

# WARLORD® QUICK START

Mi-Sher ①										
Affiliation ③		④ Model		⑤ Troop		⑥ Base		⑦ Pts		
Nefsokar/Neutral		Ung_Sgt.		4-10/0		Standard		64		
#MA	#RA	Dmg	Mov	Dis	MAV	RAV	Rng	DV	CP	MD
2	0	6	9	3	3	3	8	10		
	1	3	9	2			4	5		
Special Abilities: 360, Fearless, Tough/2, Warmaster										

② 14129

## The Data Card

- (1) **Name:** Name of the Model
  - (2) **ID:** Reaper Miniatures item or catalog number
  - (3) **Affiliation:** The Model's Affiliation (Good, Neutral, Evil). A Fighting Company may not have both Good and Evil. The item after the slash is the Model's Army (Reptus, Crusaders, Mercenary, Dark Spawn, etc.)
  - (4) **Model:** The Model's classification Type: Leader (Warlord, Captain, Sergeant), Soldier (Grunt, Adept), Solo (Monster, War Machine, Solitaire) Elite (Hero, Cleric, Mage) and whether or not it is Unique.
  - (5) **Troop:** Only Leader Models will have information displayed here. The first two numbers indicate the minimum and maximum number of total Models in a Troop that is led by this particular Leader Model. The number following the slash represents the number of Elite Models that may replace Soldiers in the Troop. Note that "total Models" means that the Leader Model itself is counted as one of the Troop.
  - (6) **Base:** The type of Base the Model must have to be used in play: Standard, Cavalry, Large, Giant or Super.
  - (7) **Pts:** The number of points the Model costs to field.
- #MA:** The number (#) of **M**elee **A**ttacks a Model may perform when initiating a Close Combat Action.
- #RA:** The number (#) of **R**anged **A**ttacks a Model may perform when initiating a Ranged Combat Action.
- Dmg (Damage):** This number is used to determine the stats and combat effectiveness of a Model as it takes damage. As a Model takes Damage place a die (usually a six-sided die) near the Model indicating how many points of damage it has suffered. When conducting Actions using a damaged Model, use the row on the Data Card that corresponds with the damage level indicated by the damage die. Once the Model has taken an amount greater than the Damage Tracks listed for the Model, the Model is considered a casualty (either removed from play, or marked with Loot tokens depending on the scenario).
- Mov (Move):** How many inches of Movement the Model has available to conduct a Movement Action.
- Dis (Discipline):** Training, courage, and mental/emotional control
- MAV (Melee Attack Value):** A Model's relative melee offensive ability

**RAV (Ranged Attack Value):** A Model's relative Ranged Combat offensive ability

**Rng (Range):** The distance in inches a Model's Ranged Attack will reach when using its RAV.

**DV (Defensive Value):** A Model's relative physical defensive ability including armor and skill at dodging or evading attacks

**CP (Casting Power):** A Model's Magical offensive ability including any innate power and control over magical forces

**MD (Magic Defense):** A Model's Magical defensive ability including any innate powers or resistances

## The Game Turn

The Game Turn itself is composed of three Phases, the Initiative Phase, Action Phase, and End Phase. The Game Turn is the "meat and potatoes" of actual play. Models conduct actions, inflict damage, receive damage, and take casualties as the controlling players struggle to successfully complete the game scenario.

### One Complete Turn Sequence

- Initiative Phase
- Action Phase
- (Initiative and Action Phases are Repeated until all Troops have conducted an Action Phase)
- End Phase

### Initiative Phase

Rather than go into the full Initiative Phase. For Demo purposes, you and your opponent should each draw one card. High card goes first. Then alternate Activating Troops that have not been activated yet this turn between you. i.e. Troop 1 of Player 1, then Troop 1 of Player 2, then Troop 2 of Player 1, etc.

### Action Phase

It is during the Action Phase that Models actually move, attack other Models, take damage, and of course, this is where players roll their dice. The Action Phase is composed of two conducted Actions that are either combat or non-combat related. However, a Model may only perform one Combat Action in an Action Phase. Of course, a Model may always opt to Pass and conduct only one or even no Actions at all.

### A Model's Action Phase Options

- 2 Non-Combat Actions
- 1 Combat Action and 1 Non-Combat Action
- 1 Non-Combat Action and 1 Combat Action
- Pass

### Actions

#### Non-Combat Actions

- Movement
- Pick-Up Object / Carry Object (Found in Rulebook)

- Regroup (Found in Rulebook)

- Loot

### Combat Actions

- Cast a Spell
- Close Combat
- Invoke Special Ability (Found in Rulebook)
- Rally (Found in Rulebook)
- Ranged Combat

### Resolving Troop Combat Actions

When a Troop performs its Action Phase, not every Model will be conducting the same Actions as others in the Troop, or possibly even in the same order. It is important to remember that all Models in a Troop performing the same Combat Actions must perform their Combat Actions at the same time. The order that the Combat Actions are declared or resolved does not matter. The controlling player may opt to conduct Ranged Combat before Close Combat, or vice versa. In other words, when you start resolving the Ranged Attacks being conducted by a Troop you must declare and resolve all Ranged Attacks that will be conducted by that Troop. You cannot declare and resolve an individual Model's Ranged Attack, follow it up with a different Model's Close Combat resolution and then conduct a Ranged Attack with a different Model when all of these Models are in the same Troop. If, after declaration of a Combat Action, it is discovered that the Model is out of Range, the Action is lost.

### Movement

The most basic part of a tabletop miniature game is the moving of Models around on the battlefield. Trees, hills, rocky ground, and water may adversely affect the distance a Model may cover during a Movement action. The amount of distance a Model may travel varies depending on its Data Card.

### Data Card Information

A Model may move from zero to a number of inches equal to the current Movement (Mov) value on the Data Card. This distance should be measured from the same point on the Model's base each time.

### Facing

A Model may turn to face any direction while conducting Movement.

### Obstructions

A Model cannot move through a cluster of other Models or terrain obstruction unless its base fits through a gap in the cluster or obstruction. At no time may a Model's base overlap another Model's base.

### Charge Bonus (Normally +2 inches)

A Model may gain additional points of Straight-Line Movement (Mov) when conducting a Movement Action if, and only

10  
9  
8  
7  
6  
5  
4  
3  
2  
1

if, these additional Movement Points will bring the Model into Base-to-base contact with an enemy Model. If the Charge Bonus does not allow the Model to come into contact with an enemy base then the charging Model is moved back to where it was before the Charge Bonus was applied.

“Straight-Line Movement” means that any bonus Movement (Mov) gained by the Charge must be in a straight line with no facing changes allowed. Terrain modifiers still apply.

### Base-to-base Contact with an Enemy Model

Any Base-to-base contact with an enemy Model’s base ends a Model’s Movement Action.

### Loot

The only aspects of the Loot action covered here are:

#### Coup de Grace

Models with the Tough Special Ability that have been stunned, and have not taken their Toughness rolls to recover, may be simultaneously Looted and given the Coup de Grace by the Looting Model. This represents the Looting Model “finishing off” the wounded and stunned Model. Coup de Grace is always a free and automatic addition done along with the Loot Action. However, the controlling Side may declare that it is opting to not do a Coup de Grace for whatever reason but still Loot.

#### Remove Casualties

After a Looting Action, the casualty Token or fallen Model should be removed from the table.

### Casting a Spell

To cast a spell, a player declares which Model(s) will be casting spells, what spells they are casting, and any applicable targets. All spells are either Attack Spells (versus the target Model’s MD) or Non-Attack Spells (versus a static number of 10 unless otherwise specified).

#### Spell Range

The Target, be it a Model or a spot on the ground, must be within the maximum Range of the Attacking Model’s spell measured from any point on the casting Model’s base to any point on the target Model’s base.

#### How to Resolve Casting an Attack Spell

**Attacker:** Rolls 1d10 and add the spell casting Model’s Casting Power (CP). If this number equals or exceeds the Defender’s Magic Defense (MD) value, the spell is successful. As with other Actions, all Attack spells should be resolved together. For Area of Effect Spells, roll once versus each Model in the Area of Effect.

**Non-Attack Spells:** Roll versus a static target number of 10. When casting a Spell on a friendly Model, you gain a +2 bonus.

## Close Combat

Models in Valid Base-to-base contact with the enemy can perform a Close Combat Action. Valid Base-to-base contact means the attacking Model has any flat portion of its base in contact with any portion of an enemy Model’s base.

### Resolving Close Combat

First, Declare all attacking Models that are performing Close Combat, and the targets of their Attacks. Some Models have multiple attacks, if so declare what targets are getting attacked and if the attacker is splitting its attacks between multiple targets, which targets are getting how many attacks.

Then, roll **1d10+MAV** (there are normally more bonuses, but for simplicity, we’ll gloss over those for now and only talk about Support, see below) **versus the target Model’s DV**. Any result equal to or greater than the DV, is a Hit and inflicts one point of Damage.

Finally, any Model attacked gets a single **Defensive Strike** (Models with the Warmaster SA get to take as many Defensive Strikes as they have #MA). A Defensive Strike is resolved the same way as an attack.

Defensive Strikes and Close Combat attacks are resolved at the same time, all damage takes effect after all Models are done.

### Support

Masses of Troops are very useful in Close Combat. For each additional friendly Model in valid Base-to-base contact with the Defender grants a +1 bonus to the Model conducting the Close Combat. This does not, however, apply when performing Defensive Strikes. Models provide Support bonus regardless if they themselves are attacking or not.

## Ranged Combat

Ranged Combat is the ability to damage or destroy enemy targets at a distance with minimal risk to oneself.

### Ranged Attack Models

A Model may attack using it’s Ranged Attack Value (RAV) if there is a number in the field instead of a “-.” A Model cannot conduct a Ranged Attack if it is in Base-to-base contact with an enemy Model.

### Range

The Target Model must be within the maximum Range of the Attacking Model measured from any point on the attacking Model’s base to any point on the defending Model’s Base.

A Model’s maximum Range will be listed on its Data Card in this format:

**Rng:** Distance in Inches

### Line of Sight for Ranged Attacks

A Model cannot conduct a Ranged Attack if the target Model is not within the Attacker’s Line-of-Sight. Some Models have Special Abilities (such as Scrye Shot) that will allow them to conduct a Ranged Attack that ignores Line-of-Sight Obstructions.

## Firing into Close Combat

Firing into Close Combat is a risky proposition. Attackers and Defenders are in constant motion and the shooter can never be certain that the target will be in the same place when the arrow or bolt strikes. When friendly archers or crossbowmen fire into a Close Combat, it has the potential to seriously demoralize the involved allies.

Any friendly Models in Base-to-base contact with the target of the Ranged Attack must succeed in an immediate Discipline Check or suffer a Shaken Token.

Remember, the attacking Models still require a clear Line of Sight to their Target even if firing into a Close Combat.

### Resolving Ranged Combat

This is going to sound familiar.

First, the attacking Model can’t be in base-to-base contact with an enemy.

Then, declare all attacking Models that are performing Ranged Combat, and the targets of their Attacks. Some Models have multiple attacks, if so declare what targets are getting attacked and if the attacker is splitting its attacks between multiple targets, which targets are getting how many attacks.

Once you’ve done that, roll **1d10+RAV** (there are normally more bonuses, but for simplicity, we’ll gloss over those for now. We’ll just touch on the basics of Cover, below) **versus the target Model’s DV**. Any result equal to or greater than the DV, is a Hit and inflicts one point of Damage.

### Cover

Also known as, “Ha ha, you can’t see me.”

Cover bonuses apply to Ranged Combat but never in Close Combat. A Cover Bonus only applies when the direction of the Ranged Attack crosses over the Terrain piece providing the Bonus.

To keep this easy, we’ll just cover two situations: Light Cover and Fully Obstructed. Fully Obstructed is the easiest. It means the Terrain prevents the attacker from seeing the target at all. No Ranged Attack Possible (no Line of Sight). Light Cover means that the target is in Line of Sight, but there’s a “something” in the way. In this case, the attacker suffers a -1 penalty to the die roll. The rulebook covers more situations including “Heavy Cover” and Obstructed Lines of Sight.

## End Phase

If neither of the players have been eliminated, return to the Initiative Phase and play a new Turn.

