Judgement Rules Reference - v11

Communion Phase
1) Trigger start of communion phase events
2) Move unbound souls, then move monsters
    D3" / MOV towards nearest Hero/Summoned *(Souls*
3) Generate Fate   *ignore Cursed Heroes)*
    1 Fate turn 1 & 2
    1 Fate per bound/banked soul
    From Shrines (per map)
    If 0 Fate, Sacrifice health (1/3HP, minimum of 5 = 1F)
4) Spawn souls, then spawn monsters
5) Respawn dead heroes

Dice
Start: MEL/MAG/RNG of attacker
Subtract: AGI of defender
Apply: Positive modifiers
Apply: Negative modifiers
Apply: "After all modifiers"
              (Active player chooses order)

Fate
Fate can be spent to:
    * Re-roll all dice in a dice pool - *only re-roll once!*
    * Heal 5 HP (1A+1F)
    * Stand Your Ground, -1 dice for charging attacker
    * Remove 1 condition at start of activation
    * Buy/Sell Magical Artefacts

Terrain
Whilst within (touching) terrain:
Rough Ground   -1" MOV penalty to advance or charge actions
Treacherous   -2" MOV penalty
                  1 Damage that ignores 1 RES
Impassable   Cannot move over unless otherwise stated
                  Provides hard cover

Cover   The model's base must be within 1" of the terrain feature, unless the terrain is a forest, in which case the model must be within. It must be possible to draw a line from any part of the model's base to the base of the model it is claiming cover from.

Common Actions   *Heros get 3 actions, unless otherwise stated*
Move (1A)   Move up to MOV stat in inches
Charge (1A+Attack)   Move up to MOV+3" in a straight line
                  Must end engaging charge target
                  Requires Pathfinder to charge over walls
                  Gains +2 dice on the charge attack
Basic Attack (on card)   Make an attack targeting enemy in range
Stand up (1A)   Removes knocked down condition
Harvest Soul (2A)   See Soul Harvesting
Bank Souls (1A)   Requires base-to-base with Effigy
                  Can bank 1+ souls bound to that hero
Heal (1A+1F)   Active hero heals 5 HP, once per activation
Effigy Recall (2A)   Active hero placed base-to-base with Effigy
                  Active hero heals D3+1
                  Triggers parting blows
                  Fails if parting blow inflicts *knocked down*
Trade Artefact (1A)   Give items to friendly hero base-to-base
Buy/Sell Artefacts (1A) Requires B2B with Effigy
(Free if just respawned)   Exchange Fate to buy/sell multiple artefacts

Units
Only Commander can: Buy/Sell/Equip Artefacts
                  Effigy Recall (members in cohesion get pulled along)
                  Gain Levels
                  Gain Souls (members in cohesion give Soul to Commander)
                  Grant Soul to enemy model upon receiving a killing blow
Units get 3 Actions + 1 Action per additional unit members
                  Cannot spend more than 3A per model
Death   Respawning Heroes still restricted to 2A per model
                  Respawning Hero Unit models return with max health -3
                  Members do not respawn until Commander does, *or*
                  when Commander is B2B with Effigy in Communion step 5
                  Enemies gain levels upon member kill, but not Souls
Unit Cohesion   Models within 3" of the Commander
                  Damage suffered can be split among models in cohesion
Models in cohesion can:
                  Contest Shrines
                  Contribute to Distract/Gang Up
                  Use Fate
                  Contribute/Hinder Soul Harvest attempts to a max of +/- 2
                  Soul Harvest   *(Unit members don't contribute to their own bonus)*

Melee Modifiers
+2 for charging
+1 for each additional friendly
+1 for Parting Blow
-1 for each additional enemy
-1 for attacking over hard cover
-1 for Stand Your Ground Fate ability

Ranged Modifiers
+1 for Aiming
            Cannot advance
            Can use Manoeuvre Symbols
-1 for each model in melee
-1 for soft cover
-2 for hard cover

Magic Modifiers
-1 for each model in melee
-1 for hard cover

Soul Harvesting
Target soul within 2" (4" for Soulgazers)
2D6+ Soul Harvest Stat, needing 12+
-1 per enemy or monster within 2"
+1 per friendly hero within 2"
Gain level on successful Harvest

Conditions
Expire at the end of the affected activation
Fire
Cannot Heal & 3 True Damage when expires
Curse
Cannot contest Shrines, & gain/harvest Souls
Knocked Down
-3 AGI, Cannot advance/Engage/use Abilities
Stun
-1 Action, Cannot make Parting Blows
Poison
-1 MEL, RNG, MAG, AGI, Soul Harvest
Frost
-1 Damage, MOV & AGI capped at 3