

Gigachud Games



GET STARTED GUIDE

What is this Document?

These are just the introductory rules to give you a taste of the games mechanics, units, abilities, and relics. Along with a very basic mission.

The full Matched Play Core rules are available on DriveThruRPG, you can also find the link on our website at www.gigachudgames.com.

The full Core Matched Play rules includes more units, abilities, relics, missions, and will be continually updated and supported. Furthermore, some content from the upcoming Extended Matched Play and Narrative expansions will be balanced and added to Matched Play Core.

While our game is minis agnostic (you can use whatever minis you like) we do have plans to add official minis to the game. However, you will always be able to use whatever minis you want. We just recommend sticking to a scale around 28mm and the bases sizes given in each units stat card.

We have also included a helpful buying guide to help you get started if you need minis. The suggested boxes can easily make almost every unit for two players with a little bit of creativity. Just grab some 32mm bases to put them on.



Ways to Play

Matched Play Core

This represents the most balanced version of Purgatorium. It has a single generic warband roster that features “Archetypes.” This enables balanced games that allow players to field whatever models they think look cool. As such any units or models designed for *Matched Play Extended* will be backwards compatible. This way, if you like a faction in *Matched Play Extended* but maybe don't enjoy their faction specific rules, you can always run them as the generic warband featured in *Matched Play Core*.

Matched Play Extended (in development)

This ruleset covers the different factions in Purgatorium in a way similar to other wargames. Each faction will feature some unique units, abilities, and relics to make them stand apart thematically and mechanically. While this ruleset will make an attempt to balance the various factions, we will focus on making them distinct and fun to play.

Narrative (in development)

Narrative will focus on telling a story, allowing players to grow and manage their warbands, and the character within them. This ruleset will have various types of missions, many of them will be asymmetric, alongside followers, quest arcs, upgrades, unique monsters and more.



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Welcome to God's Infinite Prison



Purgatorium is a table top wargame set in a pocket dimension meant to hold the Elohim that rebelled against God. The first of these was Saturn, and later, The Serpent of Desire for the corruption of Eden. That is, until mankind's hubris in the ancient lands of Babylon tore holes in space and time. These doorways have allowed countless peoples and cultures throughout time to cross into Purgatorium. However, these doorways never stay open for long, stranding many in these accursed lost lands. Entire cities have been built around these gateways, only to be pulled into Purgatorium, often times cataclysmically. However, the living are not the only ones trapped in Purgatorium. Countless souls throughout time have woken up on the shore of Purgatorium.

The lands of Purgatorium are vast but not empty. Many beings and creatures, both great and terrible, call this place home. Creatures of both myth and nightmare. Antediluvian survivors of the Great Flood, alongside the long lost sons of Cain. All reave and pillage across Purgatorium.

Many bands of heroes, fools, and fiends set out into this vast and dangerous land. They come from the few settlements and cities of mankind that scrape out an existence here. Some fight for coin, others for glory, and some for altogether more nefarious purposes.

So muster what men and courage you can, and set out into the dark corners and derelict ruins of Purgatorium.



CARD

Purgatorium arena uses a deck of playing cards to resolve things like combat. Each player needs to have one they use for the game. (Keep the Jokers)

DECK

The deck is the stack of playing cards you use for the game, (just stack them nicely).

DRAW

Effects, abilities, combat, and shooting will ask you to draw a card. just take the specified number of cards off the top of the deck. If you go to draw a card and can't, shuffle your discard and place it facedown (so it becomes your deck again). Then draw the remaining cards you need.

RESERVE

This is a special set of cards you keep between activations and turns (typically this is two cards) to use when resolving combat.

HAND

The set of cards usually drawn for a combat or shooting attack. This is typically 5 but may be increased.

FACE CARD

These cards are the Jack, Queen, King, Ace, and Joker.

WILD

Some effects can cause a card to be "wild". This means the card can count as ANY other card, JOKERS ARE ALWAYS WILD.

ACTIVE PLAYER

The Player who has the current activation.

INACTIVE PLAYER

The Player who does not have the current activation.

ACTIVATION

The sum of a models actions in a given turn. A model is said to be the "Active Model" during its activation.

ACTIONS

Models will perform actions during an activation such as shooting, fighting, and movement. If an ability, rule or "relic trinket, or arcane bauble" would make a declared action impossible, the action is cancelled and the AP is refunded.

DISCARD

Using cards when resolving combat (and some special effects) may require you to discard cards, simply place them face up next to your deck. Players may look at each others discard pile at any time.

CYCLE

To cycle a card place it on the bottom of your deck in any order.

BATTLEFIELD

The battlefield is the playing space for a game of Purgatorium and should be 2' by 2'. However it is possible to play on tables that are a little bigger or smaller.

FOCUS

Focus is the resource players spend to use Heroic abilities. You can use whatever you like to keep track of this resource. You will gain focus in every upkeep phase based on the size of the game.

HEROIC ABILITIES

Heroic Abilities represent the tactics, equipment, skills, and magic that models have access to. A player may choose to use an ability in response to an action being declared. However, these abilities must be used before or after an action is resolved. (i.e. A model cannot use a heroic ability in the middle of a combat or after finding out they are going to win combat, they need to use the ability BEFORE combat starts).

ACTION POINTS

Action points (AP) are what models use to perform actions such as moving shooting and fighting. All models start a turn with two AP. Some abilities or effects may change this.

CONTRADICTING RULES

Some abilities or equipment may alter how the core rules work. Special rules from models, abilities, or equipment take priority over core rules.

MODELS

A model refers to any miniature used in Purgatorium. This could be anything from infantry, to beasts, or even large monsters or a war machine.

MODEL TYPES

INFANTRY

Any roughly human sized models.

CAVALRY

Any roughly man sized rider on top of a war beast. Typically this means a horse, but could be anything from a large dire wolf to a Utah raptor.

WAR BEAST

Any kind of war beast that doesn't have a rider. This could be anything from a hell hound to a tiger or even a gorgonopsid.

LARGE WAR BEAST

Any particularly large beast or monster which may or may not have riders. An example would be something like an ogre, or shaggoth.

GRIT (X)

Represents a model's overall vitality. If a model is reduced to 0 Grit for any reason it is removed from the game as a casualty. Effects that do damage remove Grit from a model.

FRONT ARC AND FLANKS

Every model's base has a 90 degree front arc. The rest of the model's base counts as its flank.



BASE-TO-BASE

When a model's base is contacting another model's base it counts as being "base-to-base" with that model.

TERRAIN

Terrain is represented by scenery pieces. This could be anything from elaborate terrain boards to two dimensional terrain on a kitchen table. However, you should always discuss what terrain counts as what with your opponent.

TERRAIN TYPES

IMPASSIBLE

Terrain that can't be traversed by normal means. A model may not move over or end its movement in or on this terrain UNLESS a special rule or ability allows them to.

DIFFICULT

Terrain that is difficult to traverse. This could be an area terrain with lots of debris or thick undergrowth. Models moving through difficult terrain cannot run or advance.

DANGEROUS

Terrain that is particularly harmful or perilous, such as very jagged terrain or any suitable hazard that could cause harm. Whenever a model runs or sprints through dangerous terrain its controller draws and reveals a card. If it's a face card the model suffers 3 damage.

DEADLY

Terrain that can flat out kill a model, such as a rickety bridge over pits of lava/acid or a spike trap. Whenever a model runs or sprints through dangerous terrain its controller draws and reveals a card. If it's a face card the model is removed as a casualty.

OPEN

Any easily traversable surface, such as open ground, a road, or a room. This Terrain has no special effect.

BARRICADES AND OBSTACLES

Any terrain like random debris or fences/short walls. when moving over or through such terrain spend one inch of movement for every vertical inch of the obstacle.

TERRAIN CAN HAVE ONE OR MORE OF THESE TRAITS.

TOKENS

Tokens are used in Purgatorium to track status effects, rules, activations, or injuries. (Whatever you choose to use as tokens, we recommend you ensure your opponent understands what they are and that you are consistent in what you use).

BATTLEFIELD

The Battlefield is the space in which Players will play games of Purgatorium on.

PRIORITY PLAYER

The Priority Player will always Activate first in each phase of the turn.

LINE OF SIGHT

A model has Line of Sight to another model or Token on the Table when it can draw an imaginary line from any point of one Player's model to the closest point of the other Player's model or the Token (this includes the model's base).

COVER

If a model's Line of Sight to another model is 50% (or more) obscured by a piece of Terrain, or another model, then the model has cover. Ranged attacks that target a model in cover allows the defender to draw two extra cards.



BEGINNING A GAME.

First, decide what game size and any additional rules you and your opponent wish to play.

Next, Players create a warband.

Then, setup the battlefield, terrain, and select (or roll) for the scenario's primary and secondary. Place any objective markers needed for the scenario.

Once the battlefield is set up players will roll off, the winner picks their deployment and places a model in their chosen deployment zone first.

Then the other player places a model in their deployment zone.

Players alternate placing models one at a time until they run out of models to place. If a player has no more models to place they simply pass and the remaining players keep deploying models.

After all models have been deployed, the game starts and players move to the Upkeep Phase.

TURN STRUCTURE

The phases of the game are as follows:

1. Upkeep
2. Action
3. End



UPKEEP PHASE

The Upkeep Phase is further broken down into the following steps.

1. Players reveal the top card of their deck. The highest value card chooses who is the Priority Player. If it's a draw, repeat this process until someone has the highest value card.
2. Players shuffle the cards back into the deck.
3. Starting with the Priority Player, take turns resolving any upkeep effects, such as affliction.
4. Players then resolve any battlefield or mission effects. (If you're fighting near an active volcano you might need to look out for molten rock, for example).
5. If it's the first turn of the game players draw 2 cards for their reserve.
6. Players gain focus up to, but not more than, the amount allowed by the points level of the game.
7. After all these steps are done, players start the action phase.

ACTION PHASE

The Action Phase is where models will shoot, move around, and stab each other.

Starting with the Priority Player, Players will alternate performing actions with their models. This is a model's Activation. During this activation it is considered the active model.

To perform an action choose a model that has any AP and choose an action to perform from the list below. You may not perform an action if you don't have enough action points for its AP cost.

You must use all of your AP in an activation.

After using all of a model's AP it's activation ends and the other player chooses a model to activate.



MARCH.....1 AP

SHOOT.....1 AP

SPRINT.....2 AP

CHARGE....1 AP

RETREAT.....2 AP

FIGHT.....1 AP

RUN.....1 AP

WAIT.....1 AP

TYPES OF MOVEMENT ACTIONS

MARCH:

You may move a model (not in base-to-base) a number of inches equal to or less than the movement value listed on its unit card.

RUN:

You may move a model (not in base-to-base) a number of inches equal to or less than one and a half of its movement value rounded down. (1 & 1/2 move) A model that runs cannot shoot or run again, but can charge or fight.

SPRINT:

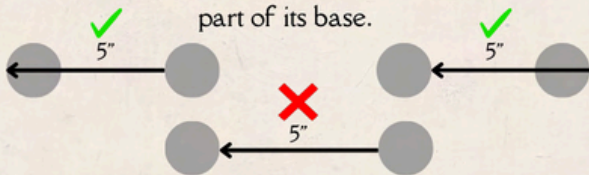
You may move a model (not in base-to-base) a number of inches equal to or less than double its movement value in inches.

RETREAT:

If your model is in base-to-base with an opponent's model you may move out of base-to-base up to your movement value in inches. You must end the movement 1 inch away from enemy models.

MOVEMENT

When moving a model, measure from the same part of its base.



You may change a model's facing any time you move it, and models may not move through other models.

VERTICAL MOVEMENT

A model may move vertically if interacting with stairs, ladders, ropes, or other equipment

In these cases, simply move the model up the equipment or terrain normally. Models cannot end a movement mid-climb, and it must be able to stand in its final position.

(For very tall terrain, it may be necessary to make some abstractions. In these situations we recommend requiring a model to do a sprint move to move all the way up or down)

CHARGE

The active model cannot be in base-to-base with an enemy model and there must be an enemy model within 6" (some abilities may increase or decrease this). Spend 1 AP.

You may declare more than one enemy model but you must be able to move into base-to-base contact with both of them.

When making a charge you must move the model in a straight line and into base-to-base contact with the target(s).

You may rotate your model before moving it into base-to-base, but the model must make contact with one of its targets using its front arc. If you charge into base contact with a models flank immediately deal 2 damage that can't be mitigated in any way.

After moving your model into base-to-base contact immediately resolve a melee combat between your model and one model in base-to-base contact.

The enemy model may spend 1 action point to attack back. If it chooses not to attack back, it can win a combat but won't deal any damage.



SHOOTING

Models with ranged weapons may make shooting attacks. To make a shooting attack do the following.

The active model cannot be in base-to-base with an enemy model. Spend 1 of the active model's action points.

Choose a target within line of sight and range (the number of inches listed next to the weapon).

If the target (or a friendly model within 2") has a ranged weapon, line of sight, and is in range it may spend 1 action point to shoot back. If it chooses not to shoot back, it can win a combat but can't deal any damage.

Players then resolve a combat.

FIGHT

Models in base to base with an enemy model may fight using melee weapons. To make a melee attack follow these steps.

The active model must be in base-to-base with an enemy model. Some abilities will allow models to fight as if they were in base-to-base even if they aren't. Spend 1 of its action points.

Choose a target in base-to-base with your model.

If the target also has a melee weapon it may spend 1 action point to fight back. If it chooses not to fight back, it can win a combat but can't deal any damage.

Players then resolve a combat.

WAIT

Players may choose to have a model wait until later in a turn to act.

To perform a wait action the active model spends 1 action point and is given a "wait token".

The wait token acts similar to an AP but can only be used to either "fight back" or "shoot back" in a combat.

RESOLVING COMBAT

To resolve a combat both players will draw 5 cards to make their hand. Certain effects, equipment, and abilities can increase how many cards you draw. The most common ones are as follows:

RANGED

Target is not in cover +1 card.

MELEE

Your model successfully charged this turn +1 card

Your model is attacking an enemy flank +1 card.

You have a friendly model in base to base with your target and no other enemy models +1 card.

However, if an effect would cause you to have fewer than 5 cards total in your hand and reserve (such as parry) subtract 1 from the models skill for each card you would have set aside or discarded.

Example: A player that draws 5 cards for combat and has his 2 cards in reserve has to set aside 3 cards. The player would set aside 2 cards and reduce his skill for that combat by 1.

Players will then try to construct the best five card hand with the cards in their hand and in their reserve.

DISCARD

Players will also have the chance to discard and draw a number of new cards equal to their skill stat. You can discard one card at a time, all of them at once, or anything in between.

Example: A skill 4 model would be able to discard 1 card and draw 1 card, and then decide to discard 3 cards and draw 3 more.

REVEAL

After discarding and drawing cards in order to make the strongest five card hand possible both player reveal their hands and compare them.

The player with the best five card hand wins the combat and deals damage equal to the quality of their hand. If it's a tie the model with the highest skill wins. If there is still a tie it's a draw and both combatants deal their damage.

DAMAGE

All weapons have three damage stats (Example: 2/4/7) these are Low / Medium / High which are based on the quality of the winning hand. These are shown on page 9.

CYCLE AND DISCARD

If you have more leftover cards than your reserve limit (typically two) choose which ones to keep and cycle or discard the rest. If you have less than your reserve limit, draw back up to your limit. (This way you always have cards in your reserve)

HIGH X2 _____ ROYAL FLUSH



_____ STRAIGHT FLUSH



HIGH _____ FOUR OF A KIND



_____ FULL HOUSE



_____ FLUSH



MEDIUM _____ STRAIGHT



_____ THREE OF A KIND



_____ TWO PAIR



LOW _____ PAIR



CARD HIERARCHY

Top (best)

Besides just what kind of hand players have, the value of the cards matter as well. For example, if both players only play a pair, one is two 4s and the other is two 10s, the 10s would win. For a full house the best triple is the winner and for two pair the player with the best of the pairs is the winner. All suits are equal.



Bottom (worst)

END STEP

In the end step both players will score any objectives they have achieved and will check to see if the game has ended. This typically means turn 3, but may change depending on the scenario.



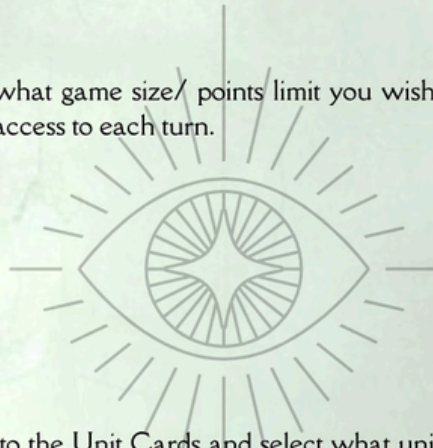
BUILDING A WARBAND

To build a warband you and your opponent first decide on what game size/ points limit you wish to play at. This will also determine the number of focus points you have access to each turn.

Small Game 85pts..... 12 Focus Points

Medium Game 110pts..... 15 Focus Points

Large Game 135..... 18 Focus Points



After deciding what size game you're playing, simply go over to the Unit Cards and select what units to add to your warband, you may only select each unit once. Then if you have remaining points you may spend them on any relics, trinkets, and baubles you have leftover points for. Some players may wish to take less units in exchange for more items from the relics, trinkets, and baubles list.

Example 110 point Warband

20 pts..... Destroyer

25 pts..... Guardian

16 pts..... Priest

20 pts..... Sorcerer

27 ptsKnight

2 ptsRelic



ARCHETYPES

Model descriptions are left intentionally vague and the weapons models are equipped with should be as close to the model's description as possible. However they don't need to be perfect as long as your opponent can tell the difference between models you control. This was done to allow players to field (more or less) whatever cool minis they want. This document is meant to present a balanced matched play experience that doesn't punish players for playing "The wrong faction."

(We have all been there and it sucks).

For players that want more flavor and care less about balance the Extended Matched Play and Narrative Play Supplements are being developed. With Extended Matched Play bringing unique factions and cultures to the game, and Narrative adding campaigns.

Furthermore, popular units from other game modes may be balanced and added to this document as time goes on, and will be included in PDF updates for free.

This is only the beginning.



Unit Card Breakdown

1. Points - This is the number of points a model costs to add to your warband. Building a warband is explained more on page 10.

2. Name - This is the model's name, which also acts as a general description of it. (its Archetype).

3. Skill - A model's skill represents its overall training and competency. This number is how many cards you may discard from your hand and then draw when resolving a combat. More details on page 9.

4. Grit - This number shows how much grit a model has and is explained in more detail on page 4.

5. Movement - This is a model's base stat for how many inches it may move. Movement is explained in more detail on page 7.

6. Weapons - A list of the weapons the model has access too. Weapons with a number in inches in the name are ranged weapons and may only make shooting attacks. Weapons without a range are melee weapons. Attacks are explained in more detail on pages 7, 8, and 9.

7. Lethality - Represents how deadly a models weapons are. This is the number shows how much damage a models weapons do, and is explained more on page 8 and 9.

8. Ability - Any special rules a weapons has, many of which are listed on page 12.

9. This lists any special rules the model itself has, these are listed on page 11, however some are listed on the units card itself.

10. Keywords - A models keywords, which explain what the models type is and what size it's base should be. Model types are listed on page 4.

A NOTE ON HEROIC ABILITIES

Every model has access to list of abilities they can use on page 12. These abilities represent the various skills, abilities, tools and tactics that they bring to the warband.

For example, the Hoplite unit above can use one "feat of valor" once per turn and one "cunning trap and lethal instinct." So you can pay the focus cost listed next to the ability and use it. You are however limited in how many abilities a model may use in a turn.



SPECIAL RULES



CONCUSSIVE

A model dealt damage by a weapon with this ability gains a concussion token and cannot use reserve cards and cannot draw more than 5 cards when resolving combat. In the upkeep phase this model may choose to lose an action point this turn to discard the token.

AFFLICT

A model dealt damage with a weapon with afflict gains an affliction token. In the upkeep phase this model loses 3 grit or may choose to lose an action point this turn to discard the token.

PRECISE (X)

If your winning hand includes at least 2 face cards do X extra damage.

PARRY (X)

Melee attacks targeting a model with this ability sets aside x cards at random after drawing them. The cards go back to the players hand after dealing damage.

BLAST (X)

Start by choosing a target and making a ranged attack as normal. If the attack is successful, every model within x inches suffers 2 damage.

BULLWARK (X)

Subtract X damage from attacks targeting this model to a minimum of 1.

LINE INFANTRY

Models with this rule count as 3 models for holding objectives.

ARCANE SHIELD (X)

Reduce damage this model suffers from shooting attacks by X to a minimum of 1.



Heroic Abilities

ANY

- 2 FP: Counter Attack - You may shoot back or fight back without paying any AP.

FORBIDDEN MAGICS

- 2 FP: Arcane Blast - This models ranged weapon gains (blast 1").
- 3 FP: Teleport - This model or a model within 8" may be placed anywhere on the board at least 5" from enemy models. The model being teleported must spend 1 AP if able.
- 1/3 of total FP: Channel The Infinite - Draw 1 card and add it to your reserve, until end of turn you may keep 3 cards in your reserve instead of 2.

ACT OF FAITH

- 2 FP: Lay on hands - Choose a model within 6" it regains 2 grit and may remove an affliction, or a concussion token.
- 1 FP: Bless weapon - This model or a friendly model may draw 1 additional card in combat or shooting.
- 2 FP: Sphere of protection - A friendly model within 6" gains bulwark 1 or increases its bulwark by 1.

FEATS OF VALOR

- 2 FP: Powerful Kick or Throw - Choose an enemy model in base-to-base with this model and move it 3" away in a direction of your choosing. The enemy model suffers 1 damage, if it collides with terrain or another model it suffers 2 damage instead.
- 1 FP: Claim Ground - This model gains the line infantry rule until end of turn.
- 4 FP: Seize the initiative - After finishing a models activation you may immediately activate another model.

UNDERHANDED TACTICS

- 2 FP: Lethal Toxins - A friendly models weapons gain afflict or give a concussion token in addition to their afflict damage if they already have it.
- 1 FP: Backstab - When making attacks into a models flank you deal 2 extra damage and ignore bulwark.
- 2 FP: Pocket sand - After drawing cards your opponent discards two cards at random (including cards from reserve)



25

Guardian

Skill: 3 Grit: 17 Movement: 4"

<u>Weapon</u>	<u>Lethality</u>	<u>Ability</u>
Guardian Weapon and Shield	4/6/8	Parry 1

- Bulwark 2
- This model may use two feats of valor per turn

Infantry - 32mm

16

Priest

Skill: 1 Grit: 8 Movement: 4"

<u>Weapon</u>	<u>Lethality</u>	<u>Ability</u>
Priest Weapon	3/4/5	N/A
Smite 10"	3/4/7	Precise 1

- Once per turn you may select a model within 6" and have it regain 2 grit.
- This model may use two acts of faith per turn

Infantry - 32mm

23

Assassin

Skill: 4 Grit: 10 Movement: 6"

<u>Weapon</u>	<u>Lethality</u>	<u>Ability</u>
Throwing Weapons 6"	2/3/4	Afflict
Poisoned Weapons	4/6/11	Afflict

- Shrouded: This model may only be targeted by an attack if it's the closest visible model
- This model may use two underhanded tactics per turn

Infantry - 32mm

20

Sorcerer

Skill: 1 Grit: 9 Movement: 4"

<u>Weapon</u>	<u>Lethality</u>	<u>Ability</u>
Dagger or Staff	2/3/4	N/A
Arcane Missile 15"	4/6/8	Precise 2

- This model may use two forbidden magics per turn
- Arcane Shield (2)

Infantry - 32mm

RELICS, TRINKETS, AND ARCANE BAUBLES

POTIONS AND BOMBS

Grail Water: (Single use) Regain 4 grit.

2pts... Grail Water

Agrippa's Vial: (Single use) Use a Forbidden Magic without spending its FP cost.

2pts... Agrippa's Vial

Poison Bomb: (Single use) Spend an action point and choose an enemy model within 6". That model and every model within 2" gains an affliction token.

2pts... Poison Bomb

Shrapnel Bomb: (Single use) Counts as a 6" ranged weapon with damage 3/5/7 and Blast 1".

1pts... Shrapnel Bomb

Smoke Bomb: (Single use) This model may not be targeted by ranged attacks this turn.

1pts... Smoke Bomb

WARGEAR

Tacticus' Boots: You don't have to charge in a straight line.

3pts... Tacticus' Boots

Apollo's Sabatons: This model may move over terrain and models as if they weren't there and doesn't count the distance used for vertical movement.

2pts... Apollos' Sabatons

Moloch's Cursed Blade: This model deals 2 extra damage in combat, and enemies deal 2 more damage to this model.

2pts... Moloch's Cursed Blade

Mask of Baldwin IV: Before combat you may subtract any number of grit from this model before combat. If you win the combat add 2X the amount of grit spent to your damage.

3pts... Mask of Baldwin the Fourth

TRINKETS AND BAUBLES

Myrddin's Looking Glass: Once per turn you may look at your opponents reserve and make them discard a card of your choice.

3pts... Myrddin's Looking Glass

Cao Cao's Caccodemon: Once per turn you may look at the top 5 cards of your opponents deck and cycle 2 cards of your choosing.

3pts... Cao Cao's Caccodemon

Solomon's Tome: This model may use one Heroic Ability not listed on its card per turn. (It still costs focus).

2pts... Solomon's Tome

Yellow King's signet: (Once per turn) A card of your choosing becomes wild and can be any card of any suit.

5pts... Yellow Kings Signet

Odysseus' Munitions: This models ranged weapons can target enemies it can't see.

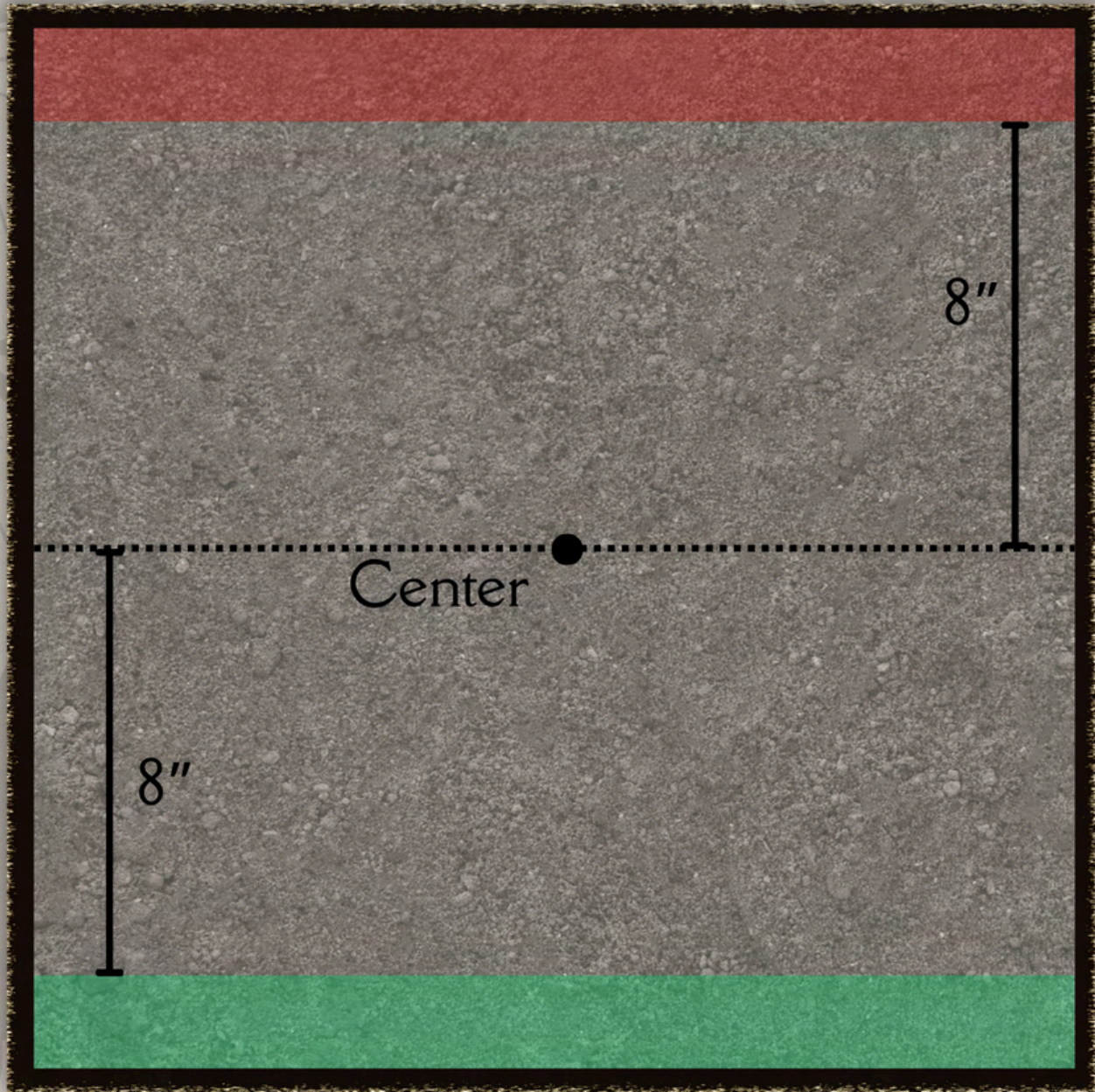
4pts... Odysseus' Munition

When building your warband you may pay an amount of points listed next to the item to give it to a member of your warband. You may only select each item from the list once.

Let God Sort Them Out

At the end of three turns the game ends. The player with the most Victory Points (VP) wins.

Player 1 Deployment



Player 2 Deployment

Kill as many enemy models as possible. At the end of the game total up the cost of enemy models (plus any relics, trinkets, and arcane baubles they were equipped with) that were removed from play. Then compare them to your games points level.

If the total is $\frac{1}{3}$ (rounded down) or less you get 2 VP

If the total is $\frac{2}{3}$ (rounded down) or less you get 4 VP

If the total is more than $\frac{2}{3}$ (rounded down) you get 6 VP



YOUR INVESTMENT
\$29.99

WHAT YOU'LL GET:

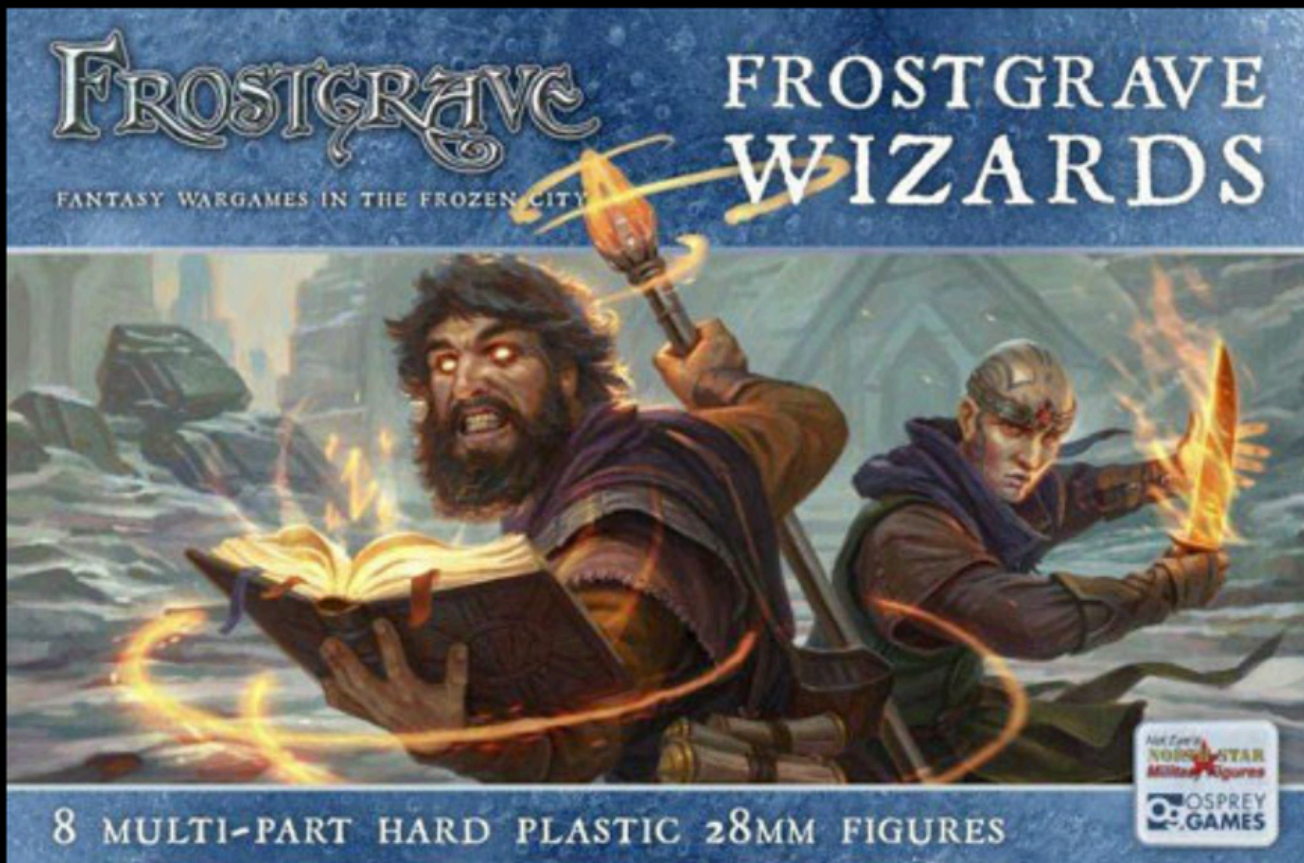
- ✓ 28mm
- ✓ 20 Male Soldiers
- ✓ 20 Round Bases

WHERE TO BUY:

- ✓ Miniature Market is a good place to start

When combined with the next box, two players should be able to make 1 of every current infantry unit with just a little bit of creativity. (you can cut the ends off the wizard staffs and stick sword points on them for spears)





YOUR INVESTMENT

\$23.99

WHERE TO BUY:

- ✓ Miniature Market is a good place to start

WHAT YOU'LL GET:

- ✓ 28mm
- ✓ 8 Figures
- ✓ 10 Round Bases
- ✓ Parts to build 8 magic dudes

