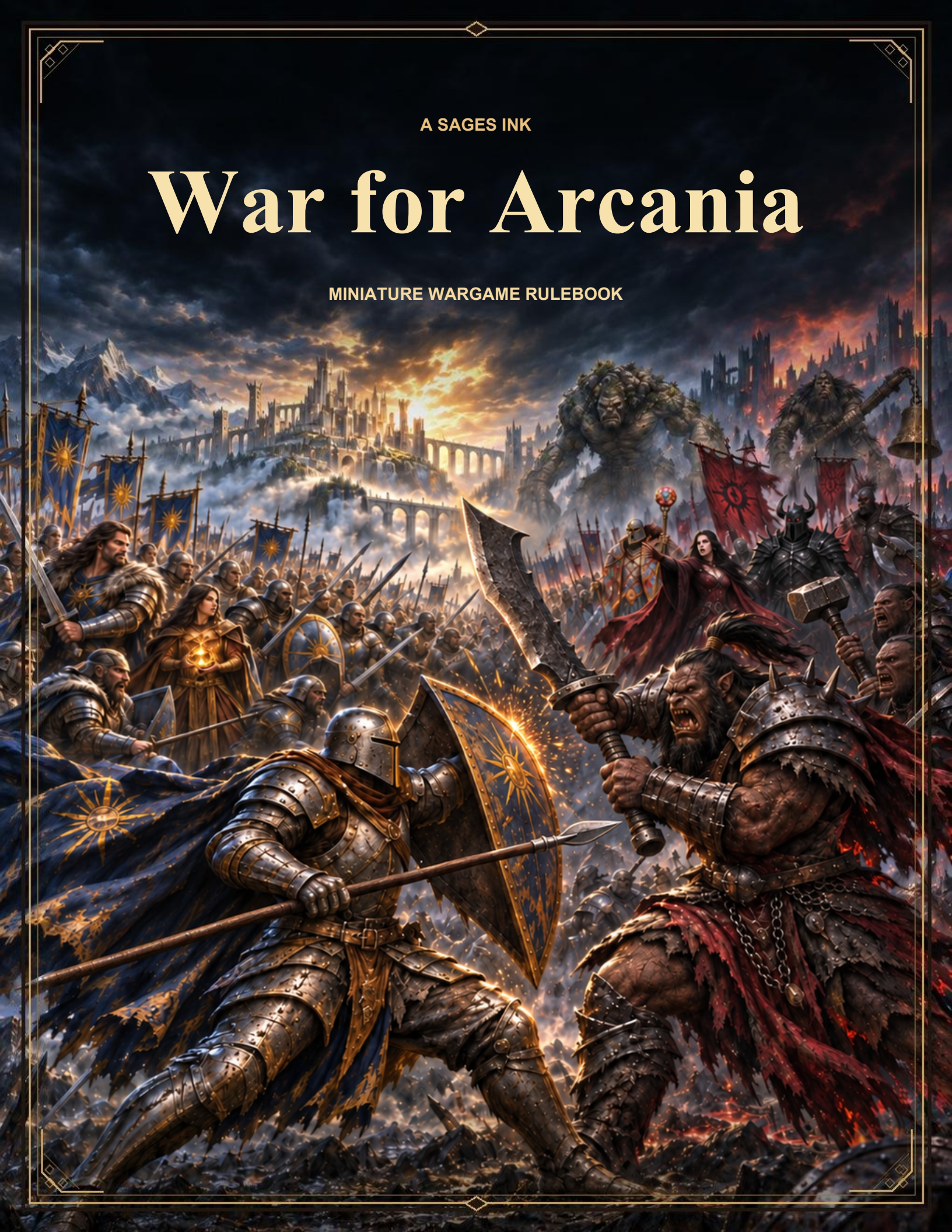
A SAGES INK

War for Arcania

MINIATURE WARGAME RULEBOOK



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Faction Shields



Light



Dark



Neutral



Dark Side Factions	
Beasts	Horde
Construct	Man
Dark	Undead
Giant	Slime

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PART I — CORE GAME RULES



1. Introduction and Army Selection

War for Arcania is a miniature tabletop battle game in which players assemble armies using a points system and fight across a battlefield.

The game is designed primarily around battles between the Forces of Light and the Forces of Dark. However, players are not restricted to opposing alignments.

Players may choose from the following matchups:

- Light versus Dark
- Light versus Light
- Dark versus Dark
- Battles between individual factions, such as Orcs versus Giants, Dwarves versus Human Soldiers, or competing kingdoms

Players may create their own stories and reasons for the battle. Two kingdoms might fight over territory, rival Orc clans might fight for dominance, or an army of Dwarves might defend its homeland against invading soldiers.

The same basic rules apply to all these matchups, except where specifically stated otherwise.

2. Determining Army Points

2.1 Light Versus Dark

When playing a standard Light versus Dark battle, the Light player proposes the army point limit. Both players must agree on that limit before constructing their armies.

The Light player may field units totaling no more than the agreed point limit.

The Dark player receives a 10% point allowance above the Light player's limit. This represents the numerical advantage that the Forces of Dark may bring to battle.

If the additional 10% produces a fractional number, round the Dark player's maximum point allowance down to the nearest whole number.

Light army limit	Dark army maximum
75 points	82 points
100 points	110 points
150 points	165 points
200 points	220 points
500 points	550 points

The Dark player is not required to spend the full allowance.

2.2 Mirror Matches

In Light versus Light or Dark versus Dark battles, both players agree on a single point limit.

Neither player receives the additional 10% allowance. Both armies must remain within the same point limit.

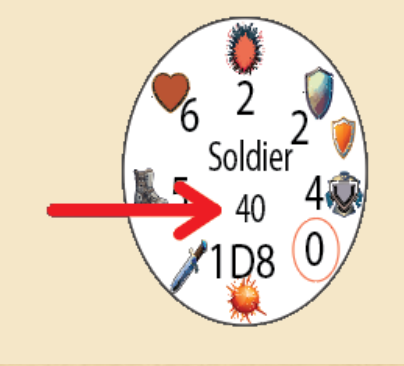
2.3 Purchasing Units

Each unit has a point cost, displayed beneath its name on the sticker attached to the bottom of its miniature's base.

Players purchase units for their army by adding together their point costs. The total may not exceed their army's permitted point limit.

A player may field multiple copies of a unit, provided the total army cost remains within the permitted allowance and the units satisfy any special army-building restrictions.

Some creatures require other units to be included in the army, such as Elementalists for Elementals or Artificers for Light-side Golems. These restrictions are explained in the Army Building section and Special Abilities Appendix.



3. Battlefield Deployment

3.1 Standard Deployment Area

Each player deploys their army within six inches of their designated battlefield edge.

Units must begin the battle within this deployment area unless they possess a special ability that permits deployment elsewhere.

Special deployment abilities include Stealth, Scout, and Trap-related abilities.

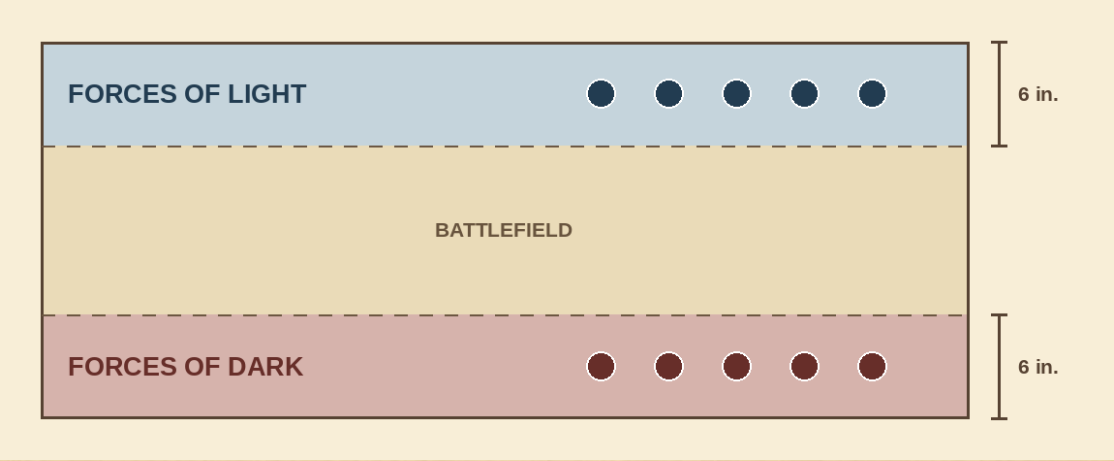
3.2 Light Versus Dark Deployment

The Forces of Light are considered the defenders.

The Light player chooses which side of the battlefield to defend and deploys their entire army first.

The Dark player then deploys on the opposite side of the battlefield, within six inches of that edge.

Because Dark deploys second, the Dark player can react to the Light player's placement.



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3.3 Mirror Match Deployment

In Light versus Light or Dark versus Dark battles, each player rolls 1d10.

The player who rolls higher chooses their battlefield side and deploys first.

If both players roll the same result, they reroll until one player wins.

The other player then deploys on the opposite side.

3.4 Trap Placement and Resolution

Skip this phase if neither army has Trap or Trap Artist units. Each eligible player may place up to 15 face-down cards: up to nine 'No Trap Here' decoys and up to six real traps, not exceeding the

traps granted by their army. All nine decoys are available even if only one real trap is available. Use the appropriate Light or Dark card backs. Number of traps placed is based off the number of TA and Trap abilities present in the army with a max of 6 placeable.

Cards cannot overlap and must have at least a 1-inch gap between their edges.

When a unit moves within 6 inches of a face-down card, reveal it. A decoy has no effect; a real trap resolves normally.

When a trap attacks, its owner rolls Attack and the target/targets roll Defense. For a single-target trap, the trap owner rolls an attack vs the defense of the unit that triggered it. This is subject to Trap Artist intervention. See Trap Artist for more details. Hit all will make an attack vs all within 3" of the card unless a Trap Artist attempts to disarm.

When a unit triggers a trap by moving within 6" of a trap card and there is a Trap Artist within 3" of the triggering unit, the Trap Artist may attempt to disarm it by making itself the target of the trap instead. This may be done even if the Trap Artist is not within 6" of the trap. The trap owner rolls Attack versus the Trap Artist's Defense. If disarming succeeds, remove the trap; otherwise the trap affects only the Trap Artist even if it was an area effect Hits All trap.



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3.5 Special Deployment

Units with special deployment abilities may be placed outside their normal deployment area according to the rules of those abilities.

Stealth units are deployed after normal deployment and trap placement has been completed. See the stealth ability in the ability's appendix.

Scout abilities are resolved after the armies have deployed. See the scout ability in the ability's appendix.

4. Turn Order

4.1 First Turn

The player who deployed second takes the first turn.

In standard Light versus Dark battles, this means the Dark player always takes the first turn.

In mirror matches, the player who lost the deployment roll takes the first turn.

Players then alternate turns.

4.2 Unit Actions

During its turn, each unit normally has:

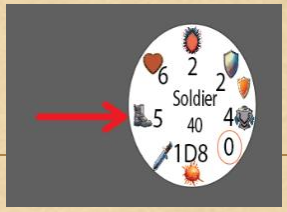
- One movement action.
- One attack action.

A unit may move and then make a melee attack, provided it is in base-to-base contact with its target.

A ranged unit must remain stationary to make a ranged attack.

A unit may spend its attack action to Charge, allowing it to move an additional distance equal to its normal movement allowance.

Special abilities may grant additional attacks, free actions, or other exceptions to the normal action sequence.



5. Movement

5.1 Movement Allowance

Every unit has a movement allowance printed on the sticker attached to the bottom of its base.

The movement allowance is identified by a boot symbol.

The number beside the boot indicates how many inches the unit may move using its normal movement action.

A unit may move up to this distance. It is not required to move the entire allowance.

Friendly units may move through each other.

A unit may only move past enemy units if the space between them is at least ½" bigger than the units' base. Otherwise, they moving past will incur an attack of opportunity.

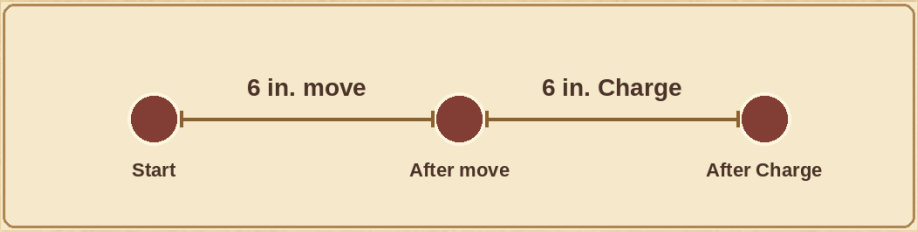
5.2 Charging

A unit may spend its attack action to Charge.

Charging allows the unit to move an additional distance equal to its normal movement allowance.

A Charge does not require the unit to end in base contact with an enemy. It may be used simply to move farther across the battlefield.

Example: An Orc has a movement allowance of six inches. It may move six inches normally and then spend its attack action to Charge another six inches, traveling a total of twelve inches. Because it used its attack action to Charge, it cannot make a normal attack that turn.



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Some special abilities, such as Gore and Multi-Attack, modify the normal restrictions on charging.

A unit may Charge only once per turn, even if it possesses multiple attack actions.

5.3 Attacks of Opportunity

When a unit is in base-to-base contact with an enemy and attempts to move, that enemy may immediately make an Attack of Opportunity.

The moving unit does not have to be leaving base contact to trigger this attack.

Any movement made while in base contact triggers an Attack of Opportunity, including moving around the enemy's base while remaining in contact.

Each miniature may make only one Attack of Opportunity per turn.

If a unit is in base contact with multiple enemies and moves, each enemy may make an Attack of Opportunity, provided that enemy has not already used its opportunity attack for that turn.

Example 1: A Human Soldier is touching two Orcs. If the soldier moves, both Orcs may make an Attack of Opportunity against him.

Example 2: An Orc is touching two Human Soldiers. Both soldiers move during their turn. The Orc may make an Attack of Opportunity against only one of them, because each miniature is limited to one opportunity attack per turn.

Attacks of Opportunity are resolved using the normal attack and defense rules.

Special abilities may modify these attacks.

6. Unit Statistics and Base Stickers

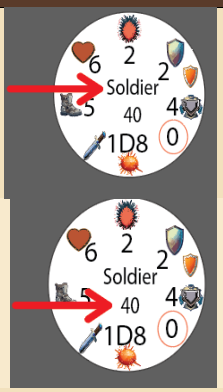
Each miniature has a sticker attached to the bottom of its base that contains the information needed to play War for Arcania.

The unit's stat card may also be used as a reference and for compatibility with Heroes of Arcania and other games in the Arcania system.

However, movement and ranged weapon distances are found on the miniature's base sticker, not on the original board game card.

6.1 Information on the Base Sticker

Statistic	Description
Unit Name	The name of the creature or character, printed in the center
Point Cost	The army-building cost, printed directly beneath the unit's name
Attack	The bonus added to the unit's attack roll
Defense	The bonus added to the unit's defense roll
Armor	The amount of damage the unit reduces when struck
Hit Points (heart)	The unit's maximum health
Movement (boot)	The number of inches the unit may move
Sword	Identifies a melee-only unit
Bow	Identifies a ranged weapon attack and its range in inches
Wand	Identifies a magical ranged attack and its range in inches
Damage Dice	The dice rolled to determine damage when the unit hits





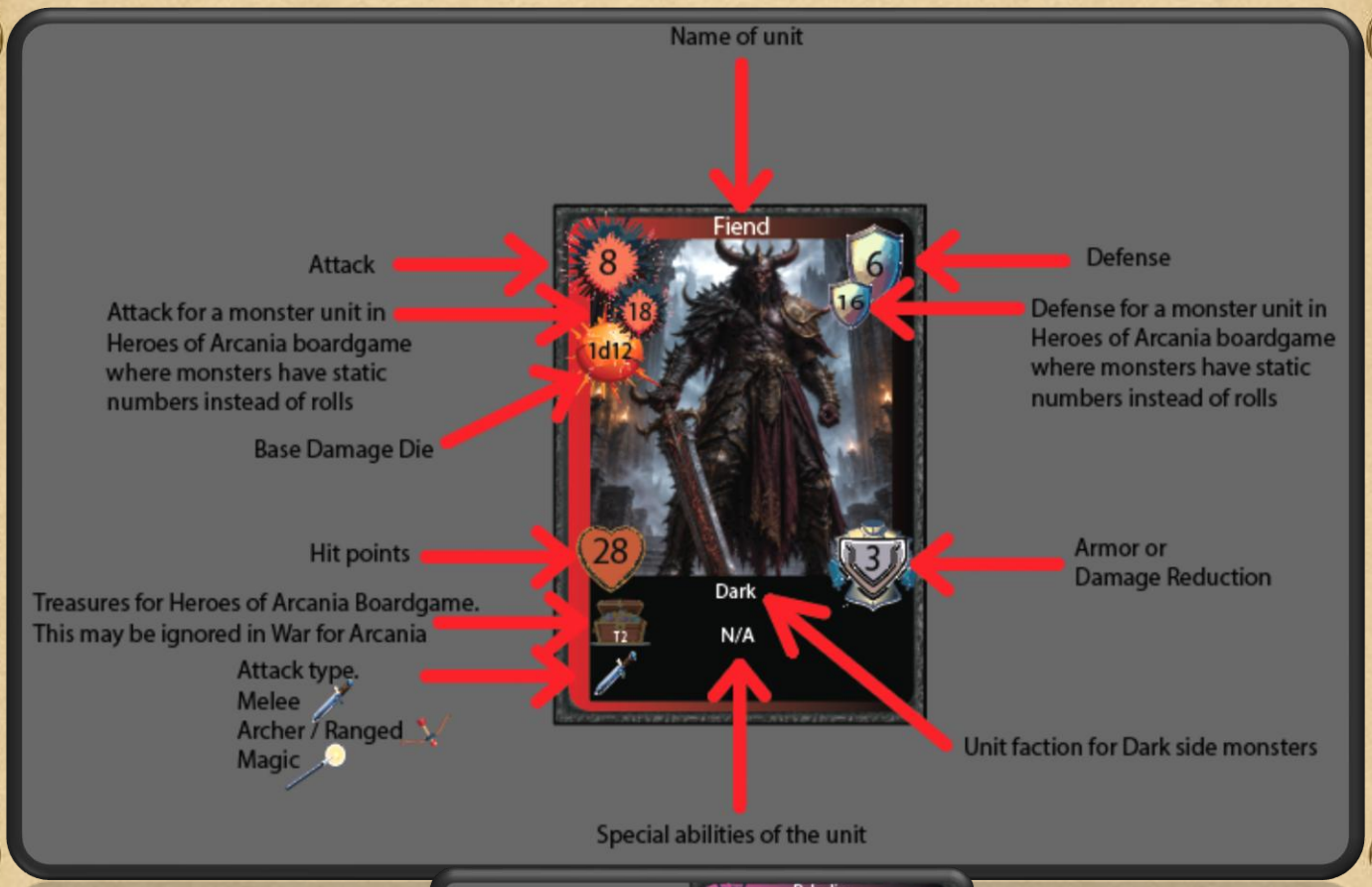


Special Abilities The number of special abilities the unit has is represented inside the red circle and can be looked up on the unit's statistic card.





6.2 Information of stat cards.









Shield icon that means the unit has a shield

Red abilities arenot used in War for Arcania but may still have an affect such as Necro Z or S

7. Melee Combat

7.1 Making an Attack

A unit must be in base-to-base contact with an enemy miniature to make a melee attack.

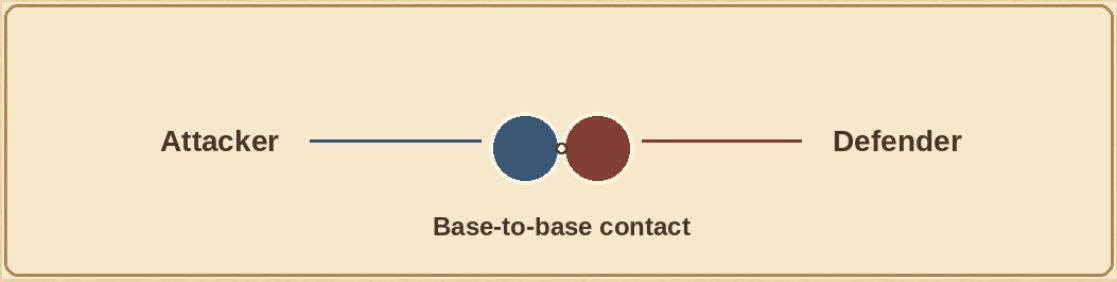
When attacking, the attacking player rolls 1d20 and adds the attacking unit's Attack statistic.

The defending player rolls 1d20 and adds the defending unit's Defense statistic.

The higher total wins.

If the attacker wins, the attack hits and damage is calculated.

If the defender wins, the attack misses and deals no damage.



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7.2 Tied Rolls

In Light versus Dark battles, the Forces of Light win ties.

This applies whether the Light unit is attacking or defending.

In mirror matches, the defending unit wins ties.

Natural 20 and natural 1 results have special rules that take precedence over normal tie resolution.

8. Critical Hits and Critical Failures

8.1 Natural 20 on Attack

When an attacker rolls a natural 20 on its attack die, the attack automatically hits and deals maximum dice damage.

The attacker does not roll damage dice. Instead, every applicable damage die is treated as having rolled its maximum value.

This includes applicable additional damage dice granted by abilities.

8.2 Natural 1 on Defense

When a defender rolls a natural 1 on its defense die, the attack automatically hits and deals double the rolled dice damage.

The attacker rolls all applicable damage dice normally, then doubles the total dice damage.

8.3 Natural 20 on Attack and Natural 1 on Defense

If the attacker rolls a natural 20 and the defender rolls a natural 1, the attack automatically hits and deals double maximum dice damage.

Every applicable damage die is treated as having rolled its maximum value, and that total is doubled.

8.4 Both Players Roll Natural 20

If both attacker and defender roll natural 20, the defender wins and the attack misses unless in a light vs dark battle and then the light side will win regardless of if was an attack or defense.

8.5 Both Players Roll Natural 1

If both attacker and defender roll natural 1, the attack misses.

8.6 Applying Armor to Critical Damage

Armor is subtracted after calculating the increased critical damage.

Example: A unit attacks with 1d8 damage against a defender with Armor 4.

Result	Damage before armor	Damage after armor
Normal attack, damage roll 6	6	2
Natural 20 attack	8	4
Natural 1 defense, damage roll 6	12	8
Natural 20 attack and natural 1 defense	16	12

8.7 Shields and Critical Hits



A unit with a shield icon may break their shield to cancel an incoming hit.

However, a shield cannot cancel an attack when the attacker rolls a natural 20 or the defender rolls a natural 1.

Once broken some abilities such as Defender and Shield Bash, will no longer be usable. A target with the shield icon can only break the shield once and afterwards will be at -1 defense and -1 armor for the rest of the battle.



9. Damage and Armor

9.1 Rolling Damage

When an attack hits, the attacker rolls the base damage dice listed on the unit's sticker or card.

Apply any additional damage granted by special abilities.

The defender then subtracts its Armor value from the total damage.

Any remaining damage is deducted from the defender's Hit Points.

9.2 Armor Reduction

Armor reduces damage on a point-for-point basis.

Example: An Orc attacks a heavily armored Human Soldier. The Orc rolls 1d8 damage and gets a six.

The soldier has Armor 4, representing heavy armor and a shield.

The soldier reduces the six damage by four and loses two Hit Points.

Max armor is usually 5 unless a specific ability says otherwise or unless the unit card/sticker start with higher than this such as a Stained Glass Golem who has 10.

9.3 Zero Damage

Armor may reduce an attack's damage to zero.

There is no minimum one-damage requirement.

If an attack deals five damage against Armor 5, the defender loses zero Hit Points.

9.4 Armor-Bypassing Damage

Some abilities bypass normal armor, including elemental damage, Poison, Sting, and Piercing. See abilities for more details.

These abilities specify whether normal armor or magical protection may be used.

A unit with Resistant may always apply its armor against damage, even when that damage would normally bypass armor.

10. Ranged Combat

10.1 Stationary Requirement

A ranged unit must remain stationary during its turn to make a ranged attack.

If the unit uses its movement action to move, it may not make a ranged attack that turn.

It may still use its attack action to Charge and move an additional distance.

It may still make an attack vs a unit it is base contact with if it moved.

10.2 Ranged Attacks

Ranged attacks use the same opposed roll system as melee attacks.

The attacker rolls 1d20 plus Attack.

The defender rolls 1d20 plus Defense.

The higher result wins, with ties resolved according to the normal alignment rules.

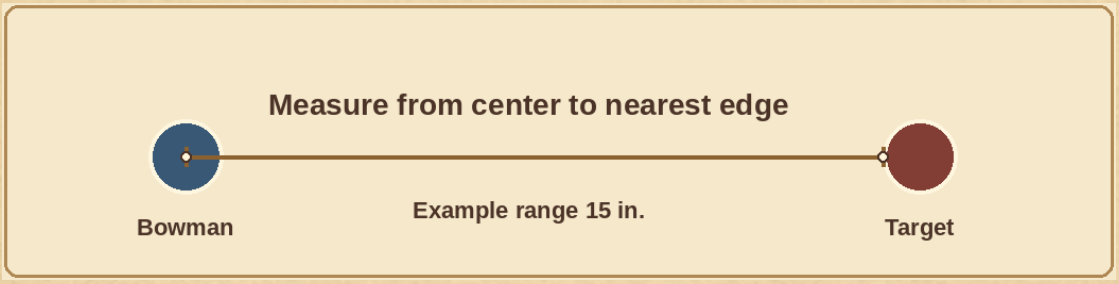
If the attack hits, the attacker rolls its damage dice, applies any special abilities, and subtracts the defender's applicable armor.

10.3 Measuring Range

Measure from the center of the attacking miniature's base to the nearest edge of the target miniature's base.

If the target's base is within the weapon's listed range, the target is within range.

Example: A Bowman has an fifteen-inch range. Measure fifteen inches from the center of the Bowman's base. If any part of the target's base falls within that distance, the target is within range.



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10.4 Line of Sight and Cover

Ranged attacks require clear line of sight to the target. Range alone is not sufficient.

A unit that is behind a friendly unit and in base contact with its own friendly unit is considered covered by that unit and if targeted by raged attacks the attack gains hinderance. The unit in front may be targeted as normal. If the units' bases are not touching however and any part of the units' bases is in range, then it may be targeted as normal. If a unit is designed in such a way that the units' bases cannot touch, then the unit cannot be used for cover.

If when measuring range and the only way to touch the targeted units base is to go over the base or model of another unit, then the unit is considered blocked from line of sight and if attacked will be done so with hinderance.

If a unit is in base contact with terrain object that is between the attacker and the targeted unit then it is considered in cover even if mostly visible. If it is not in base contact but more than half of the unit is being blocked by the terrain, then it is considered in cover.

A unit totally blocked by terrain may not be targeted by ranged attacks.

10.5 Ranged Units in Melee

Ranged units are fully capable of fighting in melee combat.

They do not suffer an Attack or Defense penalty simply because an enemy has reached base contact.

A ranged unit in base contact with an enemy may attack that enemy using its normal Attack and Damage statistics.

However, while in base contact with an enemy, it cannot make ranged attacks against units outside base contact.

This restriction also applies to magical ranged attacks and abilities that would normally target multiple enemies.

Example: A Bowman is charged by an Orc. The Bowman may fight the Orc normally, representing the Bowman drawing a melee weapon.

Example: A Balhur normally attacks three targets with magical attacks using its Multi Hit 3 ability. If a Human Soldier reaches base contact with the Balhur, it may continue attacking the soldier normally, but it cannot use its ranged ability to attack two additional targets elsewhere on the battlefield.

11. Assisting Attacks

11.1 Assistance Limit

A unit may receive assistance from up to five friendly units when making an attack.

Each assisting unit must spend its own attack action to assist and will not get to make an attack action of its own.

For every assisting unit, the primary attacker receives:

- +1 Attack
- +1 Damage

The maximum assistance bonus is +5 Attack and +5 Damage.

11.2 Melee Assistance

A melee unit assisting an attack must be in base-to-base contact with the target.

11.3 Ranged Assistance

A ranged unit assisting an attack must have the target within its own attack range.

11.4 Example

Six Human Soldiers surround a heavily armored enemy.

One soldier makes the primary attack, while the other five spend their attack actions to assist.

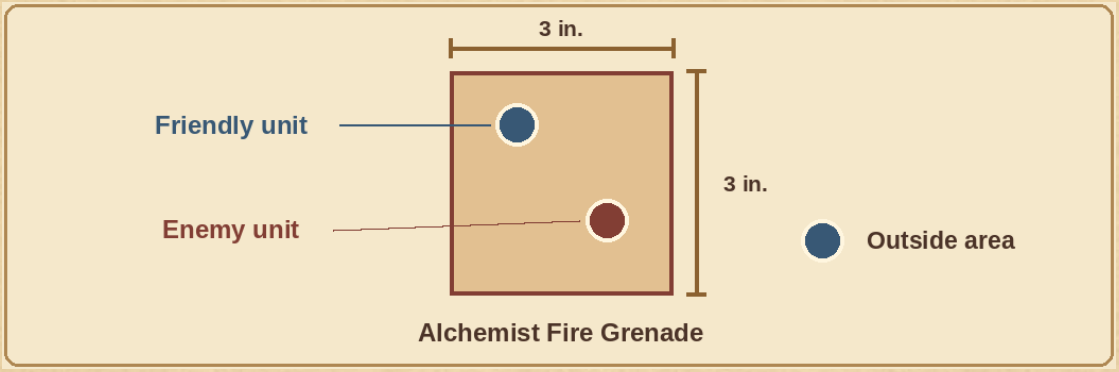
The primary soldier receives +5 Attack and +5 Damage for that attack.

The five assisting soldiers do not make separate attacks because they have already spent their attack actions.

12. Area Attacks and Friendly Fire

Abilities from Heroes of Arcania that hit all targets across a stated number of initiatives instead affect a square area measuring 1 inch per initiative on each side. Example: Alchemist Fire Grenade (3 initiatives) affects a 3-inch by 3-inch square.

All units in the area, friendly and enemy, may be affected.



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13. Hit Points and Defeated Units

13.1 Hit Points

Every unit has a maximum number of Hit Points indicated by a heart symbol on its base sticker and stat card.

Whenever the unit takes damage, subtract the damage from its remaining Hit Points.

When its Hit Points reach zero or less, the unit is defeated and removed from the battlefield.

Some abilities, such as Insanity-Fueled Attacks, Retribution, Regeneration, or Bounce Back, may trigger before removal or prevent removal.

Resolve applicable special abilities before removing the miniature.

13.2 Tracking Hit Points

The preferred method of tracking Hit Points is to use poker chips beneath the miniature’s base or hit point markers from the boardgame Heroes of Arcania.

Suggested chip values are:

Chip color	Hit Point value
White	1
Red	5
Blue	10

Players may use the Hit Point trackers included with Heroes of Arcania, dice, wound counters, or another method they prefer.

Because the standard War for Arcania miniatures have large bases, approximately 50 mm, they can be placed directly on stacks of poker chips.

14. Winning the Battle

14.1 Standard Victory Conditions

A standard battle ends when either of the following occurs:

Army Annihilation: One army has been completely destroyed, leaving the opposing army victorious.

Surrender: A player may surrender at any time if they believe their army can no longer win. The opposing player immediately wins the battle.

14.2 Future Campaigns

Additional campaigns, scenarios, and alternative victory conditions are planned for future releases.

These will be published separately and are not required to play standard War for Arcania battles.

15. Custom Miniatures and Army Building

15.1 Using Other Miniatures

War for Arcania is not restricted to official A Sages Ink miniatures.

Players may use suitable miniatures from their own collections to represent units from Heroes of Arcania or other compatible Arcania games as long as they are using official stat cards from one of the games that cross plays with War for Arcania.

A player may select an existing character or creature card, calculate its War for Arcania point cost, assign appropriate movement and range values, and field a suitable miniature.

Example: A player owns a Gluttony Demon card but does not own an official Gluttony Demon miniature. They may use another suitable miniature and calculate its point cost using the game’s conversion rules.

15.2 Point Cost Formula

Stat	Cost		Stat	Cost
Attack	*3		Damage D4	+0
Defense	*3		Damage D6	+1
HP	*1		Damage D8	+2
Damage Reduction	*2		Damage D10	+3
Shield	+5		Damage D12	+4
			Damage D20	+8

Total up all points and then round to closes 5.

15.3 Default Movement Values

When converting a unit that does not already have a War for Arcania movement value, the following starting guidelines apply:

Unit type	Movement
Normal-sized creature	5 inches
Large creature	6 inches
Especially fast or agile creature	6 inches
Giants	8 inches

15.4 Default Attack Ranges

When converting a unit with a ranged weapon or magical attack, use the following guidelines:

Range category	Range	Example
Short	6 inches	Thrown axes or daggers
Medium	12 inches	Short bows or cross bows
Long	15 inches	Long bows or spells

15.5 Golems, Undead, and Elementals

Forces of Light must field one Artificer for every Golem they include.

Forces of Dark may field Golems without Artificers.

Forces of Dark may also field Undead without Necromancers.

Forces of Light must field the appropriate Necromancer to control Undead. Necromancy Z controls Zombies, and Necromancy S controls Skeletons.

One appropriate Necromancer may control any number of matching Undead units within the army’s point limit.

If all matching Necromancers are defeated, those Undead become uncontrolled and join the dark side army.

Both Light and Dark require one Elementalist for each Elemental fielded.

Golems and Elementals remain loyal to their armies even if the Artificer or Elementalist responsible for them is defeated.



PART II — SPECIAL ABILITIES APPENDIX



The abilities below are arranged alphabetically. If they have a number before the ability then this is for use with the Random ability to help determine what power the unit has. Example: A unit with Random 1 that rolls a 1 will have Acid.

The number listed after the name is for use in figuring the cost of a unit to field. This should already be figured in all War for Arcania units but is used when figuring cards from the other games such as Heroes of Arcania or Arena or Heroes that you would like to add.

A

1. Acid – 9 pts

Acid damage bypasses normal armor and shields.

Constructs take an additional 1d4 damage from Acid attacks.

A creature that naturally deals Acid damage is immune to Acid damage. This immunity does not apply merely because a creature uses an Acid potion, item, or temporary effect.

2. Advice – ADV – 6 pts

While at least one friendly unit with Advice is on the battlefield, all other units in that army receive +1 Attack and +1 Defense.

Advice affects the entire army, regardless of distance from the advising unit.

Multiple units with Advice do not provide cumulative bonuses. An army receives the bonus only once.

If the last unit providing Advice is defeated or removed from the battlefield, the bonus immediately ends.

3. Alchemy – ACM – 3 pts per.

At the beginning of the battle, an army receives one potion for each level of Alchemy possessed by its units.

The player chooses the potions before the battle begins and places them in an army-wide supply.

Potions do not need to be assigned to specific units. The controlling player may choose which friendly unit receives a potion when that potion is used.

Each potion is a single-use item and is removed from the army's supply after use.

Potions remain available even if the Alchemist who created them is defeated, because the potions are considered to have been prepared and distributed before battle.

Players may track their potions using cards from Heroes of Arcania, a separate potion pack, or a written list.

Example: A War Advisor has Alchemy 2. Including one War Advisor provides two potions. Including three War Advisors provides six potions.

Available potions are as follows.

- Heal - use on players turn to heal a unit 4 HP. A single unit may not be effected by more than one heal potion in a turn but multiple potions may be used on different units in a single turn.
- Mana – Used to restore one spent spell from a unit with magic.
- Poison - Use to cause a non-magic attack to gain +1d4 damage and cause poison damage for the entire turn. May be used after an attack hits. Only one poison may be used per turn on a single unit.
- Offense – Use after a unit makes an attack and misses by 1 point to boost that unit by +1 for that attack to be successful. Only one potion of offense may be used on a single action per turn.
- Defense - Use after a unit makes a defense and misses by 1 point to boost that unit by +1 for that defense to be successful. Only one potion of defense may be used on a single action per turn.
- Damage Boost – Use after a unit has hit and damage has been rolled to double their base die damage. This will have no effect on other damage that the attack dealt, only on the units base die. It does not allow for a second roll but instead doubles what was rolled. Only one potion of damage may be used on a single hit per turn.
- Alchemist Fire Grenade – Use as a main action to make an attack that hits a 3"x3" area with a -2 attack and deals 1d10 fire damage.

4. Anti-Magic – AM – 6 pts

A unit with Anti-Magic takes half damage from magical attacks.

Anti-Magic also prevents spells from affecting the unit, whether the spell is cast by an enemy or a friendly unit. A unit with Anti-Magic cannot benefit from magical healing, Mana Shield, Magic Armor, or other spells cast upon it.

Anti-Magic does not automatically protect against Acid or other non-spell damage simply because that damage has unusual properties.

Artificer – ART – 0 pts

Artificer allows the Forces of Light to include Golems in their army.

The Light player must field one Artificer for every Golem included. A Light army with two Golems must therefore include two Artificers.

Forces of Dark may field Golems without Artificers.

If an Artificer is defeated, any Golem it was responsible for remains on the battlefield and continues fighting for its army. Artificers do not need to remain alive to maintain control of Golems after deployment.

5. Assassin – ASN – 6 pts.

Assassins begin off the battlefield on a sideboard. On any of their controlling player's turns, including the first, they may deploy anywhere on the battlefield, including adjacent to an enemy, and immediately move and attack. They may remain off-board indefinitely until deployed.

Assassin damage can bypass ordinary armor on the first turn they come into play.

Units with assassin may ignore Defender and Defended abilities on the first turn they come into play.

B

6. Bard – 6 pts

Friendly units within twelve inches of a Bard receive:

- +1 Attack
- +1 Defense
- +1 Damage

Unlike Advice, Bard does not affect the entire battlefield.

The twelve-inch range represents the distance over which friendly soldiers can hear and benefit from the Bard's performance.

Unlike the boardgame, bard provides no initiative bonus because War for Arcania does not use initiative rolls.

7. Bless – BL – 6 pts

While a friendly unit with Bless remains on the battlefield, the entire friendly army receives +1 Attack, +1 Defense, and +1 Damage.

Bless affects the unit providing the ability as well as other friendly units.

Multiple sources of Bless do not stack.

Bless protects friendly units from Curse meaning a unit protected by Bless does not become Cursed when attacking a creature with Curse.

If a unit is already Cursed and subsequently gains Bless, the Curse is permanently broken. If Bless later ends, the removed Curse does not return unless the unit again attacks a cursed foe.

Bless ends when the unit providing it is defeated, unless another active source of Bless remains on the battlefield.

8. Blur – 9pts

Attacks against a unit with Blur are made with Hinderance.

Other applicable combat modifiers are resolved normally.

9. Bolt – 6 pts per

A unit with Bolt receives a number of magical  Bolt uses equal to its Bolt ability level.

Each Bolt may be used once per battle.

A unit may cast one Bolt per turn as an additional attack without sacrificing its normal attack action.

Example: A Wizard with Bolt 2 may make its normal attack and cast one Bolt during its first turn. On its second turn, it may make its normal attack and cast its second Bolt. On subsequent turns, it may make only its normal attack unless another ability provides additional actions.

Bolt uses are expended when cast.

The attack and damage of the bolt will be the same as the units base attack and damage.

10. Bounce Back -BB – 9 pts per

When a unit with Bounce Back is defeated, it may return to full Hit Points.

The unit may return a number of times equal to its listed Bounce Back ability level.

Example: A unit with Bounce Back 2 may return to full Hit Points twice during the battle after being defeated.

Once all uses are exhausted, the unit is defeated and removed normally.

Bribe

Bribe is not used in War for Arcania.

It may appear on Heroes of Arcania cards but has no effect in this miniature battle game.

Bro-Name

Bro-Name is not used in War for Arcania.

It may appear on compatible cards but provides no battlefield effect.

C

11. Cancel – 6 pts per

Cancel allows a unit to attempt to prevent an enemy spell from taking effect.

When an enemy casts a spell, a unit with Cancel may declare that it is using one of its Cancel attempts.

The unit using Cancel rolls 1d20 plus its Attack statistic.

The spellcaster rolls 1d20 plus its Attack statistic.

If the unit using Cancel wins the opposed roll, the spell is canceled and has no effect.

If the Cancel fails then the spell caster rolls a new attack roll vs the intended target if an attack spell or the spell takes effect if it was not.

The spellcaster still loses the spell use that was expended.

The number following Cancel indicates how many cancellation attempts the unit may make per battle.

Example: A unit with Cancel 2 may attempt to cancel two spells during the battle.

Each attempt consumes one use of Cancel, regardless of whether it succeeds.

Charm -CHM

Charm is not used in War for Arcania.

It may appear on Heroes of Arcania cards but has no effect in this miniature battle game.

Cold

This is an effect applied to units that are hit by an ice attack that reduces that units defense by 2 for the rest of the battle. It does not stack and a unit may not be effected by cold more than once.

Any unit that deals Ice damage naturally is immune to Cold.

Undead and Constructs are immune to Ice and its associated Cold effects.

Confused - CNF

Confused is not used in War for Arcania.

It may appear on Heroes of Arcania cards but has no effect in this miniature battle game.

12. Consume – CNS – 6 pts

Before deployment, roll 1D3 and multiply the unit's starting Hit Points by the result to determine its current Hit Points. Its maximum Hit Points do not change. Example: 5 starting HP becomes 5, 10, or 15 current HP.

13. Copy – 6 pts

At the beginning of the battle, a unit with Copy may select one ability possessed by a friendly unit. The copying unit gains the selected ability for the duration of the battle.

The copied ability remains active for the entire battle.

Critical Hit

Critical hits and critical failures are resolved using the standard War for Arcania combat rules.

An attacking natural 20 automatically hits and deals maximum dice damage.

A defending natural 1 causes an automatic hit and doubles the rolled dice damage.

An attacking natural 20 against a defending natural 1 deals double maximum dice damage.

If both players roll natural 20, the defender wins.

If both players roll natural 1, the attack misses.

Armor is applied after calculating critical damage.

14. Curse – CUR – 9 pts

When a unit attacks a creature possessing Curse, the attacking unit becomes Cursed.

A Cursed unit suffers Hinderance on all Attack and Defense rolls for the remainder of the battle.

The Curse continues even if the creature that originally caused it is defeated.

Curse does not automatically affect the entire enemy army. Only units that actually attack a creature with Curse become Cursed.

A unit protected by Bless does not become Cursed.

If a Cursed unit later gains Bless, its Curse is permanently removed.

Example: A Human Soldier attacks a Mummy possessing Curse. The soldier becomes Cursed and suffers Hinderance on its Attack and Defense rolls for the rest of the battle, even if it defeats the Mummy. If the soldier was protected by Bless, it would not become Cursed.

D

15. Deadly – DDLY – 9 pts

Deadly grants Edge on Attack rolls.

Other applicable combat modifiers are resolved normally.

16. Defended – DFD – 9 pts

A unit with Defended cannot be directly targeted by melee, ranged, or magical attacks while another friendly unit is within 6 inches of the unit with Defended. Area-of-effect attacks can still affect it. For Multi-Hit attacks, all other eligible protecting units must be selected before the Defendant can be selected.

Example: Multi-Hit 3 cannot target a Defended unit protected by three eligible units, but can select it as the third target if only two eligible protectors remain.

If no other friendly unit is within 6 inches, the unit may be targeted normally.

Defender – DEF – 3 pts per

A unit with Defender may protect a number of friendly units equal to its Defender ability level.

At the beginning of its controlling player's turn, the Defender must declare which friendly units it is protecting. This can be marked by Defense tokens or some other means that both players agree upon.

These selections remain in effect until the beginning of that player's next turn.

The Defender cannot change its protected units during the opposing player's turn.

Whenever an enemy attacks a protected unit, the attack is redirected to the Defender.

The attacker makes its normal Attack roll, but the Defender makes the opposing Defense roll using its own Defense statistic. If the attack hits, the Defender applies its own Armor value and takes any remaining damage.

The originally targeted unit takes no damage from the redirected attack.

Defender is a magical-style protection ability and does not require the Defender to be adjacent to, or even near, the protected unit. A Defender may protect friendly units anywhere on the battlefield.

Shield requirement: A unit with Defender and a Shield Icon must have their shield to be able to defend others. A unit whose Defender ability depends on an equipped shield loses Defender if that shield is broken.

A unit possessing Defender and not a shield icon means they may defend without requiring a shield, such as a Stone Golem, retains the ability until defeated or otherwise prevented from using it.

Example: A Shieldman with Defender 2 declares that it is protecting a Healer and a War Wizard. Both protected units may be anywhere on the battlefield. An enemy attempting to attack either protected unit must instead resolve the attack against the Shieldman. The Shieldman uses its own Defense and Armor and takes the damage if the attack hits.

17. Dual Weld – DW – 6 pts

Dual Weld grants a unit two main attack actions per turn instead of one.

Both attacks use the unit's normal Attack and Damage statistics.

If the unit chooses to Charge, it forfeits both attack actions.

A unit with Dual Weld cannot Charge and then use its second attack action to attack.

This restriction distinguishes Dual Weld from Multi-Attack.

E

Elementalist – Elem – 0 pts

Both Forces of Light and Forces of Dark must include an Elementalist to field an Elemental.

Each Elementalist allows the army to field one active Elemental at a time. An army may purchase additional Elementals using its available army points, but any Elementals exceeding the number of Elementalists must remain on the sideboard until they can be summoned. An army with two active Elementals must include two Elementalists.

If an Elementalist is defeated, the Elemental it brought into the battle remains on the battlefield and continues fighting for its original army. The Elemental does not become uncontrolled or unsummon when its Elementalist is defeated.

An elemental may be placed on the sideboard during deployment and brought in later by the elementalist as its Main Action for the turn. It may be summoned in within 8” of the elementalist summoning it and may be placed into base contact with an enemy when summoned.

It is not required to keep up which elementalist summoned which elemental. With this one elementalist could stay to the back of combat and the second use main actions to summon both of their elementals up near combat.

If an elemental was kept on the side bar and the elementalist dies, then the elemental may not be summoned in unless an appropriate number of elementalists are still alive.

Example: If you have two elementalist and three elementals with two summoned in and a third on sidebar. One elementalist dies but the two elementals stay summoned. The remaining elementalist may not summon in the last one until both the others are dead. If the remaining elementalist dies, then the two elementals already in play stay in combat but the third is now lost for use since there is no one to summon it.

The number of active Elementals must be equal or less than the number of living Elementalists before another Elemental can be summoned.

An army can have a single elementalist and multiple elementals if only one is brought in at a time and the others remain on the side bar until the current elemental is killed. However, if the only elementalist is killed then all the elementals that have not been summoned in are lost.

An elemental summoned in may move and attack the turn it is summoned. If it has the Defender ability it may also immediately declare whom it is defending.

18. Envelope – ENV – 6 pts

When a unit with Envelope successfully hits a target and envelops it, the target remains trapped by the enveloping creature.

The enveloping creature continues dealing its damage to the trapped target each turn without requiring another Attack roll.

This continues until the enveloping creature or the trapped target is defeated.

If another unit attacks the enveloping creature and misses, that attack instead hits the enveloped target.

The enveloped target receives no Defense roll against the redirected attack.

The normal damage rules are then applied to the enveloped target.

The trapped target may still make is attacks vs the creature that has in enveloped using standard attack and defense rules.

If a trapped unit misses an attack they do not damage themselves.

19. Explodes – XPL – 6 pts

When killed, a unit with Explodes attacks every other unit within 6 inches, friend or foe. Roll a single Attack against each target's separate Defense. Successful attacks deal the explosion's normal damage; successful defenses avoid it. Remove the exploding unit after resolving all attacks.

F

20. Fast Strike – FS – 6 pts

- *Melee*

While unengaged, gain +3 inches of movement. Moving into enemy contact grants no further effect. If an enemy moves into contact with an unengaged Fast Striking melee unit, the Fast Striking unit immediately makes one melee attack before the enemy attacks. If this kills the enemy, it cannot attack but may still have other effects granted from abilities such as IFA or Retribution. The movement bonus does not apply while engaged.

- *Ranged and Magic*

While unengaged, gain +3 inches of movement. Once per turn, when the first enemy moves into attack range from outside it, the unit may immediately make one ranged or magical attack against that enemy. Later enemies entering range that turn do not trigger further attacks. This does not trigger for enemies already within range, and cannot be used while engaged.

Fear

Fear is not used in War for Arcania.

It may appear on Heroes of Arcania cards but has no effect in this miniature battle game.

21. Fire - 9 pts

Fire damage bypasses normal armor and shields unless the protection specifically applies against elemental damage.

Magical armor and Mana Shields may reduce Fire damage when applicable.

Fiends and Demons are immune to Fire damage.

Undead take an additional 1d4 damage from Fire attacks.

A creature that naturally deals Fire damage is immune to Fire damage.

Temporary Fire damage granted by a potion or similar effect does not grant immunity.

G

22. Gore – 6 pts

A unit with Gore may Charge and still make its normal attack action during the same turn.

This is an exception to the standard rule that charging consumes the attack action.

The unit may move normally, Charge up to its movement allowance, and then attack if it has a valid target.

23. Ground – 6 pts

Ground limits the effects of Multi-Hit and Hit-All abilities within twelve inches of the unit possessing Ground.

While Ground is active, Multi-Hit and Hit-All effects within its twelve-inch area may affect only one target.

Outside the twelve-inch area, Multi-Hit and Hit-All abilities function normally.

The restriction affects both friendly and enemy units within the area.

If any part of an attack lands within the grounded area then the entire attack is effected by it. Example: a fireball is cast and the outer edge would effect a grounded area so the attack is now a single hit.

H

24. Healer – HEAL – 3 pts per

Healer allows a unit to restore Hit Points to a friendly unit.

Each use restores 1d6 Hit Points.

Healing is a free action and does not consume the Healer's normal movement or attack action.

A Healer may use this ability a number of times per battle equal to its Healer ability level.

A Healer may use the ability only once per turn, regardless of its ability level.

Example: A unit with Healer 3 may heal three times during a battle, restoring 1d6 Hit Points each time. However, it cannot use all three healing uses in the same turn.

It may use one healing action on each of three different turns.

Heal may be used on a unit up to 12” away and does not require line of sight.

A use of heal may be recharged with a Mana Boost ability such as off a Mana Potion.

Henchman - HCM

Henchman is not used in War for Arcania.

It may appear on Heroes of Arcania cards but has no effect in this miniature battle game.

Hero Treasure Use

Hero Treasure Use is not used in War for Arcania.

It may appear on Heroes of Arcania cards but has no effect in this miniature battle game.

25. Heavy Hitter – HH – 6 pts

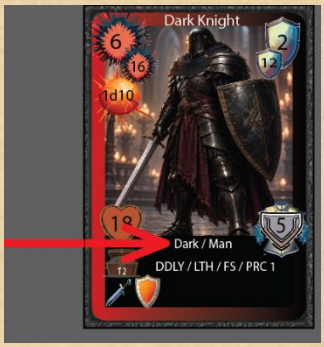
Whenever a unit with Heavy Hitter successfully hits with an attack, it adds 1d4 damage to that attack.

The bonus applies to normal attacks, Attacks of Opportunity, and retaliation attacks that successfully hit.

Heavy Hitter does not apply to automatic damage effects that are not attacks, such as Retribution.

The additional 1d4 is rolled as part of the attack’s damage before applying the target’s armor.

26. Holy – 6 pts



Holy adds 1d8 damage when attacking a target marked Dark, Unholy, or Undead as listed on their stat card.

The additional damage is included in the attack’s damage roll.

The bonus applies only when the target has at least one of those classifications.

27. Hunter – HNT – 6 pts

Hunter allows a unit to negate one enemy Scout or Stealth ability.

The controlling player chooses which eligible enemy ability to negate.

Hunter and Stalk have the same battlefield function in War for Arcania, even though they have different functions in Heroes of Arcania.

I

28. Ice – 9 pts

Ice attacks deal damage according to the normal attack and damage rules.

Armor reduces Ice damage normally unless another rule states otherwise.

A target affected by Ice suffers Cold condition which gives a permanent -2 Defense penalty for the remainder of the battle.

This penalty does not stack. A unit affected by Ice multiple times suffers only one -2 Defense penalty.

Undead and Constructs are immune to Ice and its associated Cold effects.

A creature that naturally deals Ice damage is immune to Ice damage and the associated Cold effect.

Temporary Ice attacks granted by items or potions do not grant this immunity.

29. Incorporeal – INC – 6 pts

When a unit makes a non-magical attack against an Incorporeal target, (this means any attack that does not posses the  symbol) make a separate 1d10 roll to determine whether the attack passes through the target.

On a roll of 7 or higher, the attack misses because it passes harmlessly through the Incorporeal creature.

On a roll of 1 through 6, the attack may affect the creature and is resolved using the normal combat rules.

Magical attacks are not subject to this Incorporeal miss roll.

This produces a 40% miss chance against non-magical attacks.

30. Insanity-Fueled Attacks – IFA – 9 pts

Insanity-Fueled Attacks allows a unit to retaliate immediately whenever it takes damage from an attack.

The ability triggers only when the unit actually loses Hit Points after armor and other damage reduction.

An attack that hits but deals zero damage does not trigger IFA.

Damage caused by automatic effects such as Retribution does not trigger IFA because it is not considered a normal attack.

When IFA triggers, the unit immediately makes a retaliation attack against the unit that damaged it.

The IFA unit receives an Attack bonus equal to the number of Hit Points it just lost.

If the retaliation hits, it deals its normal damage plus additional damage based on the amount of damage received that is rolled off the closest die possible.

Example: An Orc with IFA takes six damage from a melee attack. It immediately retaliates with +6 Attack. If the retaliation hits, it rolls its normal damage plus an additional 1d6.

When the damage received does not match a standard die size, use the closest appropriate lower die and add the remainder as a flat bonus.

Example: If the unit takes seven damage, the additional retaliation damage is 1d6+1.

A melee unit with IFA may retaliate only against an attacker in base-to-base contact.

A ranged unit with IFA may retaliate against an attacker within its normal attack range, provided it also has clear line of sight.

If the attacker is outside the IFA unit's range, the retaliation cannot occur.

Example: A Bowman with an fifteen-inch range attacks an IFA unit whose ranged attack has a twelve-inch range. If the Bowman is fifteen inches away, the IFA unit cannot retaliate because the Bowman is outside its range.

IFA may trigger from an attack that reduces the unit to zero Hit Points.

In that case, resolve the retaliation before removing the defeated unit.

L

31. Leader -LDR – 6 pts

While at least one friendly unit with Leader remains on the battlefield, every unit in that army receives +1 Attack and +1 Defense.

The bonus applies across the entire battlefield, regardless of distance.

Multiple Leaders do not stack their bonuses.

If one Leader is defeated but another remains, the bonus continues.

When the last Leader is defeated, the bonus immediately ends.

32. Lesser Immunity – LIM 6 pts per

Lesser Immunity allows a unit to apply its Armor against the specific elemental damage type named by the ability.

Lesser Immunity to Ice also protects the unit from Cold.

A unit with Lesser Immunity still takes damage from the attack but gets its armor vs it.

33. Lethal – LTH – 6 pts

When a unit with Lethal successfully hits, it may roll its complete set of base damage dice twice and use whichever total is higher.

The player must reroll the entire base damage roll. Individual dice cannot be selectively rerolled.

The player is not required to accept the second roll if it is lower.

Any additional damage bonuses, such as Heavy Hitter, are applied after choosing the higher base damage total and are not rolled twice because of Lethal.

Example 1: A Giant deals 1d20 base damage and has Lethal and Heavy Hitter. It rolls 1d20 twice, obtaining 6 and 14. It uses 14 as its base damage and then would add its +1d4 from Heavy Hitter.

Example 2: A creature deals 2d6 base damage and has Lethal. On its first roll, it obtains 5 and 6, totaling 11. On its second roll, it obtains 2 and 4, totaling 6. It uses the first total of 11. It cannot keep the first roll's 6 and reroll only the 5. The entire 2d6 set must be rolled together.

34. Lightning – 9 pts

Lightning damage bypasses normal armor and shields unless they specifically protect against elemental damage.

Magical Armor and Mana Shields may reduce Lightning damage when applicable.

Constructs take an additional 1d4 damage from Lightning attacks.

A creature that naturally deals Lightning damage is immune to Lightning damage.

Temporary Lightning damage granted by potions or items does not grant immunity.

Loner

Loner is not used in War for Arcania.

It may appear on Heroes of Arcania cards but has no effect in this miniature battle game

It does not restrict which units a player may field.

35. Lucky – 6 pts

Once per turn, the unit may reroll one of its own rolls, including a critical fumble. It must use the new roll to resolve the action.

M

36. Mana Boost – MB – 3 pts per

Mana Boost restores a use of a limited-use spell.

The restored spell may be used again according to its normal casting restrictions.

37. Mind Control – MCN – 6 pts

May be attempted as an attack only once per combat. The target must be within the unit's normal attack range; melee-only units must be in melee contact. On failure, nothing happens and the attempt is spent. On success, the target changes allegiance until the end of combat or the mind controller dies. The controlled unit may first move and attack on the controlling player's next turn, not immediately. If the controller dies, the target immediately returns to its original player.

Mount / Mounted

In War for Arcania, mounted creatures are fielded as complete mounted units.

The rider and mount are treated as a single prepared unit rather than separate creatures that must be combined during the battle.

All bonuses associated with being mounted are already included in the unit's printed Movement, Attack, Defense, and Damage statistics. Players use the mounted unit's printed statistics exactly as shown.

No additional mounted bonuses are calculated during play.

Example: If an official mounted unit already has its mounted Attack, Defense, Movement, and Damage values printed on its base sticker, the player does not add the bonuses from the Heroes of Arcania Mount ability again.

38. Multi-Attack – MA – 9 pts per

Multi-Attack grants a unit additional attack actions equal to its listed ability level.

A unit with Multi-Attack 2 receives two additional attacks beyond its normal attack action for a total of 3 main actions.

It may make three attacks if it has valid targets and meets the normal attack requirements.

Alternatively, it may spend one attack action to Charge and use its remaining two attack actions to attack.

A unit may spend one of its available attack actions to Charge and still use its remaining attack actions. However, a unit may Charge only once per turn, regardless of how many attack actions it possesses. Multiple attack actions cannot be spent to perform multiple Charges.

39. Multi-Hit – MH – 9 pts per not counting 1st

Example MH 2 is 9 pts.

Multi-Hit allows a unit to attack multiple targets during the same attack action.

The number following Multi-Hit indicates the maximum number of targets the attack may affect.

Multi Hit only effects the units first main attack per turn.

Example: Balhur has Multi Attack 3 and Multi Hit 3. So it will make 4 total attack actions with the first hitting up to 3 targets.

Each target must be a valid target under the normal melee or ranged attack rules.

The attacking player makes a separate Attack roll against each target.

Each defender makes its own Defense roll.

Resolve each attack independently.

Example: A unit with Multi-Hit 3 may attack up to three eligible enemies. The attacking player rolls separately against each target rather than making one Attack roll against all three.

Multi-Hit is affected by Ground and any other special abilities that limit multi-target attacks.

Multiple – M

Multiple is not used in War for Arcania.

It may appear on Heroes of Arcania cards but has no effect in this miniature battle game.

Every miniature is purchased individually using its own point cost.

The ability does not generate additional free miniatures.

N

Necromancy S — Skeletons – 0 pts

Necromancy S allows a Light army to field and control Skeleton units.

One unit with Necromancy S may control any number of Skeletons, provided those Skeletons have been purchased within the army's point limit.

If multiple units with Necromancy S are present, the Skeletons remain controlled as long as at least one such unit remains on the battlefield.

If every friendly unit with Necromancy S is defeated, the Skeletons become controlled by the dark player. If there is no dark player then the uncontrolled Skeletons attack the nearest living unit, regardless of alignment.

Forces of Dark may field Skeletons without Necromancy S and do not require a Necromancer to maintain control.

Necromancy Z — Zombies – 0 pts

Necromancy Z allows a Light army to field and control Zombie units.

One unit with Necromancy Z may control any number of Zombies, provided those Zombies have been purchased within the army's point limit.

If multiple units with Necromancy Z are present, the Zombies remain controlled as long as at least one such unit remains on the battlefield.

If every friendly unit with Necromancy Z is defeated, the Zombies become controlled by the dark player. If there is no dark player then the uncontrolled Zombies attack the nearest living unit, regardless of alignment.

Forces of Dark may field Zombies without Necromancy Z and do not require a Necromancer to maintain control.

Example: A Light army fields fifteen Zombies and two Necromancers with Necromancy Z. If one Necromancer dies, all fifteen Zombies remain controlled. If the second Necromancer dies, the Zombies switch to the dark side or become uncontrolled and attack the nearest living units, including friendly soldiers.

40. Noble – 6 pts

Noble provides the controlling army with 2,000 gold pieces to spend before the battle on potions, weapon upgrades, or armor upgrades.

The gold may be spent on any combination of these permitted purchases.

- Weapon Upgrade: Costs 1,000 gold pieces and adds 1d4 damage to one unit's attacks. May not be added more than once to a single unit.
- Armor Upgrade: Costs 1,000 gold pieces and increases one unit's Armor by +1. An Armor Upgrade cannot increase a unit's normal Armor above 5 and may not be added more than once to a single unit. A unit already possessing Armor 5 cannot receive another Armor Upgrade.
- Potions may also be purchased using Noble's gold allowance. See potions section for complete list of available potions and what they do.

Example: A Noble provides 2,000 gold pieces. The player may purchase two Weapon Upgrades, two Armor Upgrades, one of each, or spend some or all of the gold on potions.

A Smith can reduce the cost of weapon and armor upgrades.

Additional nobles past the first increase the starting gold by 1,000 per. Example: three nobles would start with a total of 4,000 gold pieces.

O

Onslaught – ONS – 9 pts



Onslaught allows a unit to return one previously defeated miniature of a specifically listed creature type to the battlefield.

The unit must possess the appropriate Onslaught listing identifying which creature it may return. This will be units listed are RFC or Reinforcement creatures on their stat card.

To use Onslaught, the controlling unit must spend its attack action.

To use Onslaught, the unit performing the resurrection must be within its normal attack range of the location where the defeated miniature was killed. The Onslaught unit does not need to have been within range when the miniature was originally defeated. It may move into range of that location on a later turn and then use Onslaught to resurrect the miniature.

The revived miniature may be placed anywhere within the Onslaught unit's current attack range.

It does not have to return to the location where it was originally defeated.

The returned miniature comes back with its full Hit Points.

Onslaught may be used once per turn.

Onslaught does not create additional free creatures that were not originally fielded. It returns eligible defeated units that were already part of the army.

Example: A Lich has Onslaught for Drudge Skeletons and an attack range of fifteen inches.

A Drudge Skeleton is defeated within fifteen inches of the Lich.

On a later turn, the Lich may spend its attack action to return that Drudge Skeleton to the battlefield at full Hit Points.

The Lich may place the revived Skeleton anywhere within fifteen inches of itself, even if that location is different from where the Skeleton died.

Because the Lich must be within range of where the defeated Skeletons die to revive them, the ability encourages the Lich to move closer to combat and exposes it to greater danger.

P

Pack Attack - PA

Pack Attack is not used in War for Arcania.

It may appear on Heroes of Arcania cards but has no effect in this miniature battle game

The standard Assisting Attacks rules replace its function.

41. Piercing – PRC - 3 pts per

Piercing allows an attack to ignore a specified amount of the target's Armor.

If Piercing is followed by a number, ignore that amount of Armor when calculating damage.

If no number is listed, Piercing ignores one point of Armor.

Piercing cannot bypass Resistant.

A target with Resistant applies its full Armor value against Piercing damage.

Example: An attack with Piercing 2 hits a unit with Armor 4. For this attack, the defender reduces damage by only two points instead of its usual 4. If the defender has Resistant, it reduces damage by the full four points instead.

42. Poison – 9 pts 

Poison damage bypasses normal armor and shields.

Undead, Slimes, and Constructs are immune to Poison.

A creature that naturally deals Poison damage is immune to Poison.

This immunity applies only when Poison is a natural part of the creature's abilities.

A unit that gains Poison through a potion, temporary enhancement, or item does not automatically become immune to Poison.

43. Protector – PRT – 6 pts per

Protector allows a unit to take damage intended for a friendly unit.

When an eligible friendly unit would be damaged, the Protector may redirect that damage to itself.

The original attack is not rerolled against the Protector's Defense.

Instead, the Protector takes the incoming hit and applies its own Armor or applicable damage reduction.

Protector does not require the protecting unit to be adjacent to or near the protected unit.

It is treated as a magical-style protective ability that can function across the battlefield.

Protector may be used once per battle per ability level unless the ability specifies a different number of uses.

R

44. Radiation – 9 pts 

Radiation damage bypasses normal armor and magical armor.

Radiation destroys active Mana Shields.

Undead and Constructs are immune to Radiation damage.

A creature that naturally deals Radiation damage is immune to Radiation.

Temporary Radiation damage granted by a potion, item, or other effect does not automatically grant immunity.

45. Rage – 6 pts

A unit using Rage receives the following modifiers:

- +4 Attack
- -4 Defense
- +1d4 Damage

Standard Rage is activated at the beginning of the unit's turn and lasts until the beginning of its next turn. It may not be changed during an opponents turn unless it has a conditional rage.

While a unit is enraged, it cannot receive protection from Defender.

An enraged unit that possesses Defender also cannot use Defender to protect other units.

Conditional Rage – 6 pts

Some units possess Rage that activates only when a specified condition occurs.

When the listed condition is met, Conditional Rage activates and remains in effect for the rest of the battle. The units control does not decide when to activate it and cannot turn it back off.

Example: A unit may have Conditional Rage that activates when it is wounded. Once wounded, it receives the Rage modifiers for the remainder of the battle.

While Conditional Rage is active, the unit remains subject to all normal Rage restrictions, including the inability to use or benefit from Defender.

Random Powers – RAND – 3 pts per

A unit with Random Powers determines its random abilities at the beginning of each battle.

The player makes the required random rolls before the battle begins and determines which abilities the unit possesses for that battle. You may use a random number generator or roll a d100 rerolling numbers that are 70 or higher. Use the number to the left of the powers to determine which power is obtained. If the power is an ability that can have multiple levels such as Regen or Pierce then it will be at level 1 unless rolled again with a second Random power. Example if the unit has Rand 2 and both rolls are 47 then the unit will have Regen 2.

The unit uses the resulting abilities during the battle.

The abilities are rolled again at the beginning of the next battle rather than remaining permanently assigned.

46. Retributive – RTB – 9 pts

Redistributive allows a unit to redirect damage it takes to a friendly unit within 8”.

47. Regeneration – Regen – 2 pts per

Whenever a unit with Regeneration takes damage after Armor reduction, it immediately rolls its listed Regeneration dice or value. The unit restores the resulting number of Hit Points.

The amount listed is either a dice roll if listed as D# or a set number if just a number. If no number is listed then it is 1.

Regeneration may trigger every time the unit takes damage.

Regeneration may prevent a unit from being defeated if the healing restores sufficient Hit Points to bring it up to 1 or more.

Regeneration cannot increase the unit’s Hit Points above its normal maximum.

If a unit takes a hit that does not deal enough damage to get past its armor then the regen does not take effect. Nor does the unit heal if the attack misses.

The tier-level mechanics from Heroes of Arcania are not used in War for Arcania.

Revenge – RVG

Revenge is not used in War for Arcania.

It may appear on Heroes of Arcania cards but has no effect in this miniature battle game

Units do not automatically generate replacement creatures when defeated.

All miniatures are purchased individually using the army points system.

Reinforced / Reinforcing - RFC

Reinforced is not used in War for Arcania except for Onslaught rules.

It may appear on Heroes of Arcania cards but has no effect in this miniature battle game

Reinforced and Reinforcing do not bring additional free units onto the battlefield in War for Arcania.

All miniatures must be purchased through the normal army points system.

A unit that also possesses Onslaught may use that ability to return eligible defeated units, as described under Onslaught.

The presence of Reinforced or Reinforcing does not independently generate additional creatures.

48. Resistant – RES – 6 pts

Resistant allows a unit to apply its full Armor value against damage from any source.

No damage type or ability may bypass the Armor of a unit with Resistant.

This includes Acid, Fire, Lightning, Poison, Radiation, Sting, Piercing, Retribution, Assassin damage, and other effects that normally ignore Armor.

Resistant reduces damage only. It does not automatically prevent non-damage conditions or effects such as Stun, Web, or Curse.

Damage may be reduced to zero.

49. Retribution – RET – 6 pts per d3

Retribution automatically deals damage to an attacker whenever that attacker attempts to attack the unit possessing Retribution.

Retribution triggers whether the incoming attack hits or misses.

It also triggers when the incoming attack hits but deals zero damage.

Retribution does not require an Attack roll.

The attacker automatically receives the Retribution damage if it is within the ability's permitted reach.

Melee Retribution requires the attacker to be in base-to-base contact.

Ranged Retribution uses the Retribution unit's normal attack range.

Ranged Retribution does not require line of sight.

Retribution damage bypasses normal Armor unless the receiving unit possesses Resistant.

If the unit with Retribution is defeated by the incoming attack, its Retribution still resolves before the unit is removed from the battlefield.

Retribution is not considered a normal attack for triggering abilities such as IFA nor is it boosted by any other damage boosting abilities or effects such as Rage, Heavy Hitter, or damage potions.

Example: An Orc with IFA attacks a Fire Elemental possessing Retribution.

The Fire Elemental's Retribution automatically deals damage to the Orc, even if the Orc's attack misses.

The Orc does not receive an IFA retaliation from this damage because Retribution is an automatic ability, not a normal attack.

50. Riposte – REP – 3 pts per

Riposte allows a unit to use its Attack modifier instead of its Defense modifier when defending against one incoming attack.

This may be swapped after a defense roll is made.

This ability may be used a number of times per battle equal to the number listed or once if no number listed.

This Can be used while under Rage but does not get the pluses to attack from Rage.

Run

Run is not used in War for Arcania.

It may appear on Heroes of Arcania cards but has no effect in this miniature battle game

S

51. Sage

Sage is not used in War for Arcania.

It may appear on Heroes of Arcania cards but has no effect in this miniature battle game

52. Scout – SCT – 6 pts

Scout allows a player to remove one enemy miniature from the battlefield after both armies have completed deployment.

To determine the Scout allowance, calculate 20% of the agreed army point limit.

The player using Scout may choose one enemy unit whose point cost is equal to or less than that allowance and remove it from the game.

If the opposing army has no unit whose cost is equal to or less than the Scout allowance, the Scout player may instead remove one of the opponent's lowest-cost units, regardless of that unit's point cost.

If multiple enemy units are tied for the lowest cost, the Scout player chooses which one is removed.

Scout may be used only once per army per battle, regardless of how many units in that army possess Scout.

Example 1: In a 200-point battle, the Scout allowance is 40 points.

The Scout player may remove one enemy unit costing 40 points or less.

Example 2: In a 160-point battle, the Scout allowance is 32 points.

The opposing army consists of two Giants, each costing 80 points.

Because neither Giant costs 32 points or less, Scout may remove one of the two Giants as the lowest-cost eligible unit.

The player using Scout chooses which Giant is removed.

This creates a strategic consideration when building armies composed entirely of expensive units.

Scout may be negated by Hunter, Stalk, or another applicable ability.

Shield Bash – SB – 6 pts

Shield Bash grants a unit one additional attack each turn.

The additional attack uses the unit's normal Attack and Damage statistics.

The unit must possess an intact shield to use Shield Bash.

If the shield is broken or lost, the unit immediately loses access to Shield Bash.

If the unit Charges during its turn, it cannot make its additional Shield Bash attack that turn.

Shop

Shop is not used in War for Arcania.

It may appear on Heroes of Arcania cards but has no effect in this miniature battle game

Smith – 3 pts

Smith reduces the cost of Weapon Upgrades and Armor Upgrades by half.

A Weapon Upgrade normally costs 1,000 gold pieces. With Smith, it costs 500 gold pieces.

An Armor Upgrade normally costs 1,000 gold pieces. With Smith, it costs 500 gold pieces.

Smith works with Noble, allowing an army to purchase more upgrades using the gold provided by Noble.

Example: A Noble provides 2,000 gold pieces. If the army also has Smith, it may purchase four upgrades costing 500 gold pieces each instead of two upgrades costing 1,000 gold pieces each.

All normal upgrade restrictions still apply, including the maximum normal Armor value of 5.

53. Spell of Choice – SP – 6 pts per

Spell of Choice allows a unit to select one spell from the following five options:

- Heal
- Bolt
- Mana Shield
- Magic Armor
- Strengthen

The spell is chosen before the battle.

If there is a number after the spell then the unit may start with 1 spell of choice per number.



- *Heal Spell*

Heal restores 1d6 Hit Points to a target.

It functions as a free action, following the healing rules established for Healer.

The selected spell provides one use.

- *Bolt Spell*

Bolt provides one additional use of the Bolt ability.

The spell follows the normal Bolt rules, including the restriction of one additional Bolt attack per turn.

- *Mana Shield Spell*

Mana Shield may be cast on the caster or another eligible target within the caster's magical attack range.

Mana Shield increases the target's Armor by +3 for the remainder of the battle.

Mana Shield may increase Armor beyond the normal maximum of 5, but the resulting Armor may not exceed 8.

Example: A unit with Armor 5 receives Mana Shield. Its Armor increases to 8.

Casting this spell can be done as a reaction after a target has been hit and damage rolled to boost armor before applying it. This spell takes no action to cast.

- *Magic Armor Spell*

Magic Armor may be cast on the caster or another eligible target within the caster's magical attack range as a main action use.

Magic Armor grants the target Armor 2 for the remainder of the battle.

Magic Armor may be used only on a target whose natural Armor is 0.

It does not provide an additional +2 Armor to a unit that already possesses natural Armor.

- *Strengthen Spell*

Strengthen may be cast on the caster or another eligible target within the caster's magical attack range as a main action use.

The target gains an additional 1d6 damage for the remainder of the battle.

The additional damage applies to the target's attacks according to the normal damage rules.

54. Stalk – 6 pts

Stalk allows a unit to negate one enemy Scout or Stealth ability.

The controlling player chooses which eligible enemy ability to negate.

Stalk and Hunter function identically in War for Arcania.

55. Stealth – STH – 6 pts

Stealth allows a unit to deploy anywhere on the battlefield rather than within its normal six-inch deployment zone.

Stealth units are placed after both armies have completed normal deployment.

If both players possess Stealth units, the Forces of Light deploy their Stealth units first, followed by the Forces of Dark.

Stealth may be negated by Hunter, Stalk, or another ability that specifically counters Stealth.

56. Sting – 9 pts

Unlike the boardgame Sting uses the unit's normal main attack.

If the attack hits, its damage bypasses the target's normal and magic Armor.

Sting does not grant an additional attack action.

A unit with Resistant may apply its full Armor value against Sting damage.

57. Stun - 6 pts

A unit with Stun will apply stun to units it hits if at least 1 point of damage is dealt.

When a unit is Stunned, it loses its normal main attack action on its next turn.

The Stunned unit may still use its normal movement action.

A Stunned unit may also make an Attack of Opportunity if an enemy triggers one by moving while in base contact. Stun does not prevent Attacks of Opportunity.

The unit recovers its normal attack action after the affected turn.

The effects of Stun do not stack. A unit may only be effected with stun once per turn and for only one turn at a time.

A unit with Multi Hit and Stun will stun all targets hit. A unit with Stun and secondary attacks such as Multi Attack, Shield Bash, or Dual Wield will apply stun to all targets hit.

T

Tank

Tank is not used in War for Arcania.

It may appear on Heroes of Arcania cards but has no effect in this miniature battle game

58. Taunt – TNT – 6 pts

At the beginning of the enemy turn, a unit with Taunt may select an enemy target to Taunt.

Vs Melee units - If the affected enemy can move to and attack the unit that Taunted it, it must direct its attack against that unit.

Vs Ranged – IF the affected enemy can attack the unit that Taunted it without moving, it must direct its attack against that unit.

If the affected enemy cannot attack the Taunting unit, it may act normally.

Taunt retains the basic targeting restriction from Heroes of Arcania.

59. Theft of Items – TI – 6 pts

When a unit with this ability deals damage to an opposing unit, Theft of Items allows a unit to steal one potion from the opposing army, provided the opposing army has an available potion.

The player using Theft of Items chooses which potion to steal.

The stolen potion is not selected randomly.

If the opposing army has no available potions, there is no potion to steal so this power is ignored.

Theft of Money – T$

Theft of Money is not used in War for Arcania.

It may appear on Heroes of Arcania cards but has no effect in this miniature battle game

60. Tough – TOU – 6 pts

Tough grants a unit an additional two Hit Points.

The additional Hit Points are added to the unit's normal maximum Hit Points.

The rule was simplified from the Heroes of Arcania version because War for Arcania does not use the same character-level progression system.

If playing in a prolonged campaign this ability will add +2 HP per campaign level.

61. Tracker – TRK – 6 pts

Tracker allows a unit to negate one enemy Stealth ability.

The controlling player selects which enemy Stealth ability to negate.

The affected unit loses the special deployment benefit provided by Stealth.

62. Trap – 6 pts per

During trap placement, the unit grants X traps. This does not posses the Trap Artist's disarming or protection abilities, only the ability to place traps. The benefits stack: Trap 2 plus Trap Artist grants three traps before the battlefield cap of 6 traps max is applied.

See Trap Placement and Resolution.

63. Trap Artist – TA – 6 pts

During trap placement, each Trap Artist grants one single-hit trap.

When a unit triggers a trap by moving within 6” of a trap card and there is a Trap Artist within 3” of the triggering unit, the Trap Artist may attempt to disarm it by making itself the target of the trap instead. This may be done even if the Trap Artist is not within 6” of the trap. The trap owner rolls Attack versus the Trap Artist’s Defense. If disarming succeeds, remove the trap; otherwise the trap affects only the Trap Artist even if it was an area effect Hits All trap.

See Trap Placement and Resolution.

U

64. Uncanny Dodge – UD – 9 pts

Uncanny Dodge grants Edge on Defense rolls.

When Deadly and Uncanny Dodge oppose each other, their respective Edge effects cancel according to the normal Edge and Hinderance rules.

Undying - UNDY

Undying is not used in War for Arcania.

It may appear on Heroes of Arcania cards but has no effect in this miniature battle game

65. Unholy – UH – 6 pts

Unholy adds 1d8 damage when attacking eligible living targets.

Eligible targets include Dark-side units marked with the Man classification and living units belonging to the Forces of Light. Ie any standard NPC.

The bonus does not apply to Light-side Constructs, Undead, or Summoned creatures.

A unit possessing Unholy cannot receive Healers.

A unit may never have Unholy and Holy at the same time.

The healing restriction applies to the unit that has Unholy, not automatically to units attacked by it.

V

66. Vampire – Vamp – 9 pts

Vampire restores Hit Points to the attacking unit based on the damage it deals to actual HP after armor reduces it on the first successful attack of each turn by the unit. A unit with Vampire and Multi Attack, Dual Wield, Shield Bash, or other form of secondary attack will only get HP from its first successful hit each turn.

Unlike normal healing and Regeneration, Vampire may increase the unit's Hit Points above its original maximum.

Vampire may only heal off damage to living targets. Constructs, undead, and elementals will not give HP from Vampire attacks.

The maximum HP gainable is limited to the maximum life the target has. Example: If a unit with Vampire deals 20 damage and the target being hit has 2 armor then it will deal 18 damage but if the target only has 6 HP then the vampire will only gain 6 life.

67. Versatile – VER – 9 pts

Versatile grants +1 to the total result of each total roll made by the unit.

The bonus applies once to the entire roll, not once per individual die.

Example: If a unit rolls 2d6 and obtains 3 and 5, the total is 8. Versatile increases the total to 9. It does not increase each die separately to produce a total of 10.

Versatile does not change the natural face value of a die for determining natural 1 or natural 20 results.

W

68. Web – 6 pts

A unit hit by an attack from a foe with Web prevents an affected unit from moving during its next turn.

The unit may still make attacks normally, provided it has a valid target. Web does not remove the unit's attack action.

A unit effected may still spend its attack action to charge still.

Example: A Human Soldier is struck by Web while in base contact with an enemy. On its next turn, it cannot move away from that enemy, but it may still make its normal melee attack.

69. XPL – Explode – 6 pts

When killed, a unit with Explodes attacks every other unit within 6 inches, friend or foe. Roll a single Attack against each target's separate Defense. Successful attacks deal the explosion's normal damage; successful defenses avoid it. Remove the exploding unit after resolving all attacks.

PART III — GENERAL SPECIAL ABILITY RULES



16. Natural Elemental Immunity

A creature that naturally deals a particular elemental or special damage type is immune to that same damage type.

This rule applies to the following damage types discussed and approved:

- Acid
- Fire
- Ice and its associated Cold effect
- Lightning
- Poison
- Radiation

The immunity must come from the creature's natural abilities.

A creature does not gain immunity merely because it uses a potion, enchanted weapon, temporary spell, or other effect that allows it to deal that damage type.

Example: A Fire Elemental naturally deals Fire damage and is immune to Fire.

A Human Soldier who drinks a potion allowing it to deal Fire damage does not become immune to Fire.

This rule is in addition to any other immunities specifically granted by a creature's abilities.

17. Edge and Hinderance

Several War for Arcania abilities use Edge and Hinderance, including Deadly, Blur, Uncanny Dodge, and Curse.

These terms are carried over from Heroes of Arcania.

Abilities may grant Edge and impose Hinderance together will cancel each other out. Example if a unit with Deadly attacks a unit with Blur, then the two would cancel each other and the roll would be made as a normal D20 roll.

17.1 Edge

To roll Edge roll 2d20 and take the best. Before roll a prime die must be selected. It must be called before the roll which is the prime and if a natural 1 is rolled on the prime then the 1 must be used to allow for a chance of critical failure still.

17.2 Hinderance

To roll Hinderance roll 2d20 and take the worst. It must be called before the roll which is the prime and if a natural 20 is rolled on the prime then the 20 is used to allow for a chance of critical success still.

17.3 Edge and Hinderance together.

If a unit has edge and the unit it is roll against has Hinderance then they would both make their rolls using the rules for each.

18. Special Abilities and Critical Hits

Special abilities that add damage dice are included when calculating maximum damage on a natural 20 attack.

When the attacker rolls a natural 20 and the defender rolls a natural 1, applicable dice damage is maximized and doubled.

Armor is applied after critical damage has been calculated.

A shield cannot be sacrificed to cancel either of these critical results.

Lethal does not require additional damage rolls when the attack already deals maximum damage from a natural 20.

19. Special Abilities and Defeat

When an attack reduces a unit to zero Hit Points, resolve applicable abilities that trigger from the attack or the damage before removing the miniature.

Examples include:

Insanity-Fueled Attacks: A unit may retaliate against the attack that defeats it if the conditions for IFA are satisfied.

Retribution: A unit deals its automatic Retribution damage even when the incoming attack defeats it.

Regeneration: A unit may recover Hit Points and avoid defeat if its Regeneration is sufficient.

Bounce Back: A unit may return to full Hit Points according to its remaining Bounce Back uses.

Other abilities that explicitly modify defeat or removal follow their individual rules.

20. Army-Wide Abilities

Some abilities affect the entire army without requiring units to remain close to the source.

Advice, Leader, and Bless are examples.

Each ability provides its own bonus while an appropriate source remains on the battlefield.

Multiple sources of the same ability do not increase that ability's bonus unless its rule explicitly states otherwise.

If the final source of an ongoing ability is removed, its bonus ends.

Effects that have already been created and distributed, such as Alchemy potions, remain available even after the source unit is defeated.

21. Limited-Use Abilities

When an ability has a number indicating how many uses are available, that number determines the permitted uses during a battle unless the individual ability states otherwise.

Examples include Cancel, Healer, and Bolt.

Each ability has its own activation and action restrictions.

Some abilities, such as Healer, are free actions.

Others, such as Onslaught, consume an attack action.

A player must track expended uses throughout the battle.

PART IV — ITEMS AND UPGRADES



22. Weapon Upgrades

A Weapon Upgrade costs 1,000 gold pieces.

It adds 1d4 damage to the upgraded unit’s attacks.

If the army has a Smith, the cost is reduced to 500 gold pieces.

Weapon Upgrades may be purchased using gold provided by Noble.

A single unit may only have one weapon upgrade.

23. Armor Upgrades

An Armor Upgrade costs 1,000 gold pieces.

It adds +1 Armor to the selected unit.

A unit’s normal Armor may not be increased beyond 5 through Armor Upgrades.

A single unit may only receive one armor upgrade each and only if their original armor was 4 or less.

If the army has a Smith, the upgrade costs 500 gold pieces.

Magical abilities such as Mana Shield may increase Armor above the normal upgrade limit according to their individual rules.

24. Potions

Potions may be acquired through Alchemy or purchased using Noble's gold allowance.

Potions obtained through Alchemy are kept in a shared army supply rather than assigned to specific units at the beginning of the battle.

The controlling player chooses which friendly unit receives a potion when it is used.

Each potion may be used only once.

Players may use Heroes of Arcania potion cards or maintain a written record of available potions.

- Heal - use on players turn to heal a unit 4 HP. A single unit may not be effected by more than one heal potion in a turn but multiple potions may be used on different units in a single turn. Cost 100 gold
- Mana – Used to restore one spent spell from a unit with magic. Cost 100 Gold
- Poison - Use to cause a non-magic attack to gain +1d4 damage and cause poison damage for the entire turn. May be used after an attack hits. Only one poison may be used per turn on a single unit. Cost 250 gold
- Offense – Use after a unit makes an attack and misses by 1 point to boost that unit by +1 for that attack to be successful. Only one potion of offense may be used on a single action per turn. Cost 100 Gold
- Defense - Use after a unit makes a defense and misses by 1 point to boost that unit by +1 for that defense to be successful. Only one potion of defense may be used on a single action per turn. Cost 100 Gold
- Damage Boost – Use after a unit has hit and damage has been rolled to double their base die damage. This will have no effect on other damage that the attack dealt, only on the units base die. It does not allow for a second roll but instead doubles what was rolled. Only one potion of damage may be used on a single hit per turn. Cost 250 Gold
- Alchemist Fire Grenade – Use as a main action to make an attack that hits a 3"x3" area with a -2 attack and deals 1d10 fire damage. Cost 1,000 Gold



25. Abilities Explicitly Not Used

These entries should remain in the official appendix so players using Heroes of Arcania cards know that the listed abilities have no effect in War for Arcania.

Ability	War for Arcania status
Bribe	Not used
Bro-Name	Not used
Charm	Not used
Confused	Not used
Fear	Not used
Henchman	Not used
Hero Treasure Use	Not used
Loner	Not used
Multiple	Not used
Pack Attack	Not used
Reinforced / Reinforcing	No independent effect; see Onslaught
Revenge	Not used
Run	Not used
Sage	Not used
Shop	Not used
Tank	Not used
Theft of Money	Not used
Undying	Not used



26. Terrain

The following is a list of terrain that may be used in War for Arcania and the rules they apply.

- Hills or height advantage terrain.
    - Ranged units on higher elevation get a +2” range vs enemies lower than them.
    - Ranged units on lower elevation get -2” range vs enemies higher than them.
    - Melee units on higher elevation get +2 attack and defense vs units on lower elevation.
    - Units with the Giant faction are not affected by height for melee attacks or defenses. This means they do not get the pluses to themselves nor do units attacking them gain them.
- Trees or wooded areas
    - Melee combat is not affected by wooded terrain.
    - Ranged units have their range halved when shooting through wooded terrain. This does not affect units in the woods shooting out.
    - Trees can be used as cover for units in wooded areas and attacks vs them will receive Hinderance.
- Walls or buildings
    - Units on walls or in buildings are always considered in cover vs ranged attacks.
    - Units may use buildings for cover from outside the building using standard cover rules listed under line of sight.
- Water
    - Shallow water reduces movement by 1” for units moving through it.
    - Deep water may not be moved through.
    - Some units should be able to move through or over water without hinderance such as Balhur that float or water elementals. There is no definitive listing of which figures that is currently and should be agreed upon by players before the start of game.



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