant to push himself to have the upper hand.

To represent this advantage, all combatants in base-to-base contact with the foe involved in the combat will offer their support to their brother-in-arms. Thus, every combatant meeting the conditions for support will add one dice to the Dexterity roll of the fighting ally, up to a maximum of 3 bonus (considering only support bonuses).

Note that since combats are resolved one after the other, combatants in base-to-base with another enemy which is not part of the exchange currently being resolved still count as support, regardless of whether they have been activated this turn or not. This is to simulate the fact that a combatant still has to be wary of his direct environment and is therefore affected by any and all enemy fighter in close proximity.

Another effect that comes into effect in multiple combats situation, be it in the same player's round or the consideration of a complete turn (both player's round) is the state of **Fatigue**. As a result of fighting relentlessly, all combatants involved in a fight lose a point of dexterity per combat they have already fought this turn.

Finally, on the subject of combats involving multiple combatants on one or more sides, note that while it is possible that more than one enemy end up in base-to-base with the attacker when entering a close combat (by charging or engaging the enemy), the latter will only be able to fight one opponent this turn, the other offering support against him.

> Out of breath: The effects of combat Fatigue are cumulative. However heroes (leaders and avatars) always have a minimum of 2 on dexterity after taking into account all effects in place. For the rest of the combatants this minimum is equal to 1.

# *Ranged Attacks*

The procedure used to resolve ranged attacks is similar to the one used for close combats and involves a difficulty roll to hit the target, followed by a damage roll in case of a success.

Precision roll: the marksman roll as many D6 as his Precision value. This is a difficulty roll against the target's MOV value, modified by the following bonuses and maluses, for each situation that applies:

+1 to the Precision if the target is Enormous
   (see Universal Abilities).
-1 to the Precision if the target is Small
   (see Universal Abilities).
+1 to the Precision if the target is within 6"
   of the shooter
-1 to the Precision if the target is more than  12"
   away from the shooter
+1 to the Precision if the marksman has not moved
   this turn
-1 to the Precision if the target benefits from
   cover granted by low scenery
-2 to the Precision if the target benefits from
   cover granted by difficult terrain

Damage roll: see the close combat resolution section for details.

Note that brutal strikes and perfect strikes critical effects are not applicable to ranged attacks. No movement of Annihilation takes place in case of the target of the shot being killed in the resolution of the shot.

# *Terrain Advantage*

- **Higher ground**: These terrains give +1 to the POT value of the combatant when performing a ranged attack or hand-to-hand combat (for the combatant attacking from the higher ground only).

- **Low scenery**: marksmen performing a shot onto a target placed behind such a scenery suffer a -1 modifier to their 'Precision' value. In hand-to-hand combat, the attacker suffers a -1 to their DES roll in the first combat (and the first combat only).

- **Difficult terrain**: Apply a -2 modifier to the 'Precision' of the marksman. In hand-to-hand combat, the attacker suffers a -1 to his DES roll in the first combat (and the first combat only).

- **Impassable terrain**: Miniatures cannot fight over this type of terrain and no line of sight can be drawn through them.