



Core Rules for Magical Duels

v1.1.0

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Introduction

Magewinds is a tabletop miniatures skirmish game for two players, in which two warbands of fighters struggle against each other for magical and martial supremacy. These are the core rules, which explain how to start, fight, and finish a game of Magewinds, referred to as a **battle**.

Each rule section has a number for ease of reference.

Text in *italics* or in block-quotes is usually intended to add narrative context or designer's commentary to rules that may need a bit of extra explanation.

Magewinds is a living game with adjustments, additions and improvements being made all the time.

Check www.magewinds.com regularly for all the latest news and rules updates.



Concepts

0.0 - Components

To fight a battle, you will need a few things. They are all listed here, but most of them will be explained in more detail later.

0.1 - Players

Two. Yourself and an **opponent**.

0.2 - Time

About an hour. For your first few games, and for more complicated games, you may need a bit longer.

0.3 - Space

A flat, rectangular area roughly 12” wide and 16” long (about the size of an A3 sheet of paper). This is the playing area on which the action will take place, referred to as the **battlefield**. You will also need some space at the sides for cards, tokens, and tools.

0.4 - Fighter Pack

You and your opponent will need to choose a **fighter pack**. A fighter pack contains rules for different types of **fighters**. These are called **fighter profiles**. The fighter pack will also specify how to assemble these fighter profiles into a **warband**.

At present there is only one fighter pack available:

Fighters of the Tempest, available at www.magewinds.com/rules. More fighter packs are planned for the future...

0.5 - Scenario Pack

You and your opponent will also need to choose a **scenario pack**. Each scenario pack contains several **scenarios** to choose from when starting a battle. A scenario is a set of special rules for the battle, with its own unique twists and victory conditions.

*At present there is only one scenario pack available: **Into the Tempest**, available at www.magewinds.com/rules. More scenario packs are planned for the future...*

0.6 - Dice

Magewinds uses six-sided dice, also known as **D6**, to resolve all dice rolls. 10 should be more than enough for most dice rolls in the game.

0.7 - Measuring Tools

All measurements in the game are in inches ("). You will need a ruler or tape measure marked in inches. As many of the measurements in the game are quite short, a 3" 'combat gauge' of the sort commonly used in miniature wargaming is recommended.

0.8 - Models

There are three kinds of models used in Magewinds: **fighters**, **terrain features** and **objects**.

0.8.1 - Fighters

Magewinds is played with 28mm-scale models mounted on 25mm-wide circular bases, referred to as **fighters**.

If you wish, you can use larger or smaller scale models, or even standees, to represent your fighters. The important thing is that they are all based on 25mm-wide circular

bases, or on bases that fit within a 25mm-diameter circular footprint.

Each player will need enough fighters to fill a warband, but how many that is exactly varies depending on the fighter pack and scenario pack being used.

0.8.2 - Terrain Features

A **terrain feature** is any model that is part of the scenery of the battlefield. You will need a handful of models to use as terrain features.

For example, a terrain feature could be a tree, a ruined wall, or a strange obelisk. Terrain features serve a rules purpose, blocking visibility and movement, as well as an aesthetic one, bringing you into the location of the battle.

If you don't have any appropriate models you can use, it is perfectly acceptable to repurpose household objects such as books, upturned cups, and boxes.

0.8.3 - Objects

An **object** is any model that is not a fighter and is not a terrain feature, for example an item of treasure. An object should be kept on top of a 25mm wide circular base. When the rules call for the use of an object, they will usually specify what it ought to look like.

0.9 - Playing Cards

A 52-card deck of regular playing cards of the same sort you would use to play a traditional card game such as poker, blackjack, or hearts. Remove any jokers before playing – this is serious business!

These cards are used to represent the titular winds of magic. They are referred to as **magic cards** and the deck is referred to as the **magic deck**. During the battle you will **channel** them and use them to power **spells!**

0.10 - Attack Choice Cards

To play, you will need 3 **attack choice cards**. These are identical on the back side and each display one of three options on the front: **Light Attack**, **Heavy Attack**, or **Feint**. You can print these from the downloadable file available [here](#) or make your own.

0.11 - Action Counters

You will need counters to keep track of how many **actions** (up to 2) each fighter has performed. You will need enough for each fighter in your warband. You can make your own or use similar counters from another game.

0.12 - Damage Counters

You will need counters to keep track of how much **damage** each fighter has taken. You can use dice as damage counters, if you make sure you don't get them mixed up with the dice you use for rolling! Alternatively, you could use appropriate numerical counters from another game.

0.13 - Miscellaneous Tokens, Counters and Markers (Optional)

Sometimes in a battle there are effects and points on the battlefield that may need to be kept track of, so they are not forgotten about. For these it is useful to

have a few extra playing pieces to hand. You can make your own or use pieces from another game.

1.0 - Player Etiquette

When playing Magewinds you should treat your opponent with respect and kindness.

Do your best to communicate with your opponent to avoid misunderstandings.

If you are unsure about the meaning of a rule, check with your opponent.

Make sure your opponent understands the implications of their choices before making them. Avoid “gotchas” at all costs!

*This kind of active, dialogue-driven way of playing is often referred to as **playing by intent** and is the key to enjoyable and tactically rewarding battles.*

1.1 - Take-Backs

If your opponent forgets a rule, and the battle has not progressed significantly since the point when it was relevant, you should give them the opportunity to rewind the battle and use the rule they forgot.

1.2 - Sequencing

If one or more rules come into effect at the same point in time, their effects are resolved in any order, chosen by the player whose turn it is. If it is not currently any player’s turn, the players must roll off, and the winner decides the order in which the rules are resolved.

2.0 - The Battlefield

The battlefield is the area in which all the action of the battle takes place.

By default, the battlefield is a flat, rectangular area roughly 12" wide and about 16" long.

2.1 - On the Battlefield

A fighter or object is **on the battlefield** if the entirety of its base is within the bounds of the battlefield.

A terrain feature may overlap the edges of the battlefield, but only the parts of it that are within the bounds of the battlefield count as being on the battlefield.



3.0 - Dice

3.1 - Roll-Offs

When the rules tell you to **roll-off** against another player, you should each roll a die. The player with the highest result is the winner of the roll-off. (In the event of a draw, roll-off again.)

3.2 - Re-Rolls

Sometimes the rules will tell you to **re-roll** a die. You cannot re-roll a die more than once.

3.3 - Cocked Dice

Any rolled die that does not land completely flat is **cocked**. Its result is void and it must be rolled again. (This doesn't count as a re-roll.)

3.4 - D3 Rolls

When the rules tell you to roll a **D3**, roll a six-sided die (D6) and divide the result by 2, rounding up.

3.5 - XD6 Rolls

Some rules refer to multiples of D6, for example 2D6, 3D6, and so on. These are **xD6** rolls. To make an xD6 roll, roll a number of dice equal to the 'x' and add the results together.

4.0 - Fighters

Fighters are represented on the battlefield by fighter models (0.8.1).

4.1 - Fighter Profiles

Every fighter has a **fighter profile** which defines what they can do in the battle.

A fighter's profile contains a set of **attributes**, followed by the fighter's **abilities**.

4.2 - Fighter Reference Cards

To avoid battlefield clutter and for quick look up of rules, you may have a **reference card** for each of your fighters placed beside the battlefield.

You can make these yourself by noting down the fighter's name, key attributes and abilities on a card.

4.3- Friendly and Enemy Fighters

Two fighters are **friendly** if they are members of the same warband. A fighter is always friendly to themselves. If they are members of different warbands, they are **enemies** of each other.

4.4 - Fighters Removed from Battle

A fighter that is not on the battlefield is not part of the battle and may not affect or be affected by the battle in any way.

4.5 - Fighter Attributes

Every fighter has six attributes, listed on their profile:

- **Toughness:** This is a measure of how much damage the fighter can take before they are taken out of action.
- **Movement:** This indicates how fast the fighter can travel across the battlefield.
- **Armour:** This protects the fighter from damage when they get hit. Armour tends to be enchanted, so it works against magical and environmental threats as well as physical harm.
- **Deflect bonus:** This is added to the fighter's Armour when they attempt to block an attack.
- **Evasion:** This allows the fighter to avoid being hit at all. A fighter with one or more points of Evasion may be smaller, or nimbler, than the average.
- **Dodge bonus:** This is added to the fighter's Evasion when they attempt to dodge an attack.

Example Attributes

Toughness	Movement
6	5

Armour	Deflect	Evasion	Dodge
1	2	0	4



5.0 - Abilities

An ability is a rule that a fighter can use to affect the battle. A fighter has an ability if it is shown on their profile, or if a rule states that they have the ability or that it is available to them.

An ability has one or more **effects**, along with **restrictions** about when and how it can be used by the fighter.

Actions and **Attacks** are special types of abilities.

If an ability's rules refer to "this fighter" it is referring to the fighter who is using the ability.

If an ability's rules contradict a core rule, the special rule takes precedent.

A fighter may not use an ability more than one time simultaneously.

6.0 - Attacks

A fighter profile may show one or more attacks. Every attack has a profile of its own.

Attacking will be explained later (see 18.0). For now, here is an overview of what the different parts of an attack's profile mean.

An attack profile's title will state what **type** of attack it is: **Melee** or **Missile**. Certain rules only affect melee attacks while others only affect missile attacks. The title may or may not also contain a special name for the attack.

An attack's profile displays 3 attributes:

- **Range:** How far the attack can reach. Range can be represented in two different ways:
 - As a single number. This number is the attack's **Maximum Range**, and its **Minimum Range** is **0**.
 - As two numbers, with a dash in between. The number on the left is the attack's **Minimum Range**, and its **Maximum Range** is the number on the right.
- **Power:** How strong the attack is, representing a combination of brute force and frequency of strikes.
- **Precision:** How accurate the attack is. Without precision, power is pointless.

Some attacks have a **split profile**, with two separate sets of Power and Precision attributes to use when making a **Light Attack** or a **Heavy Attack**.

Some attacks may have additional special rules which must be followed when using them. These will be shown directly below the attack's attributes.

Example Melee Attack

Range	Light Attack	Heavy Attack
1	Power 3, Precision 9	Power 6, Precision 4

This is also an example of an attack that has a split profile.

Example Missile Attack

Range	Power	Precision
2 - 12	4	4

This is also an example of an attack with a non-zero Minimum Range.



7.0 - Terrain

Any area of the battlefield that is not occupied by a terrain feature is referred to as the **ground**.

A terrain feature (or part of a terrain feature) that is mostly flat and shorter than ½” is considered part of the ground.

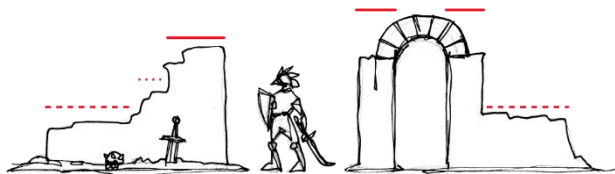
7.1 - Obstacles

A terrain feature (or part of a terrain feature) that is not part of the ground is an **obstacle**. Obstacles come in 3 sizes: low, medium and high.

- An obstacle (or part of an obstacle) that is less than 1” tall is a **low obstacle**.
- An obstacle (or part of an obstacle) that is 1” or more tall but not taller than 1 ½” is a **medium obstacle**.
- An obstacle (or part of an obstacle) that is taller than 1 ½” is a **high obstacle**.

7.2 - Overhangs

Any part of an obstacle that overhangs, such as the arch of a doorway, is ignored.



Terrain diagram showing low obstacles (dashed lines), medium obstacles (dotted lines), high obstacles (full lines), and an overhang.

8.0 - Measuring

You may take measurements at any time during a battle.

The distance between any one thing (such as a fighter, an object, a terrain feature, or a point on the ground) and any other thing is measured between the closest points on each thing's base (the part of the thing that is in contact with the ground).

Therefore, the distance between two fighters is measured between the closest points on their bases.

A thing is **within** a certain distance of another thing if the distance between them is equal to or less than the stated distance.

A thing is **wholly within** a certain distance of another thing if every part of its base is within the stated distance.

Two things are **in contact** if their bases are touching.

9.0 - Counters, Tokens and Markers

9.1 - Action Counters

An action counter that indicates that a fighter has performed one action is referred to as a **single action counter**, while one that indicates that they have performed two actions is referred to as a **double action counter**.

Action counters can be placed next to the fighter and be moved with them when they move. Alternatively, if you have a reference card for the fighter, you can put the counter on top of it instead.

9.2 - Damage Counters

Damage counters can be placed next to the fighter and be moved with them when they move, or they can be placed on the fighter's reference card (if you have one).

9.3 - Other Tokens and Counters

Like action and damage counters, these can be placed next to a fighter or on their reference card.

9.4 - Markers

A **marker** is a game piece used to indicate a point on the battlefield.

When measuring distances from a marker, measure from the marker's centre.

When placing a marker, you may not place the marker on top of an object, fighter, or terrain feature.

Fighting a Battle

10.0 - Battle Setup

There are 5 stages to setting up a battle:

1. Choose scenario
2. Assemble warbands
3. Set up the battlefield
4. Set up the magic deck
5. Deployment

Depending on player choice and the scenario pack being used, the **choose scenario** step may happen after the **assemble warbands** step.

10.1 - Choose Scenario

A scenario must be picked from the scenario pack.

10.2 - Assemble Warbands

You and your opponent must choose the fighters you will each bring to the battle. The fighter pack will specify how to put together a warband.

10.3 - Set Up the Battlefield

The scenario will specify who – and, sometimes, *how* – terrain features (7.0) should be placed on the battlefield.

When setting up terrain features, no part of the battlefield should be cut off from the rest of the battlefield.

Ideally there should be a few available paths from area to area. Depending on what kind of battle is desired there should be more or fewer obstacles to hide behind and impede movement. This is up to the players to decide.

When setting up terrain features, the players should agree about which bits of terrain are part of the ground and which are low, medium, and high obstacles.

The scenario may also state how to set up special objects or markers on the battlefield.

10.4 - Set Up the Magic Deck

Shuffle the magic deck (0.9). Place it face down next to the battlefield. Draw 5 cards from the top of the deck and place them face up next to the deck.

10.5 - Deployment

The players now place their fighters on the battlefield, following the scenario's deployment rules.

11.0 - Battle Rounds

With setup complete, you are now ready to begin the battle!

The battle occurs over a series of **rounds**. Each round has three phases:

1. The **Channelling Phase**.
2. The **Action Phase**.
3. The **End Phase**.

12.0 - Channelling Phase

In the Channelling Phase, players take turns to draw magic cards from the magic deck. Magic cards are used to cast spells (see 17.0 - Spellcasting).

Each spell has a cost, in cards, that must be paid to cast it, so this is your opportunity to plan and prepare the spells you will cast this round!

- If it is the first round, the first turn is taken by the player who finished deploying all their fighters first.
- If it is not the first round, the first turn is taken by whichever player finished activating their fighters first in the previous Action Phase.

On your turn, you may do one of the following things:

- Draw a card from the group of face up cards. Replace it with the card at the top of the face down deck. Flip it so it is also facing up.
- Draw the card on the top of the face down deck.

Keep the cards you draw next to you on the table or hold them. The cards you have drawn are referred to as your **hand**. You may hide parts, or all, of your hand from your opponent if you wish. You may lie about what cards are in your hand. You may ask your opponent what they have in their hand, but they are not required to tell you the truth.

On your turn you may choose to **pass** instead of drawing a card. Once you have passed you may not draw any more cards.

You have a **hand limit** of 5 cards. On your turn, if you have reached your hand limit, you **must** pass instead of drawing a card.

The Channelling Phase ends when all players have passed.

12.1 - Empty Deck

If, at any point, the face down part of the magic deck is fully depleted, replace it with the discard pile and shuffle it.



13.0 - Action Phase

In the Action Phase, players take it in turns to **activate** their fighters and perform **actions** with them.

The first turn is taken by the player who was first to pass in the Channelling Phase.

On your turn, choose one of your fighters to **activate**.

During a fighter's **activation** that fighter may make one **action**, chosen from the actions that are available to them.

After a fighter makes an action, give them a **single action counter** if they do not have an action counter. Give them a **double action counter** instead if they already have a single action counter.

If you are using double-sided action counters, you may do this by flipping the counter over.

A fighter with a double action counter cannot perform actions and cannot be chosen to activate.

If you have no fighters remaining that can be activated, your turn ends.

13.1 - Step Moves

When performing an action, a fighter may make a **step move** of up to 1" before the action's effects are resolved. (See 15.0 – Movement.)

Hint: A step move can be used to get into position before using an attack or ability.

13.2 - Free Actions

When a rule states that an action is **free** you do not have to place or flip an action counter to use it.

13.3 - Reactions

A **reaction** is an action with the following special properties:

1. It has a **trigger condition**. The reaction can only be used when the trigger condition is met, at which point the controlling player of the fighter to whom the reaction is available may choose to make the reaction.
2. The step move must occur **after** the effects of the reaction have been resolved, instead of before.

13.4 - Universal Actions

The Move, Attack, and Guard actions are available to all fighters.

Move Action

This fighter may move as far as their Movement attribute, in inches. (See 15.0 - Movement.)

If this fighter begins this action within 1" of an enemy fighter, they may only move as far as their Movement attribute minus 2.

Do not make a step move as part of this action.

Attack Action

Choose one of the attacks available to this fighter and make an attack against a visible (16.0) target (excluding themselves). (See 18.0 - Attacking.)

Guard Action

Until this fighter's next activation, or the end of the Action Phase (whichever comes sooner), this fighter's next Dodge or Deflect reaction is free. (See 18.4 - Defence Choice.)

13.5 - End of the Action Phase

The Action Phase ends when there are no fighters that can be activated.



14.0 - End Phase

Remove action counters from the battlefield.

Depending on the Scenario being played, the battle may now end.

Otherwise, play through the **Windburn** step (see below) and then begin a new round.

14.1 - Windburn

Starting with the player who finished activating their fighters first in the preceding Action Phase, the players take it in turns to discard or keep any magic cards that may remain in their hands.

On your turn, go through your remaining cards in any order and choose which ones to keep and which to discard.

Each time you keep a card, you must deal an amount of damage equal to the value of the card to fighters in your warband, distributed however you see fit.

Number cards have a value of 1, face cards (Jacks, Queens and Kings) have a value of 2, and Aces have a value of 3. *In other words, cards are worth the same as they are when casting spells.*

For example, I choose to keep the King of Hearts in my hand, so I could deal one point of damage to my Cleric and one point of damage to my Warrior. Alternatively, I could deal both points of damage only to my Cleric.

15.0 - Movement

When a fighter moves (as part of a Move Action or in any other circumstances), they may move horizontally in any direction from one position on the battlefield to another.

They do not have to travel in a straight line and may backtrack or loop back on themselves.

You must be able to trace the path the fighter takes from its original position to its new position. The path may not be longer than the distance the fighter is allowed to move. The path is as wide as the fighter's base.

The fighter may not move through other fighters or objects.

The fighter may move over a **low obstacle** but may not finish its move on top of one. They may not move over any other kind of **obstacle** (7.1).

The fighter may not cross the edge of the battlefield (2.0).

When moving a fighter, express your intent to your opponent as to how far the fighter's new position is from enemy fighters and other important things on the battlefield.

I 6.0 - Visibility

A thing is **visible** to a fighter if it is within the fighter's **line of sight**.

To determine line of sight to a target, trace a straight line along the ground from the target to the closest point on the fighter's base. If the line does not cross any **high obstacles** (7.1), the target is in the fighter's line of sight and is visible to them.

A fighter is always visible to themselves.

17.0 - Spellcasting

Any ability that uses magic is a **spell**. A fighter using a spell ability is the spell's **caster**.

Spell abilities are also sometimes referred to as magical abilities.

A spell's **casting cost** must be spent to use the ability that it is part of, in addition to any other conditions that must be met. This cost will be displayed alongside it, stated as one or more magic cards of one or more types. The four types of cards are:

Type	Definition
Heart	Any card from the Hearts suit. <i>These represent the wind of Life.</i>
Diamond	Any card from the Diamonds suit. <i>These represent the wind of Light.</i>
Club	Any card from the Clubs suit. <i>These represent the wind of Death.</i>
Spade	Any card from the Spades suit. <i>These represent the wind of Darkness.</i>

In addition, there are three “supertypes” of cards:

Supertype	Definition
Red	Any Heart or Diamond.

Supertype	Definition
Black	Any Club or Spade.
Any	Any card at all.

Here are some examples of casting costs:

Casting Cost	Explanation
1 Heart	Requires one card from the Hearts suit.
2 Red	Requires two cards from either of the Hearts or Diamonds suits, in any combination.
1 Any	Requires any card at all.
1 Diamond, 1 Spade	Requires one card from the Diamonds suit, and one card from the Spades suit.
1+ Clubs	Requires one card from the Clubs suit, but more may be spent to increase the effect of the spell.
1-4 Clubs	Requires one card from the Clubs suit, but up to 3 more may be spent to increase the effect of the spell.

To spend magic cards, discard them from your hand.

When spending cards, **face cards** (Jacks, Queens, and Kings) are worth two cards of their type, while **Aces** are worth three of their type.

For example, the casting cost “3 Spades” could be met by the Ace of Spades all on its own.

18.0 - Attacking

When a fighter attacks another fighter, the attacking fighter's controlling player is the **attacking player** and the target fighter's controlling player is the **defending player**.

*When attacking, an **attack profile (6.0)** is required. You will also need to refer to the target **fighter's profile (4.0)**.*

18.1 - Line of Attack

An attack can only be made if there is a **line of attack** from the attacker to the target.

To determine a line of attack, trace a line from the closest point on the edge of the attacker's base to any point on the edge of the target's base without the line crossing any high obstacles or other fighters.

The line of attack may not be longer than the attack's **Maximum Range** attribute, or shorter than its **Minimum Range** attribute.

18.2 - Cover

If it is possible to trace a line of attack to all points on the edge of the target's base without crossing an obstacle or another fighter, the target is **in the open**.

If the target is more than 1" away from the attacker, obstacles within 1" of the attacker are ignored when determining if the target is in the open. *This allows the attacker to, for example, shoot over the top of a barrier without being impeded by it.*

If the target is not in the open, they are **in cover**. Their **Evasion** attribute is **increased by 2** for the duration of the attack.

18.3 - Attack Choice

Some attacks have a **split profile**, with **Light Attack** on one side and **Heavy Attack** on the other.

If the attack does not have a split profile, skip this section.

When making an attack with a split profile, the attacking player must choose one of the attack's profiles to use, or they may choose to Feint (18.3.1).

Once they have made their decision, the attacking player places the corresponding **Attack Choice card (0.10)** face down in front of themselves.

After the defending player has made their **Defence Choice (18.4)**, the attacking player reveals their choice.

18.3.1 - Feint

If the attacker chose to Feint the attack ends when their choice is revealed. If the target made a reaction, the attacker's current Attack Action is free.

18.4 - Defence Choice

The defending player may choose for the target fighter to make a **Dodge Reaction** or a **Deflect Reaction** if it possible for them to do so.

The Dodge and Deflect reactions are available to all fighters.

Remember that Reactions are Actions and therefore a fighter with a double action counter may not use them (13.0).

Dodge Reaction

A fighter may use this reaction when they are the target of an attack, and if it is possible for them to make a 1" step move that finishes further away from the source of the attack.

This fighter's **Evasion** attribute is increased by the value of their **Dodge bonus** attribute for the duration of the attack.

This fighter must make a step move of at least 1", which it may not end closer to the source of the attack.

Deflect Reaction

A fighter may use this reaction when they are the target of an attack.

This fighter's **Armour** attribute is increased by the value of their **Deflect bonus** attribute for the duration of the attack.

If this fighter makes a step move, they may not end it closer to the source of the attack.

18.5 - Attack Sequence

Once any attack and defence choices have been made, follow the subsequent steps:

18.5.1 - Calculate Target Number

The **target number** of an attack is determined by subtracting the target's **Evasion** attribute from the attack's **Precision** attribute.

18.5.2 - Determine Hits

The attacker rolls a number of dice equal to the attack's **Power** attribute.

Any die result equal to or less than the target number is a **hit**.

Example: The attack's Precision is 4 and the target's Evasion is 1, so the target number is 3. Results of 3 or less will be hits.

Any result that is not a hit is a **miss**.

The target number can be 0 or less than 0, making it impossible for any hits to be scored. Conversely the target number can be 6 or greater than 6, making it impossible to miss. In such cases, if you wish to skip pointlessly rolling dice, you may do so.

If there are any hits, they are **received** by the target fighter.

18.5.3 - Deal Damage

When a fighter receives one or more hits, they are dealt a number of points of **damage** equal to the number of hits minus their **Armour** attribute. Hits that have been prevented from dealing damage by armour are said to have been **blocked**.

For example, a fighter with Armour 2 receives 5 hits. Their armour blocks 2 hits, so they receive 3 points of damage.

Damage is cumulative and is added onto any damage already received by the target earlier in the battle.

Use damage counters to keep track of the total amount of damage a fighter has suffered overall.

If, at any point in a battle, the total amount of damage dealt to a fighter equals or exceeds their Toughness attribute, they are **taken down**. Remove them from the battlefield. They are now **out of action**.

18.5.4 - Knockback

If the target did not make a reaction in response to the attack, and one or more hits were scored, they may be **knocked back** by the attacking player, who may move them up to 1" directly away from the attacker.

19.0 - Interacting with Objects

19.1 - Carriable Objects

Some objects are **carriable**.

Any fighter that begins or ends a Move Action (13.4) in contact with a carriable object may **pick it up**.

Remove the object from the battlefield and place it to the side. That fighter is now carrying the object.

A fighter that is carrying an object may **drop** it at the beginning or end of one of their activations. If they do so, place the object anywhere in contact with them.

When a fighter that is carrying an object is knocked back (18.5.4), they drop it. After moving them, place the object as close to their former position as possible.

When a fighter that is carrying an object is taken down (18.5.3), they drop it. After removing them, place the object at their former position.

19.2 - Moveable Objects

Some objects are **moveable**. When a special rule says to move such an object, it moves in the same manner as a fighter. It cannot move over obstacles.

20.0 - Other Rules

20.1 - Healing

When a rule says to **heal** a fighter, e.g., “the fighter heals 3 damage”, simply remove the specified amount of damage from the fighter.

20.2 - Re-Deployment

When a rule says to **re-deploy** a fighter, remove them from the battlefield and set them up again on the battlefield anywhere within the constraints stated by the rule.

20.3 - Recovering Actions

When a rule says to **recover an action** for a fighter, and they have a double action counter, replace it with a single action counter. Otherwise, if they have a single action counter, remove it. If they do not have an action counter, nothing happens.

