

ELDFALL CHRONICLES

A Skirmish Miniatures Wargame

Core Rules v1.5



Created by Freecompany d.o.o.

ELDFALL CHRONICLES

Eldfall Chronicles is in its core a competitive wargame with organized tournament play in mind. Thus, it will gain new expansions and models to present players with fresh content and new challenges.

The rules, profiles of models and other documents will change or update if the need arises (to ensure the general balance of the game). Any such changes to the rules, profiles of models, or important documents will appear on our webpage eldfall-chronicles.com under "resources" and will be featured in newer editions of the game. These documents take priority over any past editions and their use is mandatory for participation on tournaments, competitions and organized play.

The use of past (out-dated) documents is, however, allowed in casual play.

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Eldfall Chronicles is a work of fiction. The story, all names, characters, and incidents portrayed in this production are fictitious.

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Eldfall Chronicles

Foreword

Eldfall Chronicles is a skirmish game, set in a fantastical world, where groups of adventurers face perilous dangers and opposition. Players assemble their parties of handpicked individuals hailing from different realms of Calad. With them they embark on quests, seeking various personal ends, glory, and treasure.

In this game you will face both conflict and ancient terror, against which you must depend on your own skill and cunning to prevail. Alternatively, you can join forces with trusted allies and face the battles together! Players can enjoy two styles of play, either pitting their skill and tactics against each other or teaming up against the game itself.

In the skirmish setting, players start the game with an equal number of points, which they can spend on forming their party. They recruit and outfit their party members (models) in order to face the quest at hand; any unspent points can be used on upgrades that further customize each model and add other advantages to the player. Players can fully customize their experience and create the party that fits their preferred play-style. Finally, each player assigns a leader, who will bolster and lead their party. Afterwards, the players start the game by establishing the turn order and positioning the parties.

The game keeps all players engaged at all times, as they conduct turns in a series of simultaneous Activations and Reactions. While one player activates their models and pushes towards completing their goal, the other player(s) reacts against them with the aim to thwart their intent.

Models engage one another in dynamic and unpredictable combat, where a unison of tactics, resolve and a bit of luck leads towards victory.



Introduction

Greetings, dear player. Within this document, you will discover the core rules of the Eldfall Chronicles skirmish game, encompassing every option and mechanic. We highly recommend reading the following text to familiarize yourself with the general flow of the game first.

When players agree to a game, they decide on a Quest they intend to undertake and the point size of the game. Then, each player chooses their preferred faction and recruits a war-band of individual models.

Then, the players perform a so-called Initiative Check: a roll that determines their turn order and their starting position on the field.

After this is completed, players place the models onto the field in the determined turn order, and the game begins.

At the beginning of each turn, each model on the field receives an amount of Activation Points, corresponding to their Stamina.

The Active Player is the player that is currently taking their turn; their models perform their Active role. Meanwhile, the models of the opposing players, the Reactive Players, perform their Reactive roles, reacting against each Activation of the Active Player's models.

If we look at this in detail: The Active Player may activate a model by spending one of its Activation Points (each model may be activated according to their Activation Points). That model may then move and perform an Action.

However, this can turn into a heated encounter, if an opposing -reactive- model sees the activated model during its movement. The reactive model can choose to react to it (with e.g. Dodge, Attack etc.) by spending one of its own Activation Points. The activated model must now decide whether to deal with the reacting model and adjust its Action (e.g. Dodge, Attack etc.) or continue with its original plan.

When the Active Player concludes their turn, the roles of players exchange: the former Active Player becomes the Reactive Player and the next player takes on the mantle of the Active Player. If there are more players involved, they conduct their turns according to the turn order, each performing one (Active) turn in a round. Basically, if there are more players, all other players, excluding the current Active Player, are Reactive Players!

The game ends either when players complete their 5th round, or are left without alive models, or complete a certain objective of the Quest at hand. After the game ends, the players calculate Victory Points, which they received as rewards for completing the Quest. The one with more Victory Points becomes the victor.

Core Game Elements

Models

A **model** is an individual entity which has its own **profile** and is represented by a **miniature or a token** on the field.

Models act as representations of fictional individuals and adventurers that have roles or professions in the world of Eldfall Chronicles. Every model (miniature and its profile) has unique characteristics, pros and cons, skills, weapons, synergies with other party members, fighting styles etc. They are indispensable party members, bringing unique elements to the table; each one is suited to different tasks, excels in different situations and allows different approaches.

Model Profiles

A **Model Profile** indicates in-game capabilities of the model it represents, its stats, attributes and abilities. The Model Profiles are displayed on the cards like the ones on pages 6 and 11.

Below is an example of a profile card with the basic attributes explained.

The numbers floating over certain areas on the sample profile cards point to specific information, explained in related segments on pages 6-14.

FRONT OF THE EXAMPLE CARD

Thenrin Swashbuckler ①
(WARRIOR) (ROGUE) Size: ④ m

TRAIT: ② Duelist	SKILLS: ⑧ Dual-Wield Dash	COMBAT ARTS: ⑨ Fencing II
---------------------	---------------------------------	------------------------------

③
SPD 6
OFF 15
DEF 10
ACC 10
INT 11
AG 13
T 12
ARM 3
HP 2
M 10

⑬ INVENTORY (4) ⑭

NAME	EFFECT	PW	RCH	STK	TYPE	QTY	WGT
Short Sword	-	T	0	STA	Melee, Weapon	2	1

BACK OF THE EXAMPLE CARD

⑤ recruitment Cost: 16pts Limit: 2

- **Duelist:** The target of this model's Attack Action cannot use its Combat Arts of level III or less.
- **Dual Wield:** A model with this skill can equip a 2nd (Melee) Weapon in place of a Shield. Both weapons must have a RCH of 1 or less and must not have the Two-Handed trait. This skill allows the model to re-roll a single Melee Attack roll. This model must decide which weapon's PW and Strike values to apply during an Attack action.
- **Dash:** In its Movement step, this model may perform a Run Special Movement with a STK 1 Melee Attack (that cannot be modified) at the end of its movement path.

⑦ ⑧

⑨ Fencing II

Selected level's effect is applied to this model.

I **Masterful Parry:** Target's Melee Attack suffers -3 Modifier.

II **Harsh Riposte:** Target's Melee Attack suffers -1 STK (cannot be reduced below 1).

①: Name

The name of the model.

②: Class

Each model is assigned at least one Class, which, to an extent, defines its role on the field. (See page 49)

③: Attributes

The set parameters which display the degree of a certain model's default capabilities, also referred to as "Stats". Likelihood of a dice roll success, used to simulate various Actions performed by the model, is primarily based on the model's attribute value.



ATTRIBUTE MEANINGS:

STA (Stamina)- Indicates the default number of Activation Points a model receives at the beginning of its every turn and how swiftly it can wield certain items.

SPD (Speed)- Indicates the default distance that a model can cross on the field when moving, indicating up to how many inches on the field the model can move.

OFF (Offense)- Indicates a model's default active melee capability used during its Active role to conduct a Melee Attack.

DEF (Defense)- Indicates a model's default reactive melee capability used during its Reactive role to conduct a Melee Attack.

ACC (Accuracy)- Indicates a model's default capability with ranged projectile weapons used when performing Ranged Attacks.

INT (Intellect)- Indicates a model's default mental dexterity and often its capability of casting Spells and perceiving its surroundings.

AG (Agility)- Indicates the default physical nimbleness and kinesthetic capability of a model mainly used when avoiding incoming attacks (dodge) and escaping certain dangers.

T (Toughness)- Indicates the default physical strength and endurance of a model.

ARM (Armor)- Indicates the default amount of natural or artificial protection the model has in order to cope with the received power of a Hit.

HP (Health points)- Indicates the default health of a model, or in other words, how many Wounds it can withstand before becoming incapacitated.

M (Morale)- Indicates the default mental fortitude of a model.

④: Size

Indicates the model's **volume** on the field. Size value is represented by the corresponding **Hitbox** (size shown in mm below - pictures are not true to scale). The sizes of models, from the smallest to the largest, are categorized in the following order:

Small (S) (25mmx25mm) < Medium (M) (32mmx45mm) < Large (L) (40mmx45mm) < Huge (H) (50mmx50mm) < Gigantic (G) (60mmx60mm) < Colossal (C) (80mmx80mm) < Monstrous/Epic (E) (undefined)



Hitbox and Size

Every model in the game has a Hitbox of a certain Size assigned to it. As miniatures come stylized in various forms and sizes, the Hitboxes are an objective and standardized indicator used to determine the model's height and volume on the field.

The Hitbox's volume is **cylindrical** and of the **same width as the model's base**. A model's size is important when determining where the model is. For example, determining: if and how it can move across narrow spaces, elevation, etc. More importantly, the Hitbox plays the biggest factor when drawing **Line of Sight** (See page 18).

Hint: When in doubt, after the movement or Action was declared, a player can substitute the selected model with a Hitbox -e.g. cutout- of the corresponding Size (displayed on the model's profile), in order to confirm the validity of Movement, Line of Sight, possibility of an Attack, etc.

⑤: Recruitment Cost

The amount of points a player has to spend to recruit the model into their Party.

⑥: Limit

Indicates how many models of the same profile can be recruited into a single Party.

⑦: Traits

Traits are **passive Abilities** that are always in effect while the model is present on the field. They are explained on the back of the profile card most of the time. (See list on page 55 and online.)

A Trait is applied to the model, its Actions and Movement **automatically** at all times.

A Trait's Effect cannot be disregarded volitionally.
Some Traits can have more than one **level**. The level of a Trait is represented by the roman numerals next to the name of the Trait. It grants the effect of all lower levels of the same Trait to the model - the Effects of traits with multiple levels stack. If there is no roman numeral next to the Trait, it is considered as level I.

Sometimes an Ability, Item or Spell will have a Trait (as shown on their profile). Any Hits or Wounds caused by such an Ability, Item or Spell will also have this Trait.

Example 1: A model that has Resourceful II can automatically benefit from the Resourceful I Effect in addition to the Effect granted by Resourceful II.
Example 2: A model suffers a Wound that was inflicted by a Greatsword. Greatsword has the Bleed Trait which further causes the wounded model to enter the Bleeding state.

⑧: Skills

Skills are **optional Abilities** a model can use and benefit from in certain situations. They are explained on the back of the profile card most of the time. (See list on page 52 and online.)

A model **cannot use the same Skill more than once per Activation**. Some Skills can have more than one **level**. The level of a Skill is represented by the

roman numerals next to the name of the Skill. It automatically grants access to all lower levels of the Skill to the User - the Effects of Skills with multiple levels stack. If there is no roman numeral next to the Skill, it is considered as level I.

Example: A model that has Stealth II can automatically benefit from the Stealth I Effect in addition to the Effect granted by Stealth II.



9: Combat Arts

Combat Arts display a form of combat the model excels in and in which it developed a certain level of mastery.

Some models have access to a variety of combat Abilities organized into Combat Arts charts. (See list on page 61 and online.)

Combat Arts consist of **levels**, where the model has access to all levels up to the model's listed level of that Combat Art. If a model has access to several Combat Arts, it may **select only one at a time**.

Moreover, a model can add the effect of **only one of the Combat Art levels to its Attack**.

Example 1: If a model has Fencing III listed under its Combat Arts, it can add the effect of one of the following: either level I, II or level III of the Fencing Art to its Attack.

Example 2: If a model has Fencing V, it can select any one of the 5 levels and add the corresponding Effect to its Attack.

EX1: Fencing III - Selected level's Effect is applied to this model's Melee Attack.

I	Masterful Parry: Target's Melee Attack suffers -3 Modifier.
II	Harsh Riposte: Target's Melee Attack suffers -1 Strike.
III	Second Wind: User's Melee Attack gains +1 Strike.
IV	Grapple & Thrash: User's Melee Attack gains Knockdown.
V	Striking the Gaps: User's Melee Attack gains Ignore Armor.

EX2: Fencing V - Selected level's effect is applied to this model's Melee Attack.

I	Masterful Parry: Target's Melee Attack suffers -3 Modifier.
II	Harsh Riposte: Target's Melee Attack suffers -1 Strike.
III	Second Wind: User's Melee Attack gains +1 Strike.
IV	Grapple & Thrash: User's Melee Attack gains Knockdown.
V	Striking the Gaps: User's Melee Attack gains Ignore Armor.

10: Spellcraft

Some models have access to a variety of individual **Spells**, or Spells organized into Spellcraft charts. (See list on page 62 and online.) Similarly to Combat Art charts, Spellcrafts consist of **levels**, where the model has access to all levels up to the model's listed level of that Spellcraft. However, it can **only cast Spells of the same Element as it has access to** (see page 25).

Example: A model has the Art of Sorcery III listed in the Spellcraft section and Affinity (Fire) under its Traits. Therefore, it can cast Spells of level III or lower from the Art of Sorcery chart, but only those of the Fire Element.



Expeditionary Hierophant
(MAGE) (VITALIST) Size: Medium

TRAITS	SKILLS	SPELLCRAFT	STA
Affinity (Divine)	Clairvoyance	Hieromancy IV	5
			SPD
			8
			DEF
			8
			ACC
			8
			INT
			15
			AG
			11
			T
			8
			ARM
			4
			HP
			1
			M
			12

INVENTORY (3)

NAME	EFFECT	PW	RCH	STK	TYPE	QTY	WGT
Staff of Light	When casting a Divine Spell in the Active Role, the wearer may re-roll 1 die.	-	-	-	Accessory	1	2

STRATAGEMS: Nursing Aura, Spiritual Paragon

Recruitment Cost: 23pts Limit: 1

- **Affinity (Element):** A model with this trait can cast (Element) Spells.
- **Clairvoyance:** When in the Reactive Role, this model may declare Reaction and target enemy models within its Awareness even without LoS. If it has access to Spells with the Casting Aura reach, it may cast them without LoS even in the Reactive Role. It may ignore the Blinded state if the enemy model is within its Awareness, as well as the Surprise Attack trait of enemy models within its Awareness. In the Active Role, the caster with this skill does not suffer halving modifiers when spellcasting without LoS.

HIEROMANCY IV		STRATAGEMS		
	DIVINE	Name	Effect	Type
I	- Purgation - Curative Touch			
II	- Protective Barrier - Blinding Light	Nursing Aura	Select up to 5 models. Each may regain 1 HP. If an Incapacitated model is selected, the leader must perform a successful INT roll in order for it to regain a HP.	Authority
III	- Warding Barrier - Smite			
IV	- Curative Miracle - Anointment	Spiritual Paragon	All models gain +4 M.	Authority

11: Special

(Not displayed) Some models have unique Abilities displayed in this section.

Unless specified otherwise, after a Stratagem is applied, its Effect lasts until the player's next Strategic phase. Stratagems have infinite Reach.

12: Stratagems

Stratagems are Abilities only the **Leader** of a Party (see page 28) may use during their **Strategic phase**. If the Leader becomes **Incapacitated or Dead (states)**, that Party can **no longer use Stratagems**. During their Strategic phase, a player may select 1 Stratagem and apply its Effect. Available Stratagems can be found on the Model Profile of the selected Leader.

Important: Models of your party without the same Affiliation as the Leader cannot benefit from that Leader's Authority Stratagems.

If the player does not specify what Stratagem the Leader is using, the default is the one listed highest in the Leader's Stratagem chart.

There are two types of Stratagems: **Authority**, which affects models in your party, and **Subterfuge**, which affects enemy models (models of your opponent's party).



13: Inventory (X)

It represents the available space a model has for carrying Items. The value X represents the **total** weight or number of Items a model can carry on itself.

- If the total **Quantity** or total **Weight** of Items in the model's Inventory exceeds the X value, the model becomes over-encumbered and **may not perform any Movement** (page 17) or **Special Action** (page 19).

- If an Item has "/" marked as its Quantity and Weight, it fills no space in the model's Inventory.

- When a model Activates (see Activation step, page 32), it may drop any number of Items. If the items are dropped, they are represented by a Cache token and are placed in Base Contact with the model that dropped them and left on the field.

Note: unless somehow removed, the Items that are already in the model's Inventory have to be included when calculating the total Weight and Quantity.

QTY (Quantity): indicates the **amount** of an Item a model has in its Inventory.

WGT (Weight): indicates the **heaviness** of a single Item in the model's Inventory (or how cumbersome it is to carry around).

Note that **Weight is multiplied with Quantity** when checking the total Weight of Items in the model's Inventory, unless the Weight of an Item is 0. (Then only Quantity counts towards Total Weight).



- Items are divided into 4 categories; depending on their application and Effect:

- **Weapons** give an Attack the specified amount of Reach (RCH), Strike (STK), Power (PW) and Effects when equipped.

- **Shields** provide a passive effect when equipped. A model may choose to use an equipped Shield to perform an Attack instead of a Weapon, Spell or another Item (more on this in the Melee Attack section, page 38).

- **Accessory** items provide a passive effect when equipped.

- **Consumables** After use, no matter if the Action was successful or not, the Consumable Item must be discarded from the model's Inventory. A model may use only one Consumable Item of the same name at a time. You do not need to unequip other items to use a Consumable item (the model equips it for only a brief moment when using it).

Note: Some Items have Traits listed under their Effects (see list on page 55). Depending on a particular Trait, some might dictate the Item's usage, while others affect targets when the Item is used.

(Example: The Throwing trait on an Item means that such an Item can be used to perform a Ranged Attack, while the Bleed trait forces a wounded target into the Bleeding state, etc.)

Note: Unless an item has the Two-Handed trait, it is used in one hand.

Note: If a model has a Two-Handed weapon listed highest in the model's Inventory, while the Shield is listed second, the model will have the Two-Handed weapon equipped and thus Shield unequipped.

14: Items

Items grant models various Abilities.

- A model can only have **one Item from each Category equipped at a time**.

- A model may equip or unequip Items once per Activation (or Reaction).

Important: If the player does not specify what a model has equipped and the model has multiple Items of the same category in its Inventory, the default equipped Item (of each category) is the one listed highest in the Inventory - the **Primary Weapon**.



EXAMPLES OF ITEMS AND THEIR PROFILES

Weapon 1:

NAME	EFFECTS	PW	RCH	STK	TYPE	QTY	WGT
Sword	-	T	1"	STA	Melee, Weapon	1	1

As can be seen from its profile, the Sword is a Weapon which can be used to perform Melee Attacks. It has no particular Effect, with Power equal to the wearer's Toughness, capable of hitting targets up to 1" away, and has an amount of Strikes equal to the wearer's Stamina. In this case, Quantity and Weight imposed on the wearer's Inventory is 1. (More on Melee Attacks on page 38)

Weapon 2:

NAME	EFFECTS	PW	RCH	STK	TYPE	QTY	WGT
Short Bow	Two-Handed	T	0-20": 0 21-40": -6	STA	Ranged, Weapon	1	2

In terms of damage, the Short Bow is similar to the Sword above. However, unlike the Sword, the Short Bow is a Ranged Weapon, thus it can be used for Ranged Attacks. It has a Trait listed under its Effects. Ranged Weapon's Reach is different from other types of weapons, as it displays sets of intervals with their respective modifiers imposed on the model's Accuracy. The Short Bow is capable of attacking targets up to 40 inches away, but will impose a -6 negative Modifier to the user's Accuracy when shooting at targets that are more than 20 inches away. Its Strike is equal to the wearer's Stamina. While its Quantity is 1, the bow and its arrows take up a bit more of the model's Inventory, thus its Weight is 2. (More on Ranged Attack on page 39)

Accessory:

NAME	EFFECTS	PW	RCH	STK	TYPE	QTY	WGT
Staff of Sorceries	+1 Strike when casting Sorceries.	-	-	-	Accessory	1	2

Staff of Sorceries is an Accessory. While it has no particular Power, Reach or Strike value, it grants its Effect to the wearer as long as it is Equipped.

Shield:

NAME	EFFECTS	PW	RCH	STK	TYPE	QTY	WGT
Shield	-3 to incoming Melee Attacks to the Front, +3 ARM against Ranged Attacks to the Front. Wearer's Melee Weapons with Reach more than 0 have -1 Strike.	T	0"	1	Melee, Shield	1	2

As defined in the rules above, when the wearer has a shield equipped, it automatically becomes affected by its Effect. Therefore, any frontal Melee Attack towards the wearer will suffer a -3 Modifier (namely to its Offense or Defense). In addition, the wearer will also have +3 Armor when dealing with frontal Ranged Attacks. However, if the wearer decides to perform a Melee Attack with a Melee Weapon with Reach greater than 0, the wearer's Attack will suffer -1 Strike.

In addition, instead of attacking with a Weapon, the wearer may also attempt to perform a Shield Bash (See Melee Attack, page 38), damaging and knocking back the target. Note that in order to effectively use the shield for a Melee Attack, the target should be in Base Contact with the wearer of the shield, as its Reach is 0".

Consumable:

Name	Effects	PW	RCH	STK	Type	Qty	Wgt
Grapeshot	Targetless	12	T, AoE: Circular L	1	Ranged, Consumable	3	0

Grapeshot is a bomb, a Consumable. It has Reach equal to the user's Toughness and has an Area of Effect of a large circular template when it lands. When using it for a Ranged Attack, the Targetless trait allows the user to target any area on the field within its Reach (model's Toughness), while the AoE: Circular L will affect any model inside the Large Circular template, centered on the targeted area. Affected models suffer a Hit with Power 12 if the Grapeshot lands successfully (or if they somehow failed to avoid the impact). (More on Templates and AoE on page 21.)

15: Affiliation

Affiliation is indicated by a **banner or crest on the model's profile**, displaying the factions to which this model may be recruited and belongs.

Models with **Neutral Affiliation** can be recruited into any faction (see "Neutral" banner below). Some models have a split banner or two crests, signifying two different factions, meaning that the model can be recruited into both factions (see "Split Banner Example"). If one half represents the Neutral faction, it means that the model can be recruited by any faction as a neutral model, while it originally belongs into the other displayed faction (where it is recruited as a model of that faction). Note that the banners and/or crests always represent the affiliation of the relating faction, even in other documents and on cards, such as the Upgrade, Hostile behavior (AI), and Scheme cards (see pages 79, 73, 43).



Sand Kingdoms

Empire of Soga

Coalition of Thenion

Helian League

Neutral

Split Banner Example:
Coalition of Thenion & Neutral Affiliation

Dice Rolls

Whenever a model performs an **Action** (e.g. Attack, Dodge etc. explained on page 19) that would require a roll, the player determines the **success or fail** of the Action by performing the corresponding dice rolls. Rolls are performed with **20-sided dice (D20)**.

Attribute Roll:

In order to perform a successful Attribute Roll, the result of the dice roll should be **equal to or lower than the modified attribute**.

Example: In order to perform a successful Agility roll to Dodge an incoming Attack, the result of the dice roll should be equal to or lower than the modified AG attribute.
Example of a modified attribute roll:
Onitaoshi has AG 10, but suffers a negative modifier -3, which makes her modified AG 7.
Onitaoshi has to roll 7 or less to successfully Dodge. (More on modifiers on page 16.)

Attack Roll:

In order to perform a successful Attack Roll, the result of the dice roll should be **equal to or lower than the modified attribute**.

Example: A model in the Active role performs an Attack Roll using the Offence attribute:



STA	2
SPD	6
OFF	14
DEF	10
ACC	8
INT	10
AG	10
T	13
ARM	5
HP	3
M	17

Re-roll:

After the dice are rolled, the player may re-roll a selected number of dice (depending on the ability), completely negating their previous roll result.

Note: Re-roll is granted by certain Abilities.

Damage Roll:

To perform a Damage Roll, roll a number of **dice equal to the number of Hits**.

For each die result that is **equal to or lower** than the **Power (PW)** of the used Weapon **minus** the target's **Armor (ARM)** value, the target suffers one Wound.

Example: A Damage Roll performed using the target model's Armor attribute:

Received Hit's Power= 12

PW 12 – ARM 5 ≥ 7 ✓

PW 12 – ARM 5 ≥ 5 ✓

PW 12 – ARM 5 ≥ 11 ✗

STA	2
SPD	6
OFF	14
DEF	10
ACC	8
INT	10
AG	10
T	13
ARM	5
HP	3
M	17

The example rolls with green check marks are successful Damage Rolls that cause Wounds.



Modifiers

Modifiers alter a model's attribute and affect the outcome of dice roll results. Modifiers are numbers that are **added to** or **subtracted** from the model's default attribute value. (Example: various Abilities, Items, Spells, Stratagems etc. may modify attributes.)

- They are **applied after the Action has been declared and before the rolls are performed.**
- If modifiers reduce an attribute to a 0, the Action will result in an automatic failure (except for Damage Rolls). An attribute cannot be modified below 0 (it cannot be negative). If an attribute is increased over 20, the roll result of 20 also becomes a Critical Hit.
- When a **halving or doubling modifier** would be applied, **the player first subtracts or adds other modifiers** (if there are any) **and then halves or doubles the modified attribute, rounding it up.**

Example: A model performs an Attack Roll using the Offence attribute, but suffers a -3 Attack Modifier:



STA	2
SFD	6
OFF	14
DEF	10
ACC	8
INT	10
AG	10
T	13
ARM	5

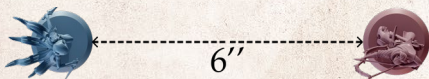
Distance & Measurement

During the game, all distances (for example Reach, Movement etc.) are measured in **inches**.

To check the validity of certain actions, movement, modifiers, etc., exact measurement of distances is done after the Movement, Action or Reaction has been declared.

Pre-measuring: Prior to declaration of Movement or Action/Reaction, the player may pre-measure certain distances depending on the selected mode of measuring (see Modes of Measuring on page 16.)

- The **distance between models** is measured in a straight line from the closest points of their Hitboxes.



- The Movement distance is always measured from the same part of the model's base (See Example of correct measuring on page 17).
- When measuring the Movement, a player must measure the exact route of the model's Movement.

Modes of Measuring

Before starting the game, players decide which one of the following modes of measuring they will implement:

- **Assisted mode:** The players can pre-measure any distance.
- **Standard mode:** Pre-measuring is limited. The player may pre-measure distances only within the Awareness of their models and the activated model's movement distance. Note: When a model is moving, the player is not allowed to pre-measure distances other than the Movement distance. They can measure other distances before the model's Movement and after their model has completed the Movement. Note: A player may not pre-measure the AoE effects by placing a template.
- **Realism mode:** The players are not allowed to pre-measure any distances. Measuring should always be strictly related to the performed Action or Movement.

For the sake of fairness towards other players, we advise clarity when measuring.

Base Contact

Base Contact defines a situation where a model's Hitbox is in physical contact with another model's Hitbox, token, piece of scenery, etc. A model is always in Base Contact with itself.



Movement

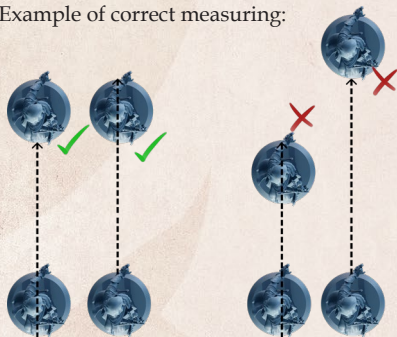
Movement types allow models to move differently across the field. There are two kinds of movement a model may declare - **Normal Movement and Special Movement.**

See the list of Normal and Special Movement, page 36.

GENERAL RULES OF MOVEMENT

- A player may voluntarily move or place models only on non-vertical surfaces, unless stated otherwise (e.g. by performing Climb or Jump Special Actions, or if a model has a certain Ability that would allow that).
- The distance of the movement is, at the beginning and at the end of it, measured from the same spot on the base.

Example of correct measuring:



- When declaring a Movement, the player must clearly indicate the movement path of the model.
- While a model is moving, it can **rotate and has 360° Line of sight.**
- A model can move through allied models, but not through enemy models.
- The model's movement automatically ends if it enters Base Contact with an enemy model.
- A model may not end its movement with its Hitbox within another model's Hitbox except if that model is Incapacitated or Dead.
- Unless stated otherwise, an activated model, which declared a Special Movement, cannot perform any other Normal Action or Special Action during the same Activation Sequence.

Ladder: A Ladder is a predetermined vertical set of rungs, holds or steps that a model can use to move up a **vertical surface for double the cost.** The model does not need to declare Climb Special Movement to use a Ladder.

- If a model is moving vertically up a **Ladder** (ladders, vines, walls with climbing holds, etc.) or over a surface that is **narrower than the model's base size** (e.g. a ramp etc.), **Movement costs double.** For example, moving up a 2" ladder will cost the model 4 SPD.
- A model can move over any scenery piece or obstacle smaller or of equal height as the model's Hitbox without spending any additional Speed points.



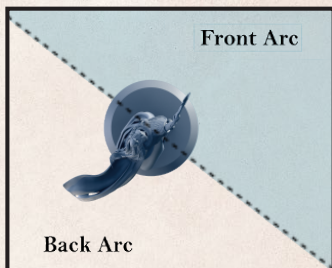
Line of Sight

Line of Sight is crucial for determining whether a model can see another model and declare an Action against it. Line of Sight is a term defining an imaginary straight line connecting the Hitboxes of two models.

It defines whether a model can see the other model. To check it, simply draw an imaginary straight line from one model's edge of the Hitbox to the edge of another model's Hitbox.

- Unless specified otherwise, a model can draw Line of Sight only from its Front arc.

- A model's Hitbox is from the top divided into the Front and the Back section, each representing an arc of 180°. We recommend that players clearly mark Line of Sight arcs on each model's base, defining the models' Front and Back arcs.

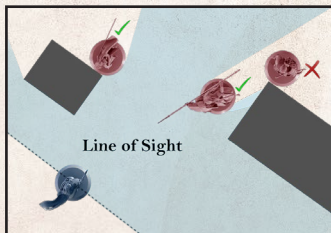


- In order to have Line of Sight towards the other model, the following condition must also be fulfilled:

A model has Line of Sight to another model if it can draw an unobstructed imaginary straight line from a point on its Hitbox to another point on the target model's Hitbox.

Note that Line of Sight can be obscured by another model or scenery (even your model)!

Hint: When in doubt, players may substitute the models in question with their corresponding Hitboxes in the form of appropriate cut-outs or similar.



- While a model moves, it has 360° of Line of Sight.

- Players may check Line of Sight at any time.

- A model always has Line of Sight to itself.

- Note: Line of Sight is frequently abbreviated to LoS/LOS.

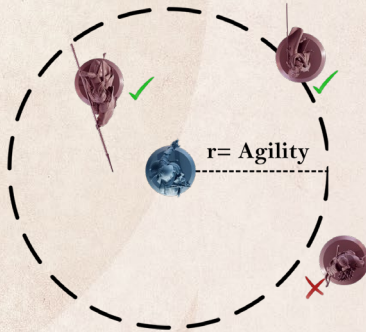


Awareness

Awareness represents the model's perception of its surroundings.

Awareness is an area surrounding the model, with a radius measured in inches equal to the represented model's Agility value. The radius of Awareness is measured from the edge of the miniature's base.

- A model is considered to be within another model's Awareness (area) as long as its Hitbox is within or in contact with that model's Awareness.



States

- A **state** represents certain conditions affecting a model.
- When a model enters a certain state, a token/marker representing that state (see examples below) can be placed next to the model's figure or onto the model's profile card for the player's convenience.

Note: in competitive play, it is advisable that all players use tokens, so that all players can keep track of the state of the game at any time.



- A model can find itself in more than one state at the same time.

- States of the same name cannot be applied more than once to the same model.

- List of states can be found on page 46.



Actions

Models can perform different Actions with different intents. There are two kinds of Actions any model may declare: **Normal Actions and Special Actions**. See list of Normal and Special Actions, page 37.

Normal Actions can be declared both during the model's Active and the Reactive role (see page 20).

In order to declare a Special Action, a model must first declare "Idle" during its Movement phase.

Special Actions cannot be declared during the Reactive role.

Activation Points

Activation Points are a **resource** generated from the model's **Stamina value**. The player will have to spend these points when activating the model or reacting with it.

See more detailed explanation in "Playing the Game" section, page 29.



Active & Reactive Role



The Reactive Player's models perform the Reactive role while the Active Player's models perform the Active role.

When the Active Player concludes their turn, the roles of players and their models exchange: the former Active Player becomes the Reactive Player and vice versa.

Note: The Active Player is the player currently conducting their turn.

The Active Player's models conduct **Activations**, through which they carry out their Active role, whereas the Reactive Player's models carry out **Reactions**, through which they react to the Activations and may attempt to hinder the Active models' Activations.

This will be explained in detail in "Playing the Game" section, page 29.

Reach (RCH)

Reach represents the distance (measured in inches) at which an Item, Ability or a Spell can be used. Reach is measured from anywhere on the model's Hitbox. Items, Spells or Skills with Reach 0" can only be used in Base Contact with the target. If the target of an Action, performed with a certain item, is outside of the item's Reach, the Action resolves as a failure.

Ranged Weapons are special in this regard, as their Reach value displays a single or multiple **intervals** (see Example 1). These intervals indicate the distances at which that ranged weapon has a certain Modifier applied to the user's Accuracy attribute.

- If the Reach distance of such weapons would be modified, every interval becomes modified (Example 2 on page 20).

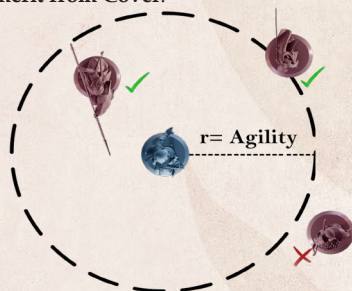
Note: A model can even hit a target that is on different elevation, if it has enough Reach.

Casting Aura

Some Spells can only be cast in the proximity of their caster.

Casting Aura is an area where some Spells can be cast and is in size equal to the **caster's Awareness** (see page 19).

- Spells with Casting Aura Reach can only target models within the Casting Aura area.
- In the Active role, the caster of a Spell can target models within the Casting Aura, even if it has **no Line of Sight** towards them. In such cases, the caster's casting attribute suffers a **halving Modifier**.
- Targets of an Attack with this reach **cannot benefit from Cover**.



Example 1: 0-20": 0; 21-40": -3. In this particular example, the first interval indicates that the Accuracy of the user will not be modified when performing a Ranged Attack at the distance of up to 20 inches. The second interval indicates that when the distance to target is greater than 20 inches and goes up to 40 inches, the user's Accuracy will suffer a -3 modifier. If the distance to the target is larger than 40 inches, the Attack fails automatically.

Example 2: A model, using a Short Bow with Reach 0-20": 0; 21-40": -6 uses an ability which extends the Reach of his weapon for 2 inches on every interval. This means that the new modified reach of his Short Bow is: 0-22": 0; 23-42": -6.

Templates & AoE

Some Abilities, Spells or Items have an **Area of Effect**, or **AoE** for short. It is an area where the Ability/Item/Spell in question affects the surroundings, models etc.

- In order to determine the number of models affected by such abilities, a player places a **template** over the affected area. **The template will affect all models whose Hitboxes are at least partially covered or in contact with the template. Note that the main target must be fully covered by the template.**

- If a model is covered with multiple templates at the same time, it will suffer the effect of each successfully placed template separately.

- A model affected by an Attack with a template may avoid receiving Hits with a successful Dodge Action (following the general rules of Activation, Reaction (further explained on page 30) and Dodge (see page 37), even if the template was placed successfully and even if the model is still within the area of the template Effect.

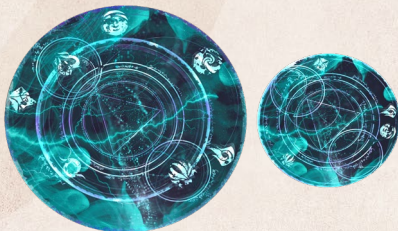
- If a model that is the target of an Attack with a template declares an Attack (as its Action or Reaction) and wins the Confrontation (see page 23), the Attack with a template is fully nullified and the template will not be placed.

Note: The caster or user of the template does not suffer its own Attack.

Template Kinds and Placement

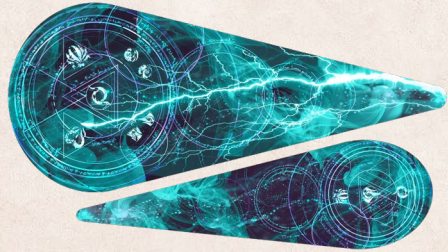
• **CIRCULAR (SMALL -S, LARGE -L):** The target of the Attack must be fully covered by the template.

Large circular template: d=120 mm
Small circular template: d=70 mm

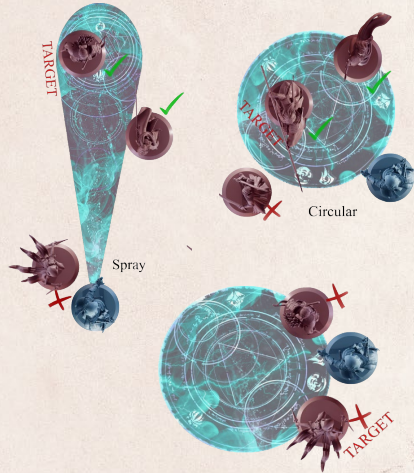


• **SPRAY (SMALL -S, LARGE -L):** Teardrop templates are placed with the narrow end in Base Contact with the attacking model. The target of the Attack must be fully covered by the template.

Large teardrop template length: 260 mm
Small teardrop template length: 213 mm



Below are examples of template placements and where Hits are possible (green check marks symbolize possible Hits). The blue model is the user of the template.



Strikes & Hits

Strike value (STK) specifies the number of dice rolled when performing an Action with a certain Item (e.g. Weapon), Spell, Ability etc. **Strike value is specified in the Item table, Spell table, or in the description of the Ability.**

- Oftentimes, when performing an Attack Roll, the roll itself can also be called a Strike. **In the Reactive role, a model's default Strike value becomes 1** (unless stated otherwise).

- Hint: Be mindful that certain Abilities like Traits, Skills, Class, Combat Arts etc. can modify the model's Strike value. Having a greater Strike value is often advantageous in combat.

- **Strike value cannot be modified below 1.**

- Note: A player may choose to roll less dice than the number displayed in the Strike value.

In the Active role, when performing an Attack, if the Active model has a Strike value greater than 1, it may Attack a number of different targets up to its Strike value.

Example of distributed Strike value among 2 enemy models:

Model A activates and moves towards enemy Models B and C. Model B reacts with Attack, while Model C is reacting with a Dodge.

Model A declares Attack and its Strike value is 2, therefore it may strike one of the enemy models twice, or strike each of the two enemy models once. Model A decides to target both enemies, thus distributing 1 Strike at Model B and 1 Strike at Model C.

Model A and Model B resolve Confrontation rolls, while Model C rolls for dodge against Model A's Attack separately (if Model C fails the roll, it will receive all successful Attack Rolls directed towards it).

- A successful Attack Roll is considered as delivering a **Hit** to the attacked model. When performing an Attack, the attacking model delivers a Hit with each successful Attack Roll (page 15).

Some Actions, Skills, Items, etc., namely the Attack Action, may cause a model to suffer one or more Hits. If a Damage Roll is successful, it commonly inflicts a Wound to the model (causing it to lose 1HP unless stated otherwise).

Suffering a Hit allows the hit model to rotate and adjust its Line of Sight.

Strikes & Templates

When a model uses an ability that places templates, and its Strike value is greater than 1, the player may place the number of templates equal to model's Strike value and distribute them among one or more targets. (See page 21 for "Templates and AoE")

Critical Hit

- During an Attack, when the result of a dice roll is 1 it is considered a **Critical Hit**. A Critical Hit **reduces the target model's armor to 0** (but only for that particular Hit).

- A Critical Hit beats all **opponent's Confrontation roll results**. (See Confrontation on page 23.)

- When both (or more) players declare Attack and score a Critical Hit, both (or all) models suffer the Hit, applying all additional effects.

- Hint: If you own the official Eldfall Chronicles dice, you will notice that number 1 is marked with the iconic ember fox logo.

- Note: Some items, Spells, etc. have Effects that are triggered with a scored Critical Hit.

- Note: Some skills can increase or decrease the likelihood of a Critical Hit.



Confrontation

Confrontation occurs when two (or more) opposing models declare the **Attack Action against one another**. (This is the only instance when a Confrontation occurs!)

When this happens, the two models will fight, each attempting to block incoming Strikes and hit their adversary in return. Only the model that performs one or more successful Confrontation rolls wins the Confrontation.

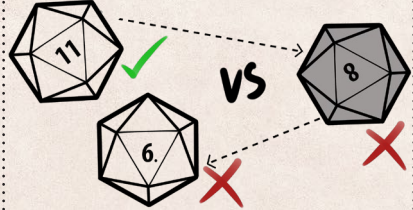
Confrontation Roll

Confrontation rolls symbolize parrying, blocking, counter-attacking and the quickness of strikes. They are performed among the models that are attacking one another.

- The model with one or more successful Confrontation rolls wins the Confrontation. It is the only model between the two that deals damage to the other and successfully performs the Attack.
- Confrontation rolls are considered successful if each roll's result is equal or lower than the model's used modified attribute and higher than the enemy model's successful rolls. **Each successful Confrontation roll negates all enemy model rolls with equal or lower results.** The model with one or more successful Confrontation rolls wins the confrontation.

Note: Even if a model's Attack Rolls would be within the parameters of success, they are considered unsuccessful if the result of the opponent's rolls are within the parameter of success and higher.

Example:



Model A moves into Line of Sight of Model B. Model B reacts with an Attack, targeting Model A. Model A also declares Attack, targeting Model B. Both models perform their Attack Rolls. As a reacting model, Model B has Strike 1, while the activated Model A has Strike 2. Model B's used modified attribute value is 12 and the result of its roll is 8. Model A's used modified attribute is 13 and the results of its rolls are 6 and 11. Model B's roll of 8 is higher than Model A's roll of 6, therefore it negates the roll of 6 of Model A. However, Model A's roll of 11 is higher than Model B's roll of 8 and is still within its used attribute (13), therefore it negates Model B's roll and is considered a successful Confrontation roll. As a result, Model B receives 1 Hit from Model A. Model B's Attack is negated. Further example: If Model A had a Strike value of 3 and rolled another 13, Model A would instead win the confrontation with two Confrontation rolls, delivering two Hits with 13 and 11.

Damage & Wounds

When a model hits another model, it must perform a Damage Roll for every Hit it dealt to that model in order to damage and wound it. In the occasion of a successful Damage Roll, **the hit model suffers a Wound for every successful Damage Roll. It loses 1 HP for every suffered Wound.**

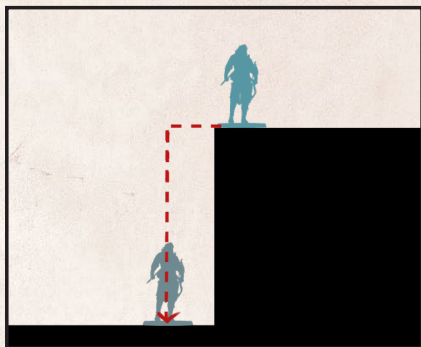
Note: Unless specified otherwise, the hit model suffers a number of Wounds equal to the amount of Hits not prevented. However, some abilities may modify the number of Wounds a model suffers when receiving damage.

A model whose HP value would be reduced to 0 becomes **Incapacitated** (state). The model enters the Incapacitated state at the end of the Activation Sequence (later explained from page 32). If an incapacitated model were to suffer another Wound, it becomes **Dead** (state).



Fall Damage

If a Sequence somehow resolves with a model being moved from a higher to a lower surface, that model might suffer damage from the fall.



- A model falls, when it is somehow moved from a higher surface onto a lower surface (if Climb was not used).
- If a model falls for a distance that is greater than its halved Speed value (measured

vertically from the point of falling to the point of landing), it must perform an Agility roll for each interval of the fall equal to the model's halved Speed value. The model suffers a Wound for every failed Agility roll.

Example:

If a model that has a Speed of 6 falls, it must perform an Agility roll for every 3 inches of its fall from the point of falling to the surface it falls onto. If it, for example, falls 5", it only has to roll once, but if it fell for an extra 1", it would have to roll twice.



Spells & Magic

Spells are a focused representation of magic. Wielders of magic channel raw mana from the elements or items and shape it into unique forms known as Spells. Spells represent a large portion of the gameplay as many factions offer the player a variety of models, well-versed in the use of magic.

- The process of using Spells is often referred to as Casting.
- The model who uses the Spell in question is often referred to as the Caster.

- Unless stated otherwise, the model uses the **Intellect** attribute when casting Spells.

- In order to cast Spells of a certain Element, the caster must have an **Affinity (Element)** of the specified Element.

Example: Affinity (Fire) is needed to cast Spells of the fire Element (Spellcraft found on page 62).

- In the Active role, if a Spell has a Strike value greater than 1, the Caster may choose a number of targets up to the specified Strike value. (Note: This cannot be applied to the casting of Conjuraction Spells.)

- A model can cast only one Spell at a time.

- A model cannot cast Spells if it has "both hands full".

Example: a model with both Shield and a weapon/two weapons/two-handed weapon equipped, cannot cast Spells.

- Note : Some Spells have Traits listed under their Effects. These Traits may be applied differently to different Items. Depending on a particular Trait, some might dictate the Spell's usage, while others affect targets when the Spell is used.

Example: The Targetless trait on a Spell means that the caster of such a Spell can select any surface as its target, while the Weakening trait forces a wounded target into the Weakened state, etc.

Mana Counters:

Mana Counters are a resource that represents mana - the energy required for casting Spells. Mana counters can be spent for covering the price of Conjuraction-type Spells or some other powerful Spells.

- In the Active role, a



Mage (Mage Class on page 50) can **convert any number of its Activation Points into the corresponding amount of Mana Counters** (replace Activation Points with Mana Counters) and place them in its personal pool.

Mana counters are cumulative and do not disappear at the end of the turn!

Sorcery:

Sorceries are Spells, mainly with short-lasting, destructive effects.

- Unless specified otherwise, the Effect of a Sorcery-Type Spell lasts until the end of the Activation Sequence.

- Its Effect is dealt to the target or affected models

Healing:

Healing Spells have short-lasting, restorative effects.

- Unless specified otherwise, the effect of a Healing Spell lasts until the end of the Activation Sequence.

- They can be cast **only in the caster's Active role.**

Enchantment:

Enchantments are Spells that last for an extended period of time and bolster or weaken the target.

- Unless specified otherwise, the Effect of an Enchantment lasts until the caster's next Strategic phase.

- They can **only be cast in the caster's Active role.**

- If the Enchantment Spell is cast successfully, its target receives the Enchantment Spell's Effect.

- If the Enchantment Spell would have the ★ symbol for its Power, the enchanted model's Attacks are considered to have the "Spell" type (for the duration of the Enchantment).

- A model can be enchanted by only up to 1 Enchantment of the same name.

- Effects of Enchantment Spells **cannot be prevented with a successful Dodge.**

Transmutation:

Transmutations are Spells that are permanent and affect the environment.

- Transmutation Spells remain present on the field until removed or destroyed.

- Transmutation Spells with an Armor value in its Effect can be targeted with Attacks and destroyed with a successful Damage Roll.

- When cast successfully, Transmutation Spells are placed in Base Contact with the caster.

Conjuration:

They allow the caster to summon a creature to the field, and bind it under their command.

- Conjuration Spells can **only be cast in the caster's Active role** by declaring a **Ritual** (Special Action) (See page 42).

- A cast Conjuration Spell allows the caster to summon a corresponding creature to the field, and it may be used as one of the models under the player's command. The creature immediately receives Activation Points equal to its Stamina.

Important: When the caster of a Conjuration Spell becomes **Incapacitated** or **Dead** (states), the creatures it summoned to the field are removed from the field at the end of the Activation Sequence.

- Creatures summoned to the game by a Conjuration Spell are at the same time considered as models and as **Conjuration-Type Spells**.

- Conjuration Spells have a Mana Cost of 1 or more. (See Spellcraft on page 62.)

Mana Cost (X): In order to cast a Spell with this trait, the caster must spend an amount of Mana Counters equal to the X value (see page 25 for "Mana Counters").

- Creatures summoned to the field by Conjuration Spells have **Summoning Limit** which is equal to the creature's Tier (listed on the creature's profile).

- A caster cannot cast any more Conjuration Spells if the combined Summoning Limit of the creatures that had been summoned by that caster and are now present on the field equals or exceeds that caster's modified Stamina.

- During the Strategic phase, a caster can voluntarily dismiss one of its summoned creatures. When done so, the summoned creature is instantly removed from the field.

Hint: Keep an eye out for Abilities etc. that would reduce the Summoning Limit. These can help you summon more creatures than you normally could.

Note: A caster with summoned creatures, whose combined Summoning Limit is below their Stamina value, can summon more creatures even if it surpasses the Stamina value initially. However, once the total Summoning Limit of their creatures on the field exceeds their Stamina value, the caster can no longer summon additional creatures.

Example 1: If the caster has a Stamina value of 2, and they have already summoned 2 creatures, each with a Summoning Limit of 1, the caster cannot summon any more creatures. The caster can summon new creatures once the combined Summoning Limit of the creatures on the field is lower than the caster's modified Stamina.

Example 2: If the caster has a Stamina value of 2 already has a summoned creature with a Summoning Limit of 1, it cannot cast a Conjuration Spell that would have a Mana Cost of 2 or more.



Game Setup

After you familiarize yourself with the core game elements, you can start setting up the game. Follow the instructions in each section and refer back to previous parts of the core rules if the need arises.

Quest Selection

First, select a **Quest** with the other players. The Quest will impact the gameplay in different ways as it sets the circumstances, goal, end conditions and other variables. There is a variety of Quests that you can choose from. You can find a few samples under "Quests" on page 69. **You can find the full collection of Quests on the webpage, eldfall-chronicles.com under "Resources".**

Determine the Game Size

The **Game Size** defines the amount of Recruitment Points each player has for assembling and outfitting their Party. Players must determine the point size of the game before they start playing. Select how many **Recruitment Points** each player will have at their disposal for the creation of their Parties.

Each model that a player may enlist into the Party has its own **Recruitment Cost**. This indicates the amount of Recruitment Points a player needs to spend for enlisting the model into their party.

- Hint: The recommended Game Size for starting players is 60 pts (this normally means 3 models with some spare pts for Upgrades), while we encourage the players to try out larger games as well (60-90 pts or more).

Creating a Party

A **party** consists of a group of models that belong to a single player.

In order to depart on a Quest, the players must assemble their parties which will represent their interests in the game. First, choose a **Faction**, then choose the models you would like to employ for that game.

Each model belongs to a specific Faction, displayed on their Model Profile.

- When enlisting models, a player may only enlist models from the chosen Faction along with Neutral models (see page 14).

-When players select a Faction, at least 1 enlisted model must be affiliated with the selected Faction. A player may choose the Neutral Faction, in which case they may only enlist models with the Neutral affiliation and purchase only Neutral Upgrades.

- The number of enlisted models of the same name must not exceed their **Limit**.

- A single party may contain **up to 10 models**.

- Players create their parties in private.

Leader

A **Leader** is the model that represents the player on the field.

After you have finished assembling your party, you must assign the status of a **party Leader** to a model in the party.

- As long as the Leader is not Incapacitated or Dead, the player controlling it may use **Stratagems** during their Strategic phase (see Game Sequence on page 30).

- Hint: since only the Leader may use Stratagems, choosing a model with Stratagems on its profile is beneficial.

Upgrades

When creating a party, you may also purchase **Upgrades** and assign them to their models during their Deployment. You can **purchase Upgrades with any remaining Recruitment Points**. In order to create a valid party, the combined point Value of the party members and their Upgrades must not exceed the decided Game Size.

A player may purchase only Neutral Upgrades and Upgrades belonging to the Faction they are currently playing. A player may assign **up to 1 Upgrade per model**.

When creating a party, a player may purchase Upgrades with the same name up to their specified **Limit**.

Field Setup

After you and the other players finish setting up the Quest, Game Size and create your parties, you can begin setting up the **playing field**.

The table, or rather, the field may be set up according to the players' preferences. Any (wargaming) terrain can be used.

- Hint: For the standard play, we recommend the use of 3D scenery (obstacles of different heights) and a field size of 36x36 inches.

We recommend this size to have the most balance between ranged and melee combat, when a player plays a party of 3 to 5 models. See example setups on page 68.

Note: different field setups affect the gameplay in different ways.

The game can be played on other field sizes, however, the gameplay and your tactics might change depending on the size you choose.

Note that it might be beneficial to change the field size if there are many models on the field or if there are multiple players. Keep in mind that the bigger the field, the longer the models will need to cross distances to move into melee, while ranged models might have an upper hand. Likewise, if the field is smaller, the melee models will be able to close the gap faster and will thus have the advantage.



Playing the Game

(Optional) Player Count

The core rules are written mainly with two players in mind, however they are in general applicable to solo and multiplayer play. If you are playing alone (solo) or if you are playing with more than two players (multiplayer), please refer to the SOLO and MULTIPLAYER supplementary rules that you can find online, on the [webpage eldfall-chronicles.com](http://webpage.eldfall-chronicles.com) under "Resources". These supplementary rules are mandatory for participation on tournaments, competitions and other organized play.

(Optional) Format of Play

Before starting the game, players decide which one of the following formats they will implement:

- **Rivalry:** Party creation is as per core rules. (See page 27.)

- **Guildsworn:** In this format, you assume the role of a member of the **Adventurers Guild**. Affiliation is not important. The player may form a party that consists of models from any faction, regardless of Affiliation. In this case, all models have a **Limit 1**. Authority Stratagems affect all of your partied models regardless of their Affiliation, but this **does not extend to the allied player's party**.

Initiative Check

After the field is set up, all players perform an **Initiative Check**.

Players roll a single dice. They add the Party Leaders' Morale value to the roll's result. The player with the higher sum wins the initiative and may choose one of the following (the other decision is left to the other player):

- **Deployment position.** The player chooses the **Deployment zone** to place (deploy) their models (see example image, page 29). (The other player will deploy within the other available Deployment zone.) Furthermore, they may decide whether the players will deploy their entire parties at once or interchangeably deploy one model after the other.

After all players have deployed their models, they reveal their **party list** to each other.

(If there are multiple players, they can choose their position according to their Initiative Check results.)

- **Turn order.** The player chooses who, in a round, will be the Active Player first - the so-called **1st Player**. The other player goes second and is considered the **2nd Player**. Players will deploy models in the same order. (If there are multiple players, they may determine their order according to their Initiative Check results.)

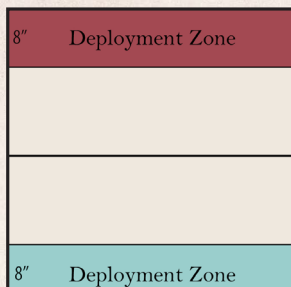
Deployment

After the players have performed an Initiative Check, they deploy their models in the decided turn order and at the chosen positions. Players deploy their models fully within their **Deployment zones** unless specified otherwise.

Deployment zones are imaginary belts on the field measured from the opposing edges (of the table) and are **commonly 8 inches** wide (however this is largely dependent upon the Quest and may vary according to its description).

- A model can only be deployed on a surface where at least half of its base fully fits.
- A model may be deployed in the Crouched state.

After all the players deploy their models, the game can begin.



GAME SEQUENCE



A game consists of a number of **ROUNDS**, each divided into a number of **TURNS** (one for each player).

In the first turn of a round, the 1st Player will assume the role of **Active Player** and the 2nd Player (or all other players) will assume the role of **Reactive Player**. (See table on page 30.)

During the turn, the Active Player will spend **Activation Points** to **activate** their models. The Active Player's models carry out their **Activations**, performing their **Active role**. At the same time, the Reactive Player(s) will spend **Activation Points** to **react** with their own models in response; the models carry out their **Reactions**, performing their **Reactive roles**. (Active & Reactive Role on page 20.)

Once all of the Active Player's models have been activated the roles are reversed and the next turn starts.

The 1st Player now becomes the Reactive Player whilst the 2nd Player becomes the Active Player. In a multiplayer game, the players assume their Active turns according to the turn order they decided (see Initiative Check on page 29).

There is only one player that is Active at a time!

Once both(/all) turns are complete, the round ends and a new one begins.

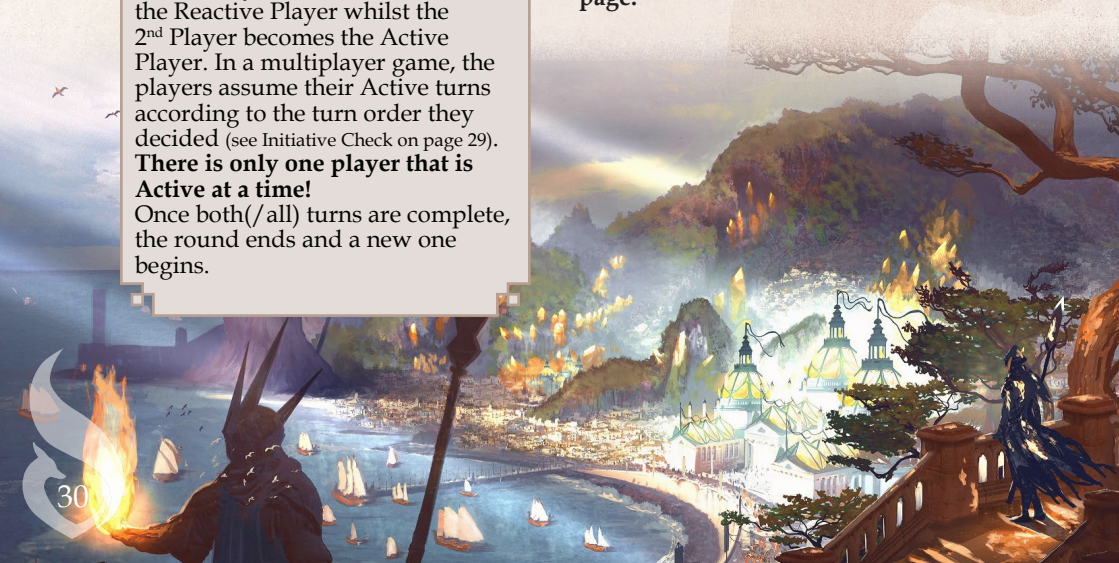
EXAMPLE ROUND

	1 st Player	2 nd Player	3 rd Player
TURN 1	Active	Reactive	Reactive
TURN 2	Reactive	Active	Reactive
TURN 3	Reactive	Reactive	Active

TURN PHASES

Each round consists of a turn for each player. In the case of two players, in the first turn, the 1st Player is Active and the 2nd Player the Reactive Player. In the second turn, the roles of the players are reversed. Now the 2nd Player assumes their active role, while the 1st Player assumes their reactive role. If there are more players, the players take turns being the Active Player in the decided order.

Let's look at Turn Phases and how a single turn plays out on the next page.



ACTIVE PLAYER

The Active Player carries out 4 phases in their turn. While all of them are important, **pay special attention to the Tactical phase**, which is further explained on page 32. **During the Tactical phase, ALL PLAYERS participate.**

I) THE STRATEGIC PHASE:

During the Strategic phase, models of the Active Player may declare the use of any applicable **Abilities, Items, or Stratagems** in an order of their choosing. (Note that a Leader's Stratagems can only be declared during this phase (see page 11). Some other Abilities need to be declared during this phase.)

II) THE UPKEEP PHASE:

During the Upkeep phase, all players allocate **Activation Points** to all of their models that can receive them. They allocate a number that is **equal to their models' Stamina values**.

III) THE TACTICAL PHASE:

The Tactical phase consists of **multiple ACTIVATION SEQUENCES** (further explained on page 32).

During this phase, the Active Player may activate each of their models by spending their available Activation Points. Likewise, the Reactive Player may spend Activation Points to react with their own models during the Reaction step of each Activation Sequence. A model with no Activation Points cannot be chosen to activate or react.

The Tactical phase ends when the Active Player no longer has any eligible models left to activate or decides they do not wish to activate any more models.

- Note: You do not have to Activate every model and you can Activate them in whichever order or use any number of their available Activation Points. Activation Points of one model do not have to be spent in succession - you can activate a different model before spending all the points the first model has in one turn!

IV) THE END PHASE:

During the End phase, any applicable **effects are resolved** and both players **discard any unspent Activation Points**.

→ After the Active Player ends their turn, the players exchange their roles - the Active Player becomes the Reactive Player, and the opponent now assumes the role of an Active Player (this is in the case of two players).

REACTIVE PLAYER

Following the rules of Reaction and the Activation Sequence, the Reactive Player's models (in their Reactive role) **may react against each Activation of the Active Player's models** during the **Reaction step of each Activation Sequence** (see page 32).

TACTICAL PHASE: Activation Sequence

An Activation Sequence occurs with every Activation **DURING THE TACTICAL PHASE** (discussed on page 32).

1) ACTIVATION STEP

- The Active Player **Activates** a model by spending one of its available **Activation Points** (represented by the token on the right).
- Note: An activated model suffers any relevant Effects it might be affected by when the model activates.



2) MOVEMENT STEP

- An activated model may declare **Normal Movement or Special Movement** (see page 36).
- The Active Player must **declare all Skills relevant to its Movement**, if any (e.g. Dash, Climbing, Leap, Flight, Flicker etc.).
- During this step, the activated model may either enter or cancel the **Crouched state** (at the start or at the end of the Movement).
- After the Movement is declared, the model is moved.

3) REACTION STEP

- Following the **rules of Reaction on the next page**, the **Reactive Player must now declare which of their models will react against the Activated model**, if any.
- After declaring these Reactions, the Reactive Player must now declare which **Normal Actions** the reacting models will perform. More than one model can react against an activated model, however, the Reactive Player must specify each reacting model's Actions). (See list of Normal Actions on page 37.)
- If the declared Reaction is **Attack**, the Reactive Player must also **declare the type/means of the Attack** (e.g. Ranged or Melee, Skills, Items, Combat Arts, etc. used with the Attack).

IMPORTANT

A model may react only against an Activated model!



REACTION

- **Reaction** is performed by the **Reactive Player** (or rather, by a model in its **Reactive role**).

- In the Reactive role, a reactive model may declare Reaction and **react against an activated model by spending an Activation Point**.

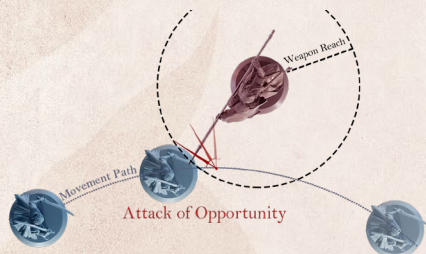
- Reaction can only be a **Normal Action**.

- Reaction requires **Line of Sight** towards the activated model (see page 18).

- If the activated model moves within the reactive model's **Awareness**, the reacting model may declare Reaction and perform a **Dodge** even without Line of Sight (see page 19 for Awareness; 37 for Dodge).

• Attack of Opportunity (Reaction)

If you see an opportunity or opening while the activated enemy model is moving, you can **react before its Movement ends** (see page 32). This way, you can also prevent the enemy model escaping your Reach.



- If an activated enemy model performs a Movement that the reactive Player suspects might have come within **Reach** of their reactive model's Weapon, the reactive model may declare Reaction **at that point of the activated model's Movement** and declare an Attack of Opportunity against it.

- After the Reaction (Attack) has been declared, the reacting model must **measure its Reach**, to check whether the enemy model is indeed within the Reach of its Melee Weapon.

Note 1: if you are playing on Assisted/Standard mode of Measuring, the Reactive Player can measure whether the activated model comes within Reach before declaring Attack of Opportunity. However, if you are playing on Realism mode, the Reactive Player must declare Attack of Opportunity before measuring the activated model's Movement and Reach.

- If the activated model is not within the Weapon's Reach, it is not affected by the Attack.

- If the activated model is within the Weapon's Reach, the reacting model may attempt an Attack against it.

- When the reactive model performs an Attack of Opportunity, even if it fails, it cannot declare a different Reaction in this Sequence.

-Note 2: A reactive model may perform a **Ranged Attack of Opportunity** while the activated enemy model is moving toward it. If the activated model would then declare Melee Attack, this will trigger a Confrontation.

Note 3: all modifiers are still applied to the reacting model's Attack.

• Reaction Against Shrouded or Flying Models (Attack of Opportunity)

- If a reacting model has declared Dodge or Perceive and has Line of Sight towards an activated enemy model that has declared an Attack while in the Shrouded or Flying state, the reacting model may change its Dodge or Perceive declaration into an Attack declaration immediately after the activated enemy model's Action step (explained on page 34).



4.) ACTION STEP

-The activated model may declare a **Normal Action** or a **Special Action** in the Action Step.
-If the declared Action is **Attack**, the Active Player must **declare its targets and means** (Skills, Items, Combat Arts, etc. used with the Attack).

5.) RESOLUTION STEP

- Players apply **modifiers**.
- All necessary **rolls** are performed. (When necessary, players must carry out Confrontation rolls (page 23).)
- Models that scored Hit(s) must perform **Damage Rolls**, while certain models that suffered a Hit during the Sequence may perform corresponding rolls (T, AG, etc.) in order to prevent taking damage and some effects. (Rolls on page 15; Strikes and Hits on page 22.)
- **Damage, effects and abilities** that happened during this Activation sequence are **applied and carried out simultaneously**. Models that suffered damage from an opponent's successful Damage Rolls suffer the corresponding number of **Wounds**.

Example of an Activation Sequence:

1. The Active Player selects a model, spends an Activation Point and activates it.
2. In its movement step, the activated model declares and performs Walk Normal Movement, however, in the path of its movement, an enemy model was able to draw Line of Sight towards it.
3. As the Reaction step begins, the enemy model declares Reaction: Ranged Attack with its Short Bow, against the activated model.
4. The activated model declares Dodge in its Action step.
5. Players measure the distance, apply modifiers and perform the rolls. The activated model fails the Dodge, while the reacting model hits! The reacting model now performs one Damage Roll. The Damage Roll fails; the activated model suffers no Wound and remains unharmed, ending its Activation.

Interpretation of the Activation Sequence:

A model activates and declares Walk as its Movement, advancing towards the middle of the field. On its movement path, an enemy archer sees it and declares Reaction by shooting at it from afar. Upon knowing the enemy's Reaction, the activated model, lacking any means of attacking the enemy back, dodges with hope of avoiding an incoming arrow. The activated model is too slow, fails to dodge and gets hit by an arrow. Luckily, the activated model is well armored, thus the arrow glanced off his cuirass. Both models survived and the skirmish rages on.



Rules in General Effect

Broken Morale

If at any time the number of **models in a party would fall below half** of their original number, the models of that party become affected by the Panicked state until the end of the game. (If the number of models would again rise above half or more, this rule ceases to be in effect.)

Example: In a party of three, when two members fall, the one remaining becomes Panicked. In a party of four, when two fall, the remaining two become panicked. In a party of five, when three fall, the remaining two become panicked, etc.

Friendly Fire

If a model delivers a **Hit that could deal damage to an allied model**, that allied model must perform a **Morale roll**. If the roll results in a failure, that allied model becomes **Panicked (state)** until its next Strategic phase.

Example1: A model declares an Attack, that can cause Wounds and has an Area of Effect (AoE). Incidentally, one of its allied models gets caught in the AoE and suffers a Hit from the Attack. To avoid becoming Panicked, that allied model must perform a successful Morale roll.
Example2: A model declares a Ranged Attack targeting an enemy model in Base Contact with an allied model. On rolls of 17, 18, 19, 20 the ally is Hit. To avoid becoming Panicked, that allied model must perform a successful Morale roll.

Priority Over the Core Rules

Abilities (Skills, Traits, Combat Arts, Spellcrafts), Spells, Items, Upgrades, Class-specific Abilities, Stratagems, some Effects

etc. take priority over the core rules and may defy certain restrictions of the core rules.

END OF THE GAME

Different Quests have different endgame conditions, however, below are some universal rules:

- The game can end in various different ways. Depending on the Quest, some games end when certain endgame conditions for the end of the Quest are met.
- The Quest automatically ends if at the beginning of their turn a player has all models in either the **Incapacitated** or **Dead state**.
- Unless specified otherwise, the game ends after the last player concluded their **5th turn**.
- The victorious player is the player who scored the **greater amount of Victory Points**. The defeated players are the players with the fewer amount of Victory Points. If (all) players have the same amount of Victory Points, the game ends in a draw. Unless stated otherwise, the maximum number of Victory Points a player can obtain in a single quest is 10.

ADVANCED RULES

You can find advanced rules on the webpage: eldfall-chronicles.com. Look under "Resources".

They add variety, tactical depth, and immersion to the gameplay for more advanced players.

The rules include sections such as: "environment rules", that will add a dangerous factor to your terrain; "rules for mounted combat", "dungeon crawl" etc.

New advanced rules will be added with future expansions of the game.

NEWER EDITIONS OF THE GAME'S RULES

Any changes to the rules, profiles of models, or important documents will appear on our webpage eldfall-chronicles.com under "Resources" and will be featured in newer editions of the game. These documents take priority over any past editions and their use is mandatory for participation in tournaments, competitions and organized play. The use of past (out-dated) documents is, however, allowed in casual play.



List of Movement:

Normal Movement

WALK

- The model may move up to its Speed value.

IDLE

- The model does not move and remains stationary.
- The player may **rotate** the miniature and change its Line of Sight.

Special Movement

*Note: If a model declares a Special Movement, it may only declare "Nothing" during its Action step!

CLIMB

- When a model declares Climb, its Speed becomes halved (rounded up). Climb allows a model to move over an obstacle - a vertical surface, or scenery - that is higher than its Hitbox.
- A model cannot perform any other Action while on a vertical surface; if a model would perform any Action other than Nothing while on the vertical surface, the model falls and has to apply any possible Fall Damage (see page 24).
- A model may end its movement on a vertical surface.

JUMP

- In order to reach a higher or lower ground, to reach the surface across the gap, to reach ground behind an obstacle higher than the model's Hitbox etc. a model may perform a Jump.
- The model can move through the air horizontally, vertically, diagonally or in a parabolic line. The distance a model can jump over is equal to half of its Speed value.
 - Jumping distance is measured horizontally, vertically, diagonally or parabolically between the model's starting point and the desired destination of the jump.
 - The distance of a jump is measured after the declaration was made (if you are playing the Assisted or Standard mode, this can be ignored).
 - If the distance between the starting point and jump destination is larger than the model's halved Speed value, but the top of the model's Hitbox would come in contact and reach the same (or higher) level as the surface it wants to jump onto, the model is placed on the edge of the surface (the model pulls itself up).
 - If the distance between the starting point and jump destination is larger than the model's halved Speed value (and the model's Hitbox does not come in contact with the surface it wants to jump onto), the model falls vertically at the end of its halved Speed value, to the lower surface.
 - If a model falls, its player must measure the distance of the fall and if necessary, apply Fall Damage (See page 24).

RUN

- The model may move a distance of up to its doubled Speed value.

List of Actions:

Normal Actions

NOTHING

- The model does nothing.

ASSIST

Some models can assist their allies with their own set of items or abilities. Most commonly, Assist is used to cast support Spells (e.g. Enchantments, Heal, Ward etc.) among allies.

- Assist is an Action which an activated model can declare by targeting itself or one or more allied models.
- When declaring Assist as a Reaction, a model may target other allied models or itself.
- During the declaration of the Assist Action, the player must choose and state with which Skills or Items the assisting model will perform the Action or which Spells it will cast.
- Unless specified otherwise, when targeting allied models with an activated model, Line of Sight is required to perform the Assist Action.
- If an assisting model would have Strike 1, it may only target one model. If its Strike is greater than 1, it may target a number of models up to its Strike value.
- In order to perform Assist, the requirements of the used Skills, Spells or Items (Reach, additional Effects, etc.) must be fulfilled.

DODGE

To avoid a potential or an incoming attack, a model may attempt to perform a Dodge.

- In order to avoid suffering damage successfully, the model must perform a successful Agility roll, using 1 die.
- If the Dodge roll is successful, the model avoids receiving non-critical Hits from the enemy's attack.
- In order to declare Dodge in the Reactive role, a model must either have Line of Sight towards the activated model, or the currently activated enemy model must be within its Awareness, or both.
- If a model declares Dodge and did not have LoS at any point during the Active Models Movement Step, the Dodge must be performed with a halved Agility attribute.
- When a model declares Dodge, it can do these things at the end of the Resolution step, **even if the roll was unsuccessful**:
 - move for a distance of its halved Speed value in any direction (rounded up),
 - **enter or cancel the Crouched state**.
 - If both Reactive and Active models declare Dodge, the Reactive model must move first.
- **Note 1:** A successful Dodge roll may also cancel all States that require a successful Dodge for their cancellation.
- **Note 2:** A model can fall off the edge of a surface while dodging. In this case, any possible **Fall Damage** has to be applied
- **Note 3:** Declaration of Dodge requires no target, or rather, the target is the model itself.

DISENGAGE

- During the Active and/or Reactive turn, when an Engaged (state) model declares a Dodge, it may move out of the enemy model's melee Reach, canceling the Engaged state (even if the roll was unsuccessful).

DODGE AGAINST MULTIPLE ENEMY ATTACKS

- A model declaring Dodge, upon becoming the Attack target of multiple enemy models, must perform an Agility roll against each enemy Attack separately, in order to prevent receiving Hits.

.....
: Example: Models B and C react against the activated Model A by declaring an Attack. Model A declares
: a Dodge as its Action (its Agility being 13). Models B and C will perform an Attack Roll, each using 1 die
: (while reacting, their Strike value is 1). Meanwhile, Model A will perform 2 Agility rolls, 1 against Model B
: and 1 against Model C separately.
: Against Model B, Model A rolls 8, and against Model C, the model rolls 14, therefore it dodges the Attack of
: Model B, but suffers the Attack of Model C. Model C must now proceed making a Damage Roll with hopes
: that it deals a Wound to Model A. As Model A declared Dodge, it may move up to its halved Speed value.
:

ATTACK

- Attack is an Action which an activated or reacting model may declare by targeting one or more enemy models.
- Unless specified otherwise, Line of Sight is required in order for the attacking model to perform the Attack.
- During the declaration of the Attack, the player must choose and declare which **Skill(s) and which Combat Art** listed on the model's profile the model will use with the Attack. The player must also select an **Item or a Spell** available to that model that the model will use to perform the Attack. Unless stated otherwise, a model may select only 1 Item or 1 Spell.
- The Attack can be **Ranged or Melee** depending on the Item, Spell or Skill.
- The modified Strike value, found in the Skill, Spell or Item profile, specifies the number of dice used during the Attack in the Active role.
- In the **Reactive role**, when a reacting model declares an Attack, its default Strike value becomes 1.
- In order to perform an Attack with a certain Skill, Spell or Item, their requirements (reach, additional effects, etc.) must be fulfilled.
- In order to perform a successful attack, the result of a dice roll must be equal to, or lower than the used modified attribute (Offense, Defense, Accuracy, Intellect, etc.). (See page 15 for Dice Rolls.)
- If **Confrontation rolls** are performed, the Attack is successful if the roll is within the above-mentioned conditions and higher than the enemy model's rolls (see page 23).
- In the Active role, during the Attack declaration, if the Active model's Attack would have a Strike value greater than 1, its Attack may have a number of targets up to its Strike value. In other words, if the active attacker's Strike value is greater than 1, it can distribute its strikes among different targets.

Important: If the strikes are distributed among more than one enemy model, **Confrontation rolls** are resolved separately with every targeted enemy model, for each distributed strike.

Melee Attack

- A Melee Attack is an Attack Action performed with an Item or a Spell of the Melee Type.
- A model may always choose to perform a Melee Attack **unarmed**, instead of using other Melee Weapons.

Unarmed Melee Attack is performed according to the following table:

Name	Effect	PW	RCH	Strike	Type	Qty	Wgt
Unarmed	Unkeen	T or AG -3	0	STA	Melee, Natural	-	-

- If a model has a **Shield** equipped, it may choose to perform a **Melee Attack with Shield Bash**, instead of using other Melee Weapons. Shield Bash is performed according to the following table:

Name	Effect	PW	RCH	Strike	Type	Qty	Wgt
Shield Bash	Knockback (1), Unkeen	T	0	1	Melee	-	-

Important:

- When performing a Melee Attack with a Melee Item, a model uses the **Offense attribute in its Active role** and the **Defense attribute in its Reactive role**.
- Whenever a Melee Attack is performed with a **Spell**, the Intellect attribute is used (unless stated otherwise).

ENGAGED IN MELEE

If a model ends within the Melee Weapon's Reach of an enemy model during the end of Resolution step or at the end of a phase, the model within the enemy's Melee Weapon's Reach is considered Engaged (state).

ENGAGED (STATE)

- During the Movement step (when in the Active role), an Engaged activated model **may only declare Idle or Walk as its Movement**. However, if it declares Walk, it can only move directly towards the enemy model that is causing the Engaged state.

Note: If a model is Engaged by more than one model, it must choose one of the enemy models causing the Engaged state, when declaring the Walk Action and move directly towards that enemy model.

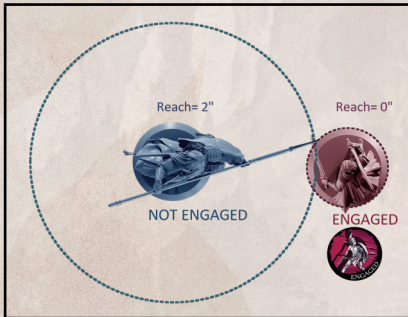
- While Engaged, a model may declare only **Melee Attack, Assist (targeting itself) or Dodge as its Action**.

- A model ceases to be Engaged when it leaves the Melee Weapon reach of the enemy model, disengages with a Dodge, or by rendering the enemy model into the Incapacitated, Petrified, Crouched or Dead state.

- While a model is Engaged, it automatically has Line of Sight to all enemy models that are causing it to be Engaged, but cannot react against models outside of its Awareness.

Example of Engaged 1:

The blue model is not engaged, while the red model is engaged.



Example of Engaged 2:

Clan Champion activates and declares Walk and approaches the Ranger-Guild Hunter. Hunter reacts by declaring a Ranged Attack. Champion then declares a Melee Attack as its Action. Confrontation rolls are made and the combat resolves with both models alive. Champion activates again, and declares a Melee Attack. Hunter, now Engaged, can react only by declaring Dodge or Melee Attack.

Ranged Attack

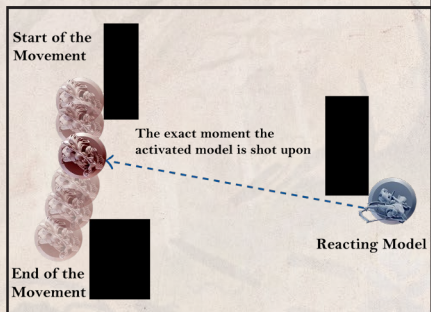
Ranged Attack is an Attack Action, performed with an **Item** or a **Spell of the Ranged Type**.

- When performing a Ranged Attack, a model uses the:

- [Accuracy attribute when attacking with a Ranged Item](#) or the
- [Intellect attribute when casting Spells](#) (unless stated otherwise).

- During Reaction, when the Reacting model declares a Ranged Attack, it must also specify the **exact location** on the activated model's movement path (which the reacting model is able to see), where the activated model will be shot upon.

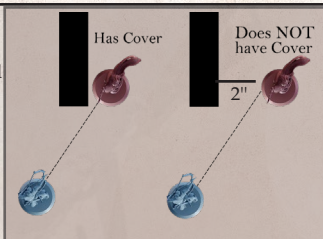
Example of movement and Ranged Attack



COVER (Ranged Attack)

A piece of scenery on the field can provide cover to a model from Ranged Attacks.

- A Small, Medium or Large model (see "Size", page 8) has Cover against Ranged Attacks, if it is within **1 inch** of a piece of scenery that is higher than the model's base and at least partially obscures the model's Hitbox from the attacker's Line of Sight.



There are two types of Cover:

- **HEAVY**: is when the object is both taller and wider than the model's size. It causes -4 Modifier to the Attacker's Ranged Attack.

- **LIGHT**: is when the object is smaller or thinner than the model's size. It causes -2 Modifier to the Attacker's Ranged Attack.

Note: When in doubt, we suggest that you beforehand decide whether a scenery piece is heavy or light cover.

- If the model is not within 1 inch of the cover at any point of its movement, it can still be shot upon at the moment when it is not in contact with the cover (provided that the attacker has a visual of that exact moment). (See Ranged attack page 39.)

- A model has Light Cover if it is in the [Crouched state](#).

- **Higher Ground**: If a model is on an elevated ground and the model's Hitbox is at least partially obscured from the attacker because of the perspective, the model receives Light Cover. If the model on the elevated ground stands behind a solid wall or similar, the model receives Heavy Cover instead.

Example of COVER:

Clan Champion is standing behind a rock, which provides him with Heavy Cover, obscuring the LoS of Flamweaver. If the Flamweaver would cast a Fireball Spell directly targeting the Champion, the Flamweaver would receive a -4 Intellect modifier (Fireball is a Spell, therefore the Sorcerer's Attacking Attribute is Intellect).

Note: In this particular case however, the Fireball Spell has Targetless trait, thus it allows the Flamweaver to target the ground near the Champion as the target of the Ranged Attack (in the Active role). Consequentially the Flamweaver would not suffer a -4 modifier from the Cover, while the Champion would still be engulfed by the blast of the Spell!

(RANGED) FRIENDLY FIRE

Shooting into melee combat where models are close together can be potentially risky, as the shooters can hit their own allies in the process.

- This rule applies when performing a Ranged Attack without AoE targeting an enemy model that is in Base Contact with an allied model (of the shooter).

- When performing such a Ranged Attack, the model that is performing the Ranged Attack will suffer a -4 stackable Modifier for every allied model in Base Contact with the target. A roll result of 17, 18, 19 or 20 hits one of the allied models in Base Contact with the target (if more than 1, the opponent chooses which one gets hit). **A hit model suffers from Friendly Fire** (page 35).

NORMAL ACTIONS

PERCEIVE

Some models or Spells have abilities that prevent other players from clearly seeing what they truly are. You may use Perceive to reveal their identity. For example, models can hide as tokens in the Shrouded state, but sometimes, you will encounter strange Spells or items, masked as tokens on the field, that you will first need to uncover.

- Perceive allows a model to target and reveal an enemy model, Spell or an Item represented by a **token** (Intrigue, Shrouded etc.). The model must also have Line of Sight towards the token (unless specified otherwise).
- By passing an Intellect roll, the model may reveal the target token. If the token is revealed, the corresponding model, Spell or Item token is revealed and placed onto the field.
- A model can perform Perceive only against tokens within its Awareness.

DEATHBLOW

Deathblow or "Coup de 'Grace" is an Action that renders an incapacitated enemy model into the Dead state.

- In order to declare this Action, the model must be in Base Contact with the target Incapacitated model.
- Upon the declaration of this Action, the target incapacitated model is automatically rendered into the Dead state.
- No roll is required.

TRADE

- A model performing this Action can exchange any number of Items in its Inventory with the allied model, if they are in Base Contact.
- A model may exchange only acquired Items. In other words, it may not exchange the default Items listed on its profile.

INTERACT

- In order to declare this Action, a model must be in Base Contact with an object described by the Quest.
- By declaring this Action, the model may perform a roll against the object (if necessary), using the attribute prescribed by the Quest.



Special Actions

* Note: In order to declare a Special Action, a model must first declare "Idle" during its Movement step.

RITUAL

- By declaring Ritual, a model can immediately cast (multiple) Conjunction Spells (without any roll required) or some Spells that can only be cast with the Ritual Action.
- When summoning a creature, after the player pays the Mana Cost, they may place a corresponding miniature and the profile card of the summoned creature onto the field. The miniature is placed in Base Contact with the caster.

UNCOVER

- By passing a **halved** Intellect roll, the **Hidden** state of all enemy models or items within this model's Awareness is canceled. (When playing with more players, the models and items are revealed to other players as well.) Note: Some abilities allow a model to be deployed in the Hidden state, which prevents the other player from seeing them on the field.

ISSUE A DUEL

A duel is an honorable alternative to a skirmish and to unnecessary bloodshed. When both sides agree to a duel, they must both bow to the ancient laws and leave their fates to their singular chosen champions!

- Only a member belonging to the player's original party can declare this Action. Summoned creatures, familiars etc. cannot declare this Action.
- If a model issues a duel, the opposing player may decide whether they will accept or refuse it.
- If the opposing player accepts, they must appoint a model from their party which will duel with the model issuing the duel.
- If the duel is agreed upon, both dueling models' Activation Points are restored to match their default Stamina value and the duel begins.
- While the two models duel, no other model can be activated or react. If a model which is not dueling would interfere (with a certain skill, for example Chain Attack), the side it belongs to automatically loses the duel, and the other side automatically wins.
- Models belonging to the involved model, such as already summoned creatures, familiars, etc. can fight alongside the dueling model they belong to. (Note: Summoners are allowed to summon creatures which may help them in the duel.)
- The duel ends when one of the two models becomes Incapacitated or Dead (states). **When the duel ends, the game ends** as well. (Note: The players should have in mind that issuing and accepting a duel results in the end of the game and any Actions and objectives outside of the duel cannot be continued or completed after the duel starts.)
- The player of the model that became Incapacitated or Dead loses the duel, while the player of the surviving model wins the duel. The winner of the game, however, is not necessarily the player that won the duel.
- If both models become Incapacitated or Dead (states) during the same Activation Sequence, the duel ends in a draw.
- The player that won the duel receives 6 Victory Points.
- If the duel ends with a draw, the quest ends and both sides receive 3 Victory Points, not exceeding the maximum amount of Victory Points available in the Quest (calculate point sum in "Rewards", which are defined in each Quest).

Note: The winner of the game is the player that amassed the most Victory Points, including those amassed during the play-through to the point of the Duel.

HINT: Stratagems can be used during a duel.

Hostiles

Hostiles are models that are **controlled by the game**, similarly to an AI. They function like any other model; they have their own Profile Cards that indicate their in-game capabilities, stats, abilities etc. The **Hostile Behavior** shows patterns/hierarchy of how the Hostile behaves itself if controlled by the game. The patterns are displayed on Hostile Behavior (or AI) cards like the sample on pages 44, 45.

Turn Order of Hostiles:

- Hostiles perform their Active role called the **Hostiles turn** after all of the players finished their turns.
- Hostiles regain their Activation Points during every player's Upkeep phase.
- Players regain Activation Points at the beginning of every Hostiles turn.
- Hostiles perform their Reaction step after the Active Player's Action step and before the Resolution step of the Activation Sequence.
- When a Hostile declares an Action targeting a model, it must **rotate** so that it is facing the target directly.
 - **If a Hostile suffers a Hit, it must turn directly towards the attacker. Exception:** Hostiles with the **Construct or Undead I** Trait do not turn their facing on Hit, but **on Wound instead**.
- Unless clearly specified otherwise, the Hostile will **move via the shortest route**.
- Hostiles ignore tokens unless specified otherwise. Example: Hostiles wouldn't target the Shrouded token and wouldn't consider it as a possible target.
- Hostiles, or rather the players carrying out their behavior according to the cards, can pre-measure distances even on Realism mode of measuring.
- If the Hostile becomes **Crouched**, it will try to cancel the state in the Movement step of its next Activation. If it declares Dodge, it also cancels the Crouched state. If the Hostile becomes **Immobilized**, it will try to cancel the state by declaring Dodge in its Action step if no other Behavior listed on its

card can be applied.

Hostiles Turn:

1. Establish Order of Activations

Hostiles perform their Activations according to their **Tiers** -marked on the bottom of the AI card- beginning with the lowest Tier. (Note: Tier I is the lowest Tier in the game.) If there were multiple Hostiles with the same Tier, the one with the highest Morale performs their Activations first. If there were more with the same Morale and Tier, the players decide their turn orders. **Hostiles with the same Tier and Morale can activate interchangeably**; one Hostile can spend one of its Activation Points, then a different Hostile can activate before the first one activates again. Hostiles of the same Tier must exhaust all of their Activation Points if possible before a higher-Tiered Hostile can activate.

2. Activate Hostiles

The Activation Sequence of Hostiles is the same as with any other regular models, however, keep in mind that some Hostiles may have **Special Behaviors**, special abilities and may have particular **Target Priorities** that should be applied when possible or according to the rules. When a Hostile is in its Active role, see section "**ACTIVE**" of the Hostile. When a Hostile is in its Reactive role, see section "**REACTIVE**" of the Hostile.

3. Follow the Hierarchy of Behaviors

Within the numbered Hierarchy of Behaviors under the "Movement Step", "Action Step" and "Reaction Step", the highlighted text (before the ":",) states a specific **condition** of the Behavior in relation to any possible enemy targets. The non-highlighted text (after the ":",) explains **what the Hostile will do -its Behavior- if the aforementioned condition is met**.

The Hostile conducts its turn based on these behavior conditions hierarchically.

This means that when a Hostile would activate or react, the players carrying out their behavior must first check **condition of Behavior '1.'** listed under its hierarchy of Hostile Behaviors. If the condition is met, the Hostile carries out that Behavior. However, if the conditions of

Behavior '1.' aren't met, check Behavior '2.'. Continue this until the conditions are met.

If none of the consecutive behavior conditions are met, the Hostile does not Activate or React.

In the Hostile's Active Role, if one of the behaviors' conditions are met according to the hierarchy, but there is **more than one possible target** that would match the condition, the model matching the Hostile's **Target Priority** the most will become the target. In case this is hard to discern, the Hostile moves towards the nearest enemy. In the **Reactive Role**, however, the target can only be the **Activated model**, as per the

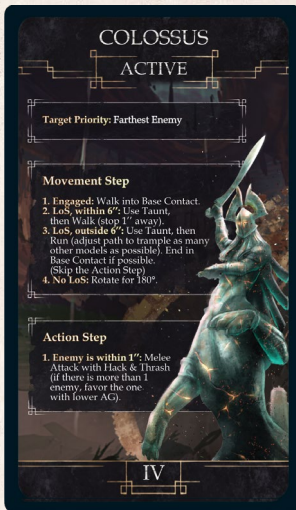
general rules of Reaction (see page 33).

Note 1: If you are unsure as to how the text on the AI card is to be interpreted, we invite you to look at the online .pdf resource, where the full unabbreviated text is supplied.

Note 2: Some conditions may refer to the Hostiles' allied models. In such cases, the condition will clearly state this.

Note 3: Technically speaking, if the Hostile is already activated, but cannot move, it declares "Idle" and "Nothing" if it cannot perform an action.

EXAMPLE HOSTILE BEHAVIOR CARD (Front & Back)



ACTIVE (front of the card)

Target Priority: If there are multiple enemy targets that fit the specific Hostile behavior in the hierarchy, the Hostile will always target the enemy model that is the farthest from the Hostile.

When the Hostile is in its ACTIVE ROLE, the Movement step goes as follows.

(Read the behavior according to the hierarchy, starting with behavior "1.". If "1." is true, carry out "1.". If it is not true, read "2.". If "2." is not true, read "3." and so on.)

1. If the Hostile is Engaged: the Hostile walks into Base Contact with the model engaging it.
2. If there is an enemy model in the LoS of the Hostile and is within 6 inches of the Hostile's reach: The Hostile uses Taunt, then it walks towards the enemy model, stopping 1 inch away from the enemy model.
3. If there is an enemy model in the Hostile's LoS and is outside of 6 inches of the Hostile's reach: the Hostile uses

Taunt, then it runs towards the target model, favoring the path where the Hostile will trample as many of the enemy players' models as possible. If possible, the Hostile will end its move in Base Contact with the target model. (In this case, the Hostile skips the Action step.)

4. If there are no enemy models in the Hostile's LoS: the Hostile rotates for 180°.

When the Hostile is in its ACTIVE ROLE, the Action step goes as follows.

1. If there is an enemy model within 1 inch of the Hostile: the Hostile uses Melee Attack with "Hack & Thrash" (if there is more than 1 enemy, favor the one with lower AG).



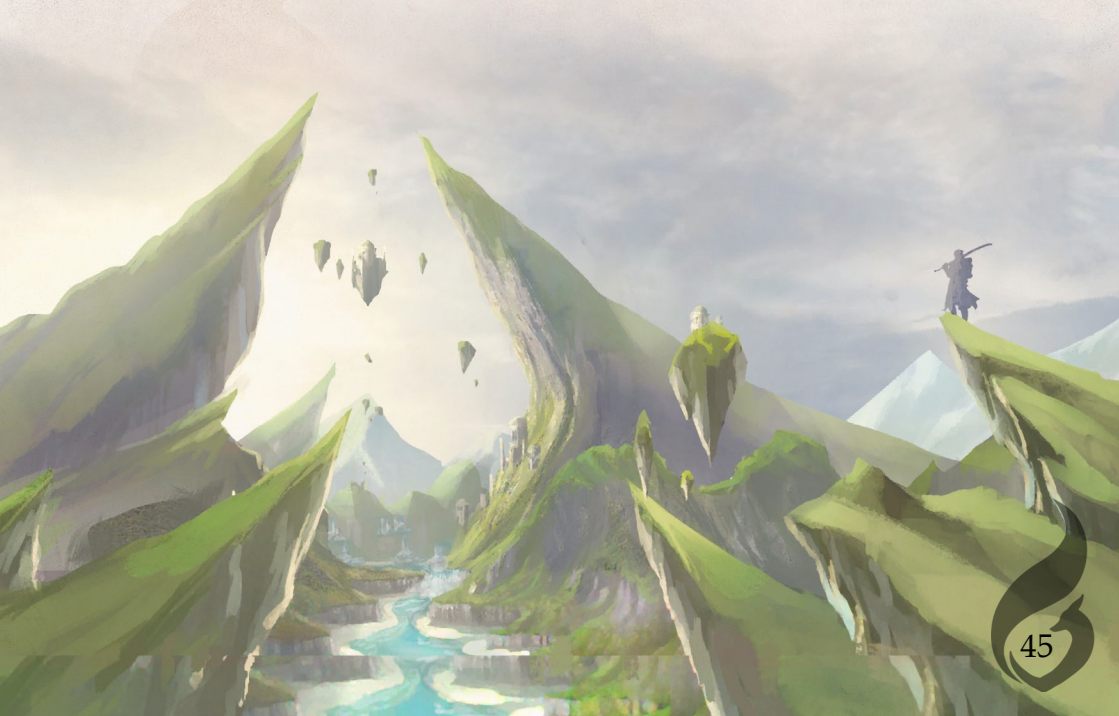
REACTIVE (back of the card)

Target Priority: According to the general rules of Reaction, Hostiles in their reactive role can react only against the activated model.

When the Hostile is in its REACTIVE ROLE, the Hostile does as follows.

1. If the Hostile is a target of enemy Ranged Attack with the Spell trait: the Hostile uses Dodge and uses Movement generated by the Dodge to move towards the attacker.
2. If the Hostile is a target of an enemy Melee Attack, but the Hostile has no LoS to the attacker or if the attacker is more than 1 inch away: the Hostile uses Dodge; and moves towards the attacker.
3. If the Hostile is a target of an Attack and has LoS and Reach to the Attacker: the Hostile uses Melee Attack with "Hack & Thrash".

If you do not own Hostile Behavior cards (AI cards), please check online at eldfall-chronicles.com, under "Resources" to find free resources or the latest versions of resources.



States

BLEEDING

A model in this state must perform a Toughness roll in its every Strategic phase. A failed roll causes the model to suffer a Wound.



BLINDED

A model in this state has no LoS (other than to itself) and cannot perform any Actions other than Assist, Dodge or Nothing.



CONFUSED

A model in this state has halved Offense, Defense, Accuracy, Intellect, Agility and Morale.



CRIPPLED

A model in this state has halved Speed and Agility.



CROUCHED

The Hitbox of a Crouched model becomes the size and volume of its base. While in this state, the model's Speed and Armor value is halved and its Attack Strike value becomes 1. Crouched models cannot make other models Engaged (state). During the movement step, a model in this state may only declare Walk or Idle. In the Active role, this state may be voluntarily canceled during the model's movement step. This state may also be canceled with a Dodge.



DEAD

A Dead model's Hitbox becomes the size and volume of its base. A Dead model cannot receive Activation Points and cannot perform Activations nor Reactions. Unless stated otherwise, it cannot use or benefit from any Skills, Traits, etc.



ENGAGED

During the movement step when in the Active role, an Engaged activated model may only declare Idle or Walk. However, if it declares Walk, it can only move directly towards the enemy model that is causing the Engaged state. If a model is Engaged by more than one model, it must choose one of the enemy models causing the Engaged state when declaring the Walk Action and it must move directly towards that enemy model.

While Engaged, a model may declare only Melee Attack, Assist (targeting itself) or Dodge.

A model ceases to be Engaged when it leaves the melee weapon reach of the enemy model, Disengages with a Dodge, or by rendering the enemy model into the Incapacitated, Petrified, Crouched or Dead state.

While a model is Engaged, it automatically has LoS to all enemy models that are causing it to be Engaged, but cannot react against models outside of its Awareness.



FLYING

While in this state, the model:

- Has doubled Speed.
- Has Melee Attack Strike value of 1.
- May move over scenery, obstacles and models, or end its movement above them (unless the scenery is of an infinite height).
- Cannot benefit from Cover.
- Cannot become Engaged (state) or cause Engaged (state).
- Cannot voluntarily become Crouched (state).
- Cannot be targeted by Melee Attacks, except by models that are also in the Flying state. However, if a model in this state declares a Melee Attack against a model that is not in the Flying state, the attacked model can declare a Melee Attack, targeting the Flying model.

The Flying state is automatically canceled if a model in this state becomes Incapacitated, Dead, Immobilized, Petrified or Crouched (states).

Attack and movement Distances are measured as if the figure were placed on the field.



IMMOBILIZED

A model in this state cannot perform any Movement, Special Movement or Special Action. This state can be canceled with a successful Dodge, which may be performed either with Agility or Toughness. When it declares Dodge, it cannot move or enter/cancel the Crouched state, unless it performs a successful Dodge.



INCAPACITATED

When a model's HP attribute reaches 0, the model becomes Incapacitated. The Hitbox of an Incapacitated model becomes the size and volume of its base.

An Incapacitated model cannot receive Activation Points and cannot perform Activations nor Reactions (Note: If it had remaining Activation Points at the time when it became Incapacitated, it keeps them until the End phase of that turn).

This state is canceled if the model regains at least 1 HP. If a model is Incapacitated, but has more than 0 HP, the Incapacitated state is canceled during the model's next Strategic phase. When canceled, the model may voluntarily become Crouched (state). An incapacitated Leader cannot use Stratagems. An already Incapacitated model that would suffer another Wound automatically becomes Dead (state).



PANICKED

A Panicked model must perform a Morale roll at the beginning of its every Activation or Reaction. If it fails the roll when in its Active role, it must perform an entire Run movement towards the nearest open edge of the field. (If the distance from the two or more edges of the field were the same, the player must decide towards which the model will run to.) If the movement of the model in this state would end past the edge of the field, the model is removed from play and counts as a loss. If the model fails the roll in its Reactive role, it can only declare **Dodge towards the edge of the field** or **Idle** as its Reaction.



POISONED

A model in this state must perform a Toughness roll with a -6 modifier in its every Strategic phase. A failed roll causes the model to suffer a Wound.



SHROUDED

While a model is in this state, it is represented on the field by a Shrouded token. A model in this state cannot be a target of Actions other than Perceive (note that Dodge Action does not have a target, so it is a valid Reaction). The Shrouded state is automatically canceled if the model declares a Normal Action (other than Nothing) or Special Action. Performing an Attack in this state reveals the model, but grants the Surprise Attack trait to its Attack. The model and its profile that are being concealed by the Shrouded token are considered **secret information**. The player who controls the model is not obliged to disclose the model's identity and its profile to other players as long as the model remains in this state.



SLOWED

A model in this state has halved SPD.



WEAKENED

A model in this state has halved Toughness, and -1 Stamina.



LIST OF ABILITIES

Classes

ALCHEMIST

Consumables of Alchemists replenish during their Strategic phase.
When casting a Transmutation-Type Spell, an Alchemist may Re-roll up to 1 failed roll.

ARMSMASTER

In the Active role, Armsmasters may gain +1 Strike when performing a Melee Attack.

ARTIFICER

During their Strategic phase, Artificers may select an Enchantment Spell available to them and apply its effect to themselves without performing a roll until their next Strategic phase.

ASSASSIN

Assassins score a Critical Hit on roll results of 1, 2, 3.

BERSERKER

Once per turn, if Berserkers would suffer one or more Wounds as a consequence of Damage Roll(s), they may perform a Toughness roll for every Wound they would suffer. If a roll is successful, the corresponding damage is prevented.

CREATURE

Creatures have no particular abilities connected to their Class. However, some Quests may have rules that add a specific Effect to the Creature Class.

CIVILIAN

Civilians have no particular abilities connected to their Class. However, some Quests may have rules that add a specific Effect to the Civilian Class.

DRUID

Druids gain a +4 Modifier when casting Spells of the Earth element. Furthermore, Druids can choose to cast Spells with either their Intellect or Morale value.

ENCHANTER

Enchanters may cast Enchantment-Type Spells on allied models without performing a roll.

MAGE

- When casting a Spell, a Mage may spend an unspent Activation Point to Re-roll any number of dice.
- Mana Counters are a resource that represents mana - the energy required for casting Spells. Mana Counters can be spent for covering the price of Conjuration-type Spells or some other powerful Spells.
- When in the Active role, a Mage can convert any number of its Activation Points into the corresponding number of Mana Counters (replace Activation Points with Mana Counters) and place them in their personal pool. Mana counters are cumulative and do not disappear at the end of the turn!



MARKSMAN

If a Marksman declares Idle during their Movement step, it gains +4 Accuracy until the end of the Activation Sequence.

MYSTIC

Mystics must use the Morale value instead of the Intellect value when casting Spells.

RANGER

In the End phase of the Active role, Rangers may perform a Normal Movement (note: this does not provoke Reaction from the Reactive Player).

ROGUE

Once per Activation, on at least one successful Hit against the target, a Rogue may perform one AG roll. If successful, the Rogue's Hit gains Knockdown.

SENTINEL

In their Reactive role, Sentinels may gain +1 Strike when performing an Attack.

SOLDIER

Soldiers receive +1 Offense, +1 Defense, +1 Accuracy, +1 Intellect and +1 Morale for each other Soldier in their Awareness from the same Party, not in the Incapacitated or Dead state.

SORCERER

In their Active role, when casting a Sorcery-Type Spell, a Sorcerer may Re-roll up to 1 failed roll.

SUMMONER

- A Summoner can start the game with a **Tier II or lower** summoned creature **in its Awareness area**, which could be brought to the field by one of the Conjunction Spells available to them (with no roll nor spending of an Activation Point required).
- A Summoner may share its pool of Mana Counters with other Summoners in the party. (If the Summoner becomes Incapacitated, its accumulated Mana Counters are discarded.)

VITALIST

Vitalists can cast Healing-Type Spells on allied models that are not in the Incapacitated or Dead state without having to perform a roll.

WARRIOR

During their Strategic phase, a Warrior may shift to a Defensive Stance; the player indicates this by placing a Defensive Stance token next to the model. A Warrior in Defensive Stance has a Strike of 1 in its Active role and retains the default Strike in its Reactive role (the same as if in Active role). The Defensive Stance lasts until the Warrior's next Strategic phase unless specified otherwise.



WIZARD

When casting a Spell of the Elder Element, a Wizard may Re-roll up to 1 failed roll.

If you cannot find a Class you are looking for in this rulebook, please check online at eldfall-chronicles.com, under "Resources" to find extra resources or the latest versions of resources.



Skills

BACKSTAB

During an Attack Action against a Target that lacks Line of Sight (LoS) to this model, one of this model's Strikes automatically becomes a Hit (resolve any remaining Strikes normally). This automatic Hit is ignored for Confrontation rolls. If this model loses the Confrontation roll, both models may score successful Hits. Additionally, all Hits gain +3 Power.

CHAIN ATTACK

This skill can be used once per Activation Sequence. If an Allied model scores a Hit against an enemy model within LoS of this model, this model may perform an unmodified Strike 1 Attack against the same enemy model (before Damage Rolls are performed). If there are more targets, choose only one. This skill does not count as an Activation or Reaction and it does not consume any Activation Points. This Skill ignores the "(Ranged) Friendly Fire" rule.

CHARM I/II

I: When an enemy model declares Reaction against this model, it must first perform an Intellect roll. On a failed roll, it may not declare any Normal Action other than Nothing until the end of the Activation Sequence.

II: On a failed Intellect roll, the enemy model must perform Walk towards the user for its entire Speed value (if able).

CLAIRVOYANCE

In the Reactive role, this model may declare Reaction and target enemy models within its Awareness without LoS.

It can cast spells with Casting Aura Reach without LoS in the Reactive role.

It ignores the Blinded state and Surprise Attack trait of enemy models within its Awareness. In the Active role, the caster with this skill does not suffer halving modifiers when casting without LoS.

CLIMBING

This model can perform the Climb Special Movement as if it were a Normal Movement, ignoring "A model cannot perform any other Action while on a vertical surface". While performing Climb, its SPD is not halved.

DASH

When this model performs a Run Special Movement, it may declare a Strike 1 Attack in its Action Step.

DUAL WIELD

A model with this skill can replace a Shield with a 2nd (Melee) Weapon, provided both weapons have a RCH of 1 or less and lack the Two-Handed trait. The model may Re-roll a single Melee Attack Roll. It must choose which weapon's PW and Strike values apply during an Attack Action.

FINISHING STRIKE

When this model causes one or more Wounds to a target, it may immediately make an unmodified Strike 1 Attack against the same target. It must use the same Item or Skill. If there are more targets, choose only one.

FLICKER

When declaring Movement, this model may ignore obstacles and other models. It can move in any direction, even vertically. The total distance is measured in a straight line between start and end positions. The model cannot end its Movement on top of another model or in an obstacle. If Movement ends mid-air, place the model underneath and test for Fall Damage. Enemies can react to this model only if they can draw LoS to the starting or the end positions of this model, or if this model moves into their Awareness.

FLIGHT

The user may enter or cancel the Flying state during its Movement step. In addition, it cannot be affected by Fall Damage.

A model cannot enter Flying (state) if it is Engaged (state).

FOLLOW-UP

If an enemy model disengages from this model, this model may move up to its halved Speed value towards the disengaged model.

FORESIGHT

When this model becomes a target of an Attack in the Reactive role, it can postpone its own Reaction step until after the attacker's Action step.

HIT AND RETREAT

During its movement step, this model may cancel the Engaged state without any roll required. If it declares an Attack in its Activation, it may perform Walk during the end of Resolution step.

HURL

This model may declare a Strike 1 Ranged Attack with the Reach distance and Power equal to its Toughness value, AoE: Circular S, and Stagger trait. The Strike value cannot be modified. If the target is within 1/2 Reach distance, this model benefits from +4 ACC for the duration of this Attack action. (It may not use any other Ranged Weapon or Spell during this Activation Sequence.)

INFILTRATION

During the Deployment phase:

I: You may deploy this model up to the middle line of the field (on your half of the field).

II: You may deploy this model anywhere outside of the opponent's Deployment Zone.

IMPEDE

When this model declares an Attack of Opportunity (page 33) against a non-Engaged model, that model's movement ends at the point where the Attack of Opportunity is performed. If Attack of Opportunity was a Melee Attack, the target also becomes Engaged immediately.

LEAP

This model can perform the Jump Special Movement as if it were a Normal Movement. While performing Jump, its SPD is not halved.

PROTECTOR

When an allied model within 1/2 SPD distance is targeted in an Attack in this model's Reactive Role, this model can spend an Activation Point to move into Base Contact with the ally. (While moving, it cannot pass through objects taller than its Hitbox.) By doing this, the model becomes the new target of the Attack Action.

REGENERATION

During its Strategic phase, this model may regain 1 HP and cancel the Bleeding, Weakened and Crippled states.

STEALTH

I: When this model activates or moves into Awareness of an enemy model, that model cannot declare Reaction unless it has LoS to this model.
II: You can deploy this model in the Shrouded state, and, if no enemy model has LoS to it, it may re-enter the Shrouded state during its Strategic phase.

TAUNT

When this model performs a Movement, it may force enemy models with LoS to this model or within whose awareness this model enters, to perform an INT roll. Every enemy that fails needs to declare a Reaction.

TRACKING

This model gains a +3 Modifier when performing Perceive and Uncover Actions. The user does not suffer the penalty to its Intellect Stat when it performs the Uncover Action. When performing Perceive, it may Re-roll a single roll.

If you cannot find a Skill you are looking for in this rulebook, please check online at eldfall-chronicles.com, under "Resources" to find extra resources or the latest versions of resources.

Traits

ACUTE SENSES

A model with this trait may perform the Perceive and Uncover Actions with its Agility instead of Intellect. The model's Awareness is increased by 3 inches. When performing a Dodge without LoS, its Agility is not halved.

ADVANTAGE (X)

Once per Activation Sequence, the model with this trait may Re-roll any number of dice (once) during an Attack Action against a target with (X) characteristic (size, Class, trait, etc.).

AFFINITY (ELEMENT)

A model with this trait can cast (Element) Spells. (For example: element = fire, water, profane, etc.)

ARMOR-PIERCING

When making a Damage Roll for a Hit with this trait you only add halved ARM value.

BLEED

If a model suffers a Wound with this trait, it enters the Bleeding state.

BURN (X)

When a model suffers a Wound with this trait, the attacking player may perform an X amount of Damage Rolls with ARM value 0. Every successful Damage Roll causes the model to suffer a Wound. If this wound would cause a model to become Dead (state), the model is removed from the field.

CLEAVE

If a model suffers a Wound with this trait, it automatically suffers another Wound. (Berserkers can perform a Toughness roll for each Wound they would suffer.)



CONSTRUCT

This model cannot be affected by the following traits: Surprise Attack, Stagger, Vampirism, Mindgame and Burn.

It cannot be affected by the Charm skill or Toxic Environment.

It cannot enter Panicked, Bleeding, Poisoned, Weakened and Confused states.

Spells or Abilities that allow the attacker to regain HP when it deals a Wound to a model cannot affect this model.

It cannot regain HP from Spells or Skills without the Earth Element.

If the model's HP reaches 0, it is removed from the field.

CRIPPLING

If a model suffers a Wound with this trait, it must perform a Toughness roll. A failed roll causes the model to become Crippled (state).

DEMON

When this model deals a Wound to a model, that model must perform a Morale roll. If failed, the wounded model becomes Panicked (state) until the end of the turn. If this model scores a Critical Hit, the hit model automatically becomes Panicked (state) until the end of the turn. This model's Attack receives +4 Modifier when it is declared against a model in the Panicked state. This trait does not work against models with this trait.

DUELIST

The target of this model's Attack Action cannot use its Combat Arts of level III or less.

ELEMENTAL

This model cannot be affected by the following traits: Stagger, Vampirism, Mindgame.

It cannot be affected by the Charm skill or Toxic Environment.

It cannot enter Bleeding, Poisoned and Weakened states.

If the model's HP reaches 0, it is removed from the field.

ELEMENTAL ESSENCE (ELEMENT)

This model cannot suffer Effects from (Element) Attacks (it still suffers Damage as normal). Melee Attacks with this model's Natural Weapons deal (Element) Magical Damage.

FAMILIAR

When summoning a creature with this trait (with a Conjunction Spell), the caster receives additional Abilities and Stat Modifiers as shown on the creature's profile. If the caster would be dealt damage and would suffer one or more Wounds, the familiar may be removed instead (if there would be more than one, the player may decide which is to be removed). Creatures with this trait do not have Summoning Limit, however, the caster may not have more than one creature of the same name under their control.

Note: Such creatures are not considered as fully-fledged models, however, you may use their miniatures as visual elements. Some familiars have their own miniatures and some are attached to their caster's miniature. The caster receives the familiar's abilities and stat modifiers only if the familiar is summoned (even if their miniature would already have the familiar attached).

FEARLESS

This model cannot become Panicked (state).

FOCUS

Spells or Items with this trait do not have a target when declaring Attack or Assist. Instead, the caster or the user is the center of the effect and the specified models within the caster's Casting Aura become affected by the effect of the Spell or Item with this trait.

FROSTBITE

If a model suffers a Wound with this trait, it must perform a single Toughness roll, regardless of the number of Hits. A failed roll causes the model to suffer another Wound.

IGNORE ARMOR

A Hit with this trait reduces the hit model's Armor to 0 for the duration of the Damage Roll.

IGNORE SHIELD

Attacks with this trait ignore effects of Shield equipment.

INSPIRING I

Other allied models within this model's Awareness and with the same Affiliation gain +6 Morale.

INTIMIDATING

Models in the Panicked state with LoS towards this model suffer -6 Morale.

KNOCKBACK (X)

A model Hit with this trait is moved from the point where its Movement ended during the Movement step. It is moved for X inches away from the attacker at the end of the Resolution step (exact direction is the attacker's choosing). This trait does not affect models two or more Sizes larger than the attacker.

KNOCKDOWN

A model that suffers a Hit with this trait becomes Crouched (state). This trait does not affect models two or more Sizes larger than the attacker.

MANA COST (X)

In order to cast a Spell with this trait, the caster must spend an amount of **Mana Counters** equal to the X value.

MINDGAME

A dodge against an Attack with this trait must be performed with the Intellect attribute instead of Agility. If a model suffers a Hit with this trait, the hit model must perform an Intellect roll instead of the attacker performing a Damage Roll; if the Intellect roll fails, the effects of the Attack are applied and damage is dealt.

POISON I/II

I: WEAK POISON; If a model suffers a Wound with this trait, it becomes Weakened (state) until its next Strategic phase.

II: STRONG POISON; If a model suffers a Wound with this trait, it becomes Weakened and Poisoned (states).

WATCHFUL

This model receives a double amount of Activation Points in its Reactive role.

RESISTANCE I/II (X)

I: Power of a Hit dealt to this model by an Attack with the (X) Type or Trait is halved.

II: Hits and related Effects dealt to this model by an Attack with the (X) Type or Trait are negated.

RESOURCEFUL I/II

I: A model with this trait may receive 1 additional Upgrade.

II: A model with this trait may receive another 1 additional Upgrade.

RICOCHET (X)

When a model gets hit by an Attack with this Trait, the nearest enemy model within 5" gets hit with the same Attack. Whenever possible, the effect repeats up to X times in a single Activation Sequence. It cannot affect the same model again in the same Activation Sequence. If two or more enemy models would be the same distance away from the hit model, they all suffer this effect.

SPELLBOUND (X)

A model or an Item with this trait is enchanted by the Enchantment Spell listed in the brackets. In addition, the Enchantment Spell does not wear off, and lasts throughout the game.

STAGGER

A model that suffers a Hit with this trait loses 1 Activation Point (until the end of the turn). This trait does not affect models two or more Sizes larger than the attacker.

STUN

A model that suffers a Wound with this trait must perform a Toughness roll. If failed, the model loses all Activation Points (until the end of the turn).

SURPRISE ATTACK

An Attack with this trait halves the target model's Offense, Defense, Accuracy, Agility and Intellect Stats until the end of the Activation Sequence.

SURVIVAL (X ENVIRONMENT)

This model is not affected by the X Environment.

SWEEP I/II

I: On a successful Attack Roll, all models within this model's LoS and Melee Weapon Reach suffer a Hit.

II: On a successful Attack Roll, all models within this model's Melee Weapon Reach suffer a Hit (including models behind this model).

TARGETLESS

When in the Active role, an Attack with this trait does not require a model as a target. Instead, the target can be any surface on the field. If the Spell has both Casting Aura and AoE Reach, and the target is a flat surface/ground, then the template must be placed wholly within the Casting Aura.

THROWING

An Item with this trait enables a Ranged Attack with RCH equal to the user's T. The Strike value can be up to the Quantity of the Item. Upon use, the Item is removed from the model's Inventory, even if the Attack is unsuccessful. If the Attack incapacitates or kills the target model, you can recover the Item by making Base Contact with the target

TRAMPLE

When this model declares Run Special Movement, it can move through any model of a smaller Size. When it moves through or touches another model's Hitbox in such a way, that model suffers a Hit with the Knockdown trait and Power equal to the Toughness of this model.
(Note: the Reacting model can avoid receiving a Hit with a successful Dodge.)



TWO-HANDED

A weapon with this trait cannot be used in combination with an equipped Shield or another equipped Weapon.

UNKEEN

If a model would suffer a Wound with this trait, it must first perform a Toughness roll. A failed roll causes the model to suffer the Wound, while a successful roll negates the Wound.

UNSTOPPABLE

If the target of an Attack Action is smaller than this model, Confrontation among these models does not occur for that Attack Action. Successful Attack Rolls from one model do not block the other's.

VIGILANCE

This model is immune to the Surprise Attack trait. This model's Front arc extends to 360°. This model does not have a Back arc.

WEAKENING

If a model suffers a Wound with this trait, it becomes Weakened (state).

If you cannot find a Trait you are looking for in this rulebook, please check online at eldfall-chronicles.com, under "Resources" to find extra resources or the latest versions of resources.

Combat Arts

ASSASSINATION

Selected level's effect is applied to this model's Attack.

I	Aiming for the Vitals: User's Attack gains +6 Power.
II	Cunning Precaution: User's Attack gains Poison I trait.
III	Overwhelming Assault: User's Attack gains +1 Strike.
IV	Decisive Blow: In the Active role, User's successful Attack Rolls become Critical hits.
V	Deadly Precision: if a model suffers a Wound by this ability, it automatically dies.

FENCING

Selected level's effect is applied to this model's Melee Attack.

I	Masterful Parry: Target's Melee Attack suffers -3 Modifier.
II	Harsh Riposte: Target's Melee Attack suffers -1 Strike (cannot be reduced below 1).
III	Second Wind: User's Melee Attack gains +1 Strike.
IV	Grapple & Thrash: User's Melee Attack gains Knockdown.
V	Striking the Gaps: User's Melee Attack gains Ignore Armor.

BERSERK

Selected level's effect is applied to this model's Melee Attack.

I	Grapple & Thrash: User's Melee Attack gains Knockdown.
II	Onslaught: User's Melee Attack gains Sweep.
III	Limb Fracture: User's Melee Attack gains Crippling.
IV	Mortal Wound: User's Melee Attack gains Cleave.







ARCHERY

Selected level's effect is applied to this model's Ranged Attack.


I	Overdraw: The first Reach (for closer targets) interval of the used Ranged Weapon is increased by 6 inches.
II	Impeding Momentum: If hit, the target becomes Slowed (state) until the end of the turn.
III	Staggering Precision: User's Ranged Attack gains Stagger.
IV	Quickdraw: User's Ranged Attack gains +1 STK.

Spellcraft









ART OF SORCERY

Element	Level	Name	Effect	PW	Type	RCH	STK
 Fire	I	Ignite	- Burn (1)	INT	Spell, Sorcery, Ranged	16	STA
 Fire	II	Flare	- Sweep II - Burn (2).	INT	Spell, Sorcery, Ranged/Melee	3	1
 Fire	III	Fireball	- Targetless - Burn (1).	INT	Spell, Sorcery, Ranged	16, AoE: Circular L	1
 Elder	I	Arcane Bolt	Critical: Knockdown	INT	Spell, Sorcery, Ranged	16	STA
 Elder	II	Telekinetic Blast	- Knockback (3) - Knockdown.	INT-3	Spell, Sorcery, Ranged	AoE: Spray L	1
 Elder	III	Soul Crush	- Stun - Ignore Armor - If wounded, the target becomes Panicked (state) until caster's next End phase.	INT	Spell, Sorcery, Ranged	16	1





PURIFICATION RITES

Element	Level	Name	Effect	PW	Type	RCH	STK
 Fire	I	Purification	- Removes any number of Enchantments from the target. - Removes Weakened, Poisoned, Petrified, Confused, Blinded states. - The target of this Spell cannot be affected by enemy Enchantments until the End phase. - If the target has the Undead trait, it automatically suffers a Wound when hit by this Spell.	-	Spell, Healing, Ranged	16	1



HIEROMANCY

Element	Level	Name	Effect	PW	Type	RCH	STK
 Divine	I	Purgation	<ul style="list-style-type: none"> - Removes the Weakened and Poisoned states from the target. - Removes any number of Enchantments from the target. - If the target of this Spell has the Undead, Affinity (Profane), or Elemental Essence (Profane) trait, it automatically suffers a Wound when hit. 	-	Healing, Ranged/Melee	16	1
 Divine	I	Curative Touch	The target model regains all HP. In addition, the Weakened, Bleeding, Crippled and Poisoned traits are removed from the model.	-	Healing, Melee	0	STA
 Divine	II	Protective Barrier	If the enchanted model is hit, negate 1 Hit (if there are multiple hits, the player may choose) and remove this Enchantment from the model.	-	Enchantment, Ranged	16	STA
 Divine	II	Blinding Light	<ul style="list-style-type: none"> - Targetless - Models within the AoE become Blinded (state) on Hit until the end of the turn. 	-	Sorcery, Ranged	16, AoE: Circular 5	STA
 Divine	III	Warding Barrier	<ul style="list-style-type: none"> - To cast this Spell the caster needs to perform the Ritual Action. - Focus - Ranged Attacks with Spell type, targeting models within the Casting Aura, are negated. - Models with Spirit trait within the Casting Aura suffer magical damage of PW equal to the caster's Morale, and must be moved directly away from the caster to the outside edge of its Casting Aura. 	★	Enchantment, Ranged	Casting Aura	1
 Divine	III	Smite	<ul style="list-style-type: none"> - Targetless - Armor Piercing - Burn (1) 	M	Sorcery, Ranged	Casting Aura, AoE: Circular L	1
 Divine	IV	Curative Miracle	The target model regains all HP. In addition, the Weakened, Bleeding, Crippled and Poisoned traits are removed from the model.	-	Healing, Ranged	16	1
 Divine	IV	Anointment	The enchanted model cannot be targeted by enemy Enchantments.	-	Enchantment, Ranged	16	1

SUCCUBI MAGIC

Element	Level	Name	Effect	PW	Type	RCH	STK
 Fire	I	Fiery Fervor	Remove Weakened, Bleeding, Poisoned, Confused, Crippled, Blinded, Immobilized, Panicked, Petrified, Fatigued (states) from the model. It also gains +2 OFF, DEF.	-	Spell, Enchantment, Ranged	16	1
 Fire	I	Unrelenting Zeal	When the enchanted model would suffer a Wound, it may perform a M roll. If successful, that Wound is prevented and this Spell ends.	-	Spell, Enchantment, Ranged	16	2
 Profane	I	Draining Impulse	- Mana Cost (2) - The enchanted model receives additional 2 Activation Points in the Active and Reactive role. After this Enchantment is removed, the model becomes Fatigued (state).	-	Spell, Enchantment, Ranged	10	1
 Profane	I	Agony	The enchanted model must perform an Intellect roll at the beginning of each Activation or Reaction. On a failed roll, it loses 1 HP and its Activation or Reaction ends. If a friendly model comes in Base Contact with the Enchanted model, this Enchantment ends.	-	Spell, Enchantment, Ranged	Casting Aura	1





KITSUNE NO MAI

Element	Level	Name	Effect	PW	Type	RCH	STK
 Fire	I	Burning Resolve	Target model with 0 Activation Points regains 1 Activation Point.	-	Spell, Healing, Ranged	10	1
 Fire	I	Flare	- Sweep II - Burn (2).	INT	Spell, Sorcery, Ranged/Melee	3	1






WIZARDRY

Element	Level	Name	Effect	PW	Type	RCH	STK
Elder	I	Mana Burst	- Stagger	INT	Spell, Sorcery, Ranged	16	1
Elder	I	Dispel Magic	- Targetless - Choose one: • Remove target Sorcery, Enchantment, Transmutation Spell from the field. • Remove target summoned creature from the field. • Cancel Shrouded State.	-	Spell, Healing, Ranged	16, AoE: Circular L	1
Elder	II	Confuse Target	- Mindgame - The target model becomes Confused (state) until the caster's next Strategic Phase. - Ricochet I - When casting this Spell, the caster may spend 1 mana to gain +2 STK.	-	Spell, Sorcery, Ranged	16	1
Elder	II	Ward	- Non-Critical Damage and related effects of any incoming Attack targeting the target of this Spell are negated. - When the caster is Engaged, this Spell can target only the caster.	-	Spell, Sorcery, Ranged/ Méele	16	1
Elder	III	Redirect Damage	On hit, the Target's successful non-Critical Hits are negated. In addition, the Target model receives a number of non-Critical Hits equal to the number of successful Attack Rolls (apart from Critical Hits) it made during its Attack, using the same Item, Spell and Abilities it used during its Attack. This Spell is not affected by "Ranged (Friendly Fire)".	-	Spell, Sorcery, Ranged/ Méele	16	1
Elder	III	Hastened Recovery	You may do one of the following: Remove Crippled (state) • Remove Bleeding (state) • Remove Weakened (state) • Remove Poisoned (state) • The target regains 1 HP.	-	Spell, Healing, Ranged	16	STA








ART OF ENCHANTING

Element	Level	Name	Effect	PW	Type	RCH	STK
 Elder	I	Arcane Shield	Enchanted model gains +4 to its ARM value. This bonus cannot increase a model's ARM value above 6. In addition, Critical Hits scored against this model do not ignore ARM.	-	Spell, Enchantment, Ranged	16	1
 Elder	II	Spectral Blade	Target gains: - Ignore Armor - Stagger	*	Spell, Enchantment, Ranged	16	1
 Elder	III	Hasten	During caster's Strategic phase, the enchanted model may perform a Normal Movement (note: this does not provoke Reactions from the Reactive Player).	-	Spell, Enchantment, Ranged	16	1
 Fire	I	Burning Touch	Target gains: - Sweep 1 - Burn (1) - This enchanted model may declare Assist Action and remove Bleeding state from an allied model in Base Contact.	*	Spell, Enchantment, Ranged/Melee	16	1

ART OF CONJURATION

Element	Level	Name	Effect	PW	Type	RCH	STK
 Earth	I	Summon Gargoyle	- Mana Cost (1) - Summon Gargoyle to the field.	-	Spell, Conjunction, Ranged	0	-
 Earth	II	Summon Golem	- Mana Cost (2) - Summon Golem to the field.	-	Spell, Conjunction, Ranged	0	-
 Earth	III	Summon Earth Elemental	- Mana Cost (3) - Summon Earth Elemental to the field.	-	Spell, Conjunction, Ranged	0	-
 Earth	IV	Summon Colossus	- Mana Cost (4) - Summon Colossus to the field.	-	Spell, Conjunction, Ranged	0	-
 Elder	I	Summon Imp	- Mana Cost (1), - Summon Imp to the field.	-	Spell, Conjunction, Ranged	0	-

OTHER SPELLS

Element	Level	Name	Effect	PW	Type	RCH	STK
 Earth	-	Rooting Embrace	- Focus. - Affects all enemy models within the Casting Aura. On hit, the model becomes Immobilized (state).	-	Spell, Sorcery, Ranged	Casting Aura	1
 Fire	-	Inferno	- Mana Cost (1) - Targetless - Burn	INT	Spell, Enchantment, Ranged	Casting Aura, AoE: Circular L	1
 Elder	-	Mass Mindbreak	- Mindgame - Stagger - Affects only selected enemy models within the AoE. - If wounded, the target also becomes Panicked (state) until caster's next Strategic Phase.	INT	Spell, Sorcery, Ranged	Casting Aura, AoE: Circular L	1
 Water	-	Glacier Circle	- Mana Cost (1) - Targetless - Frostbite - Enemy models within the AoE become Immobilized (state) on hit.	INT	Spell, Sorcery, Ranged	Casting Aura, AoE: Circular L	1
 Air	-	Thunderstorm	- Mana Cost (1) - Focus - Stun - Ignore Armor	INT	Spell, Sorcery, Ranged	Casting Aura, AoE: Circular L	1
 Profane	-	Life Leech	The enchanted model regains 1 HP for every Wound it deals to an enemy model without the Undead or Construct trait (to the max of double its default HP).	★	Spell, Enchantment, Ranged	10	1
 Profane	-	Corroding Embrace	- Armor Piercing - Poison II	INT	Spell, Sorcery, Ranged	16, AoE: Circular L	1

If you cannot find a Spell you are looking for in this rulebook, please check online at eldfall-chronicles.com, under "Resources" to find extra resources or the latest versions of resources.

Setting up Your Terrain

The table, or rather, the field may be set up according to the players' preferences. Any terrain can be used; be it the terrain that we supply with the core game (version 1), or any other. We encourage the use of homemade terrain.

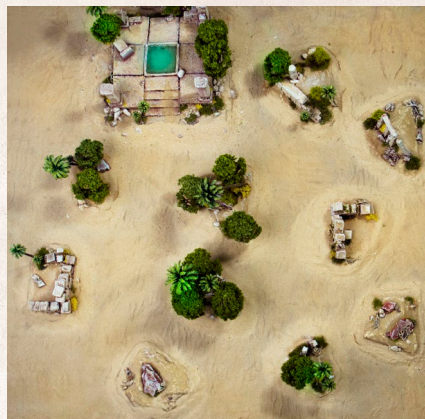
For the standard play, we recommend the use of 3D scenery (obstacles of different heights and widths) and a field size of 36x36 inches. We recommend this size to have the most balance between ranged and melee combat, when a player plays a party of 3 to 5 models.

Different field setups affect the gameplay in different ways. The balance between melee and ranged combat is affected by different scenery object layouts, by the altitude of the scenery pieces, by the density of the terrain, by the amount and type of cover etc. Note that Instance cards and certain Quests etc. call for Advanced Rules: Environment Rules.



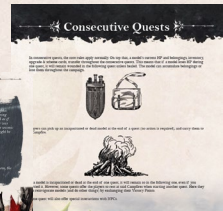
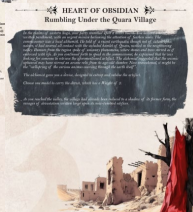
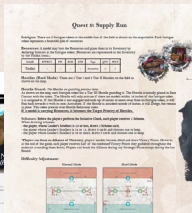
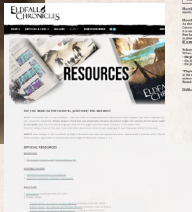
You can choose to apply Environments to your terrain setup. It can be fun to experiment with your setup, so don't be afraid to try out different arrangements. Below are some 36x36 inch field example set-ups that were made by our team for our personal gaming and display of the miniatures.

We cannot wait to see your setups!



Sample Quests

Explore a diverse range of quests available on the website "eldfall-chronicles.com." Scan the QR code to visit the site, and navigate to the "Resources" section to discover an array of quests. Whether you prefer solo adventures, cooperative challenges, player vs. player engagements, or tournament-ready scenarios, you'll find a variety to choose from. Stay tuned for regular updates as we continually introduce new quests, ensuring fresh and exciting experiences for you to explore!



EXAMPLE PVP QUESTS

Quest 1: Open Hostilities

Even though there are presently no large-scale wars on Calad, there is always reason to fight.

Schemes

Before the players perform the Initiative Check, each player receives 1 Scheme.

When drawing schemes:

- the player, whose Leader's Intellect is 13 or less, draws 1 card.
- the player, whose Leader's Intellect is 14 or 15, draws 2 cards and chooses one to keep.
- the player, whose Leader's Intellect is 16 or more, draws 3 cards and chooses one to keep.

REWARDS

- Player earns **1 VP** for rendering an enemy model with **Recruitment Cost 16 or less** into the Incapacitated or Dead state.
- Player earns **2 VP** for rendering an enemy model with **Recruitment Cost between 17 and 21pts** into the Incapacitated or Dead state.
- Player earns **3 VP** for rendering an enemy model with **Recruitment Cost 22pts or more** into the Incapacitated or Dead state.
- Player earns **1 VP** for rendering an enemy **Leader** into the Incapacitated or Dead state.

Quest 2: Unexpected Encounter

Just as I was just thinking that it was too quiet, too uneventful...

Hostiles: There are 2 Tier III Hostiles in the middle of the field, each facing towards a different Deployment Zone.

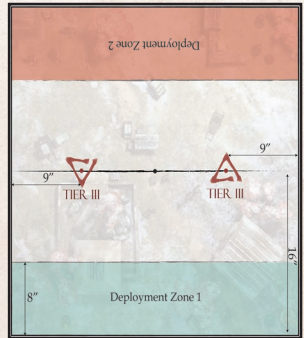
Schemes: Before the players perform the Initiative Check, each player receives 1 Scheme.

When drawing schemes:

- the player, whose Leader's Intellect is 13 or less, draws 1 card.
- the player, whose Leader's Intellect is 14 or 15, draws 2 cards and chooses one to keep.
- the player, whose Leader's Intellect is 16 or more, draws 3 cards and chooses one to keep.

***Players can form an Alliance of Necessity;** players' models become allied and share Victory Points. However, at the end of the game, each player receives half of the combined Victory Points they gathered throughout the endeavor (rounding them down).

***Special End Condition:** The Quest ends when both Tier III creatures are Dead.



REWARDS

- Player earns 3VP for rendering a Tier III Hostile into the Dead state.
- Player earns 2VP for rendering a Tier III Hostile into the Incapacitated state.

PENALTIES

- Player loses 1VP for each enemy party member they put into the Incapacitated or Dead states.
- If an Alliance is broken mid-game, the player that broke the Alliance loses 3 VP (the VP are not divided).

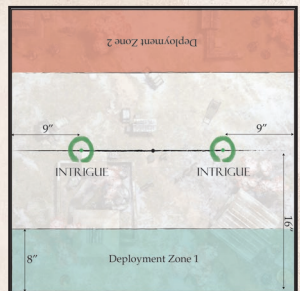
Quest 3: Treasure Hunt

One always needs more coin.

Intrigue: There are 2 Intrigue tokens in the middle of the field. Under each Intrigue token lies a Treasure, represented by a Cache token (in other words, an Intrigue token is placed on top of a Cache token).

In order to get to the Treasure, a player's models must first reveal the Intrigue token (via successfully performing the Perceive action). An Intrigue token is also automatically revealed if a model comes into Base Contact with it. When the token is revealed, it is replaced by a Sigil token.

Important: Intrigue tokens do not reveal during Round 1, and players cannot Interact in any way with them during Round 1.



Each Sigil token has a certain Spell assigned to it. You determine the Spell by rolling a die and looking up the result in the chart below. The Spell gets triggered when a model comes into Base Contact with either the Sigil token or the Cache token underneath. When the Spell is triggered, it is considered to have been cast successfully, hitting the models in the AOE, unless they perform a successful Dodge. Such spells have PW 14. After the Spell triggers and is resolved, remove the Sigil token.

ROLL RESULT	SPELL
1-4	INFERNO
5-8	GLACIER CIRCLE
9-12	CLAWS OF EARTH
13-16	THUNDERSTORM
17-18	MASS MINDBREAK
19	CORRODING EMBRACE
20	SMITE

The model in Base Contact with the Cache token can declare Interact and by performing a successful AG roll, take the Treasure and place it into its Inventory. (Note: After the Cache is unlocked, it cannot be unlocked again. If a model becomes Incapacitated or Dead, the Treasure is no longer in its Inventory and is placed in Base Contact with the model.)

NAME	EFFECT	PW	RCH	Strike	Type	QTY	WGT
Treasure	Player of a model with this Item in its Inventory, at the end of the game, earns 2VP. The model carrying this item cannot be Shrouded.	-	-	-	-	1	1

When a model has a Treasure in its Inventory, it may voluntarily leave the field via its own Deployment zone.

Schemes: Before the players perform the Initiative Check, each player receives 1 Scheme. When drawing schemes:

- the player, whose Leader's Intellect is 13 or less, draws 1 card.
- the player, whose Leader's Intellect is 14 or 15, draws 2 cards and chooses one to keep.
- the player, whose Leader's Intellect is 16 or more, draws 3 cards and chooses one to keep.

***Special End Condition:** The Quest ends when both Treasures leave the field.

REWARDS

- Player earns 3 VP if its model leaves the field with a Treasure in its Inventory.
- Player earns 1 VP for unlocking the Cache.

Quest 4: Battle Royale Arena

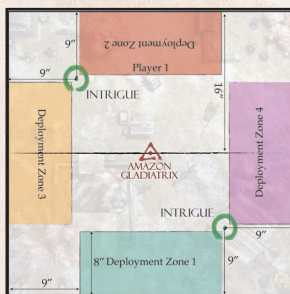
Although the primal ways of forced combat saw abolition long ago, the arenas of the Sand Kingdoms still attract the masses hailing from all Calad. A hunger for glory, coin and fame compels many warriors to tackle the challenge of the standing arena champion and seize the title for themselves. At the present time, most are held by Amazons, who are fierce, indomitable female fighters of various backgrounds. You have taken on many adversaries and are a formidable combatant. Now is your time to step onto the sands and face the Champion. There can only be one!

There is an Amazon Gladiatrix model at the center of the field facing towards the 1st Player's Deployment Zone. Each player will deploy their models in a separate deployment zone.

The Amazon Gladiatrix can be played by a player manually or by the game using her corresponding Hostile Behavior.

*Amazon Gladiatrix comes with 2 modes. A Regular mode where she is worth 25 pts, or a Boss mode, which is considerably stronger. By default, she is in her Regular mode, but if you are up for a hard challenge, you can promote her to the Boss mode.

(The Amazon Gladiatrix behavior card and boss mode card can be found on our webpage "eldfall-chronicles.com". Head over to "Resources".)



Intrigue Tokens - Exploding Barrels: There are also 2 Intrigue tokens on the field (see map), and can be targeted with attacks. If you perform a successful Attack against a token, that token explodes, dealing damage to models within AoE: Circular L (centered atop the token) with Power 13 and Burn (1) trait. After the token explodes, it is removed from the field.

Schemes

Before the players perform the Initiative Check, each player receives 1 Scheme.

When drawing schemes:

- the player, whose Leader's Intellect is 13 or less, draws 1 Scheme card.
- the player whose Leader's Intellect is 14 or 15, draws 2 cards and chooses one to keep.
- the player whose Leader's Intellect is 16 or more, draws 3 cards and chooses one to keep.

Special Rules

- Each player has only 25pts for creating their party. Moreover, each model may be assigned with up to 3 Upgrades (but must be purchased with the same 25pts).
- For the duration of this Quest, the models are immune to Loss of Morale.
- You may not declare Issue a Duel special Action.

REWARDS

- Player earns 3VP for rendering Amazon Gladiatrix into the Incapacitated or Dead state.
- Player earns 5VP for having the only alive model(s) on the field.



Bonus: Schemes

- ①: Name of Scheme card.
- ②: Text box - properties and description of a Scheme.
- ③: the **Quest-Specific symbol**, marking this card as a Quest-Specific Scheme card.
- ④: Affiliation.




Schemes are Classified objectives, known only to the player who receives them. At the end of the game, all the Schemes are revealed and the player receives a number of Victory Points as a reward for completing the objective listed on the Scheme card.

Each Scheme can only be completed once.

If you draw two Schemes of the same name, discard one and draw a new Scheme.

Schemes in the deck differ depending on the faction you choose. Each faction has access to 6 Common Schemes and 6 Unique Schemes, available only to that faction (the number of cards are subject to change).

*We included tables with schemes (which excludes the Quest-Specific cards) for each faction that act as Scheme decks in case you do not possess physical cards. In order to “draw” a Scheme, roll a die and look up the result in the relevant chart.

Quest-Specific Upgrade and Scheme cards take on properties that are described in related Quests. They are marked with the  symbol in their text box.

Common Schemes

- Opportunistic Manipulation: Receive 1VP (to the max of 3VP) whenever your opponent receives Victory Points for a successful Scheme or Reward.
- Assassination Contract: Receive 3 VP for killing an enemy Leader (rendering it Dead).
- Virtuous Commander: Receive 1VP (to the max of 3VP) for every one of your models not in the Incapacitated or Dead state.
- Martial Valor: Reveal this when your model Incapacitates an enemy model that costs more Recruitment Points, to score 2 VPs.
- No Quarter: Receive 1VP for every Dead enemy model (to the max of 3VP).
- Stand Your Ground: Reveal this Scheme during your Strategic phase and discard it during the End phase; receive 1 VP (to a maximum of 2) for every model that didn't move this turn.



Empire of Soga

- **Head Hunt:** Receive 1VP (to the max of 3VP) for every Deathblow you perform against enemy models.

- **Open Aggression:** Reveal this Scheme during your Strategic phase and discard it during the End phase; receive 1VP for every Wound you deal to enemy models this turn (to the max of 3VP).

- **Pursuit of Glory:** Reveal this Scheme during your Strategic phase and discard it during the End phase. Receive 1VP (to the max of 3VP) during the end phase of that turn for every alive party member outside the Awareness of other party members.

- **Engetsu Formation:** Receive 1VP (to the max of 3VP) for each party member in your Deployment Zone at the end of the game.

- **Fierce as Fire, Immovable as a Mountain:** Reveal this card when one of your models first Wounds an enemy model in Reaction. Place a token on this card. When your model Wounds an enemy model in Reaction, place another token on this card. Score 1 VP for every token on this card (maximum of 3 VP).

- **Stalwart Defender:** Receive 3VP if there are no enemy models in your Deployment Zone at the end of the game.

Roll Result	Scheme
1	Opportunistic Manipulation
2	Assassination Contract
3-4	Virtuous Commander
5-6	Martial Valor
7-8	No Quarter
9-10	Stand Your Ground
11-12	Head Hunt
13-14	Open Aggression
15-16	Pursuit of Glory
17-18	Fierce as Fire, Immovable as a Mountain
19	Engetsu Formation
20	Stalwart Defender



Coalition of Thenion

- **Unmatched Flanking:** Reveal this Scheme during your Strategic phase and discard it during the End phase; receive 1VP for every Attack against an enemy model that has no LoS to your model before the Resolution step of the Activation in this turn (to the max of 3VP).

- **Leave Unnoticed:** Receive 1VP (to the max of 3VP) for every party member outside enemy models' LoS at the end of the game.

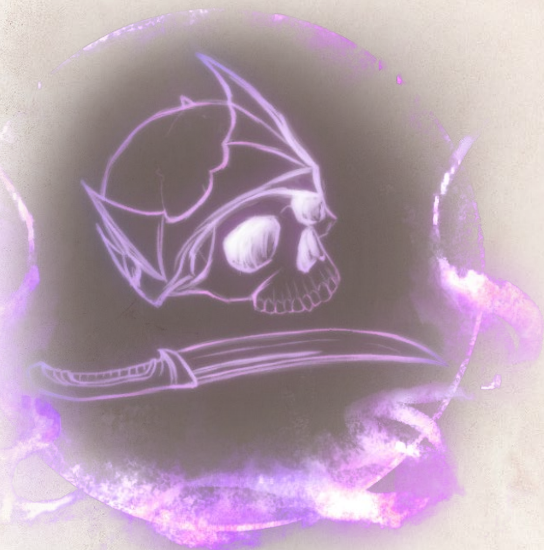
- **Cunning Tenacity:** Receive 2VP for every model that did not lose HP throughout the game (to a maximum of 3).

- **Breach Their Defenses:** Receive 2 VP for every party member in the enemy Deployment Zone (up to max of 3VP) at the end of the game.

- **Assassination Contract:** Receive 3 VP for killing an enemy Leader (rendering it Dead).

- **Blood for Blood:** Reveal this Scheme during your Strategic phase and discard it during the End phase; select one of your models that suffered a Wound from an enemy model. Receive 3VP if you Incapacitate the enemy model that wounded your selected model this turn.

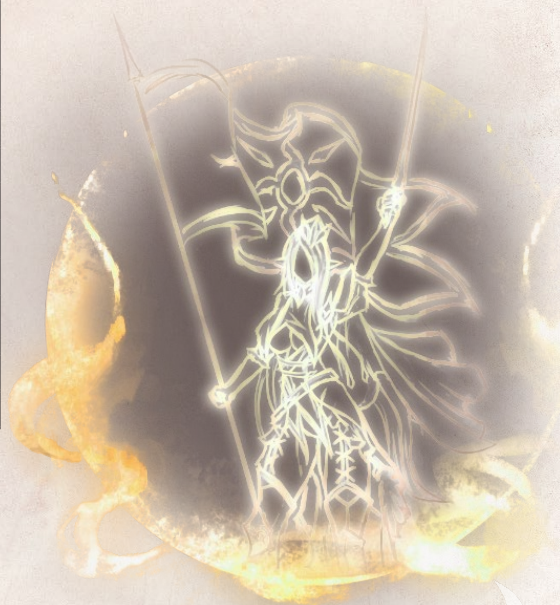
Roll Result	Scheme
1	Opportunistic Manipulation
2	Assassination Contract
3-4	Virtuous Commander
5-6	Martial Valor
7-8	No Quarter
9-10	Stand Your Ground
11-12	Unmatched Flanking
13-14	Leave Unnoticed
15-16	Cunning Tenacity
17-18	Breach Their Defenses
19	Assassination Contract
20	Blood for Blood



Helian League

- Decisive Victory: Receive 3VP if all of your party members are alive at the end of the game.
- Virtuous Commander: Receive 1VP for every one of your models not in the Incapacitated or Dead state (to the max of 3VP).
- Relentless Advance: Reveal this Scheme during your Strategic phase and discard it during the End phase; receive 1 VP (to the max of 3) for every party member beyond the middle of the field at the end of this turn.
- Fierce as Fire, Immovable as a Mountain: Reveal this card when one of your models first Wounds an enemy model in Reaction. Place a token on this card. When your model Wounds an enemy model in Reaction, place another token on this card. Score 1 VP for every token on this card (maximum of 3 VP).
- Peacekeeping Paragon: Receive 1 VP for every enemy not in Incapacitated or Dead state at the end of the game.
- Last Warning: Reveal this Scheme during your Strategic phase and discard it during the End phase; if your models do not declare Attack until your next Strategic phase, you receive 3VP.

Roll Result	Scheme
1	Opportunistic Manipulation
2	Assassination Contract
3-4	Virtuous Commander
5-6	Martial Valor
7-8	No Quarter
9-10	Stand Your Ground
11-12	Decisive Victory
13-14	Virtuous Commander
15-16	Last Warning
17-18	Fierce as Fire, Immovable as a Mountain
19	Relentless Advance
20	Peacekeeping Paragon



Sand Kingdoms

- **Stalwart Defender:** Receive 3VP if there are no enemy models in your deployment zone at the end of the game.

- **Appear weak when you are strong:** Receive 1VP for every Wound you deal to enemy models with Melee Attack (to a maximum of 3.)

- **Unhindered Expedition:** Reveal this Scheme during your Strategic phase and discard it during the End phase. Receive 2 VP if you have 3 models outside your Deployment Zone (not counting summoned creatures) at the end of the turn.

- **Strength in Numbers:** Receive 2VP if you have more alive models (including summoned creatures) than the opponent at the end of the game.


- **Steadfast Expansion:** Receive 1VP (to the max of 3VP) for every party member beyond the middle of the field at the end of the game (not counting your summoned creatures).

- **Stand Your Ground:** Reveal this Scheme during your Strategic phase and discard it during the End phase; receive 1 VP (to a maximum of 2) for every model that didn't move this turn.


Roll Result	Scheme
1	Opportunistic Manipulation
2	Assassination Contract
3-4	Virtuous Commander
5-6	Martial Valor
7-8	No Quarter
9-10	Stand Your Ground
11-12	Stand Your Ground
13-14	Appear weak when you are strong
15-16	Unhindered Expedition
17-18	Strength in Numbers
19	Steadfast Expansion
20	Stalwart Defender



Bonus: Upgrades

- ①: Name of Upgrade card.
- ②: Text box - properties and description of an Upgrade.
- ③: Affiliation.
- ④: Limit of Upgrade per party.
- ⑤: Cost of Upgrade.
- ⑥: (The **Quest-Specific symbol**  can appear, marking the card as a Quest-Specific Upgrade card.)



Quest-Specific Upgrade and Scheme cards take on properties that are described in related Quests. They are marked with the  symbol in their text box.

Read about Upgrades on page 28.

*On the next pages are lists of Upgrades (which excludes the Quest-Specific cards) for each faction in case you do not possess physical cards.



Neutral Upgrades

1. Pouch (1pts) Limit: -

Model's Inventory is increased by 2. The model may receive another Upgrade.

2. Additional Protection (1pts) Limit: 3

The model receives +2 ARM, -2 AG.

3. Utility Tool (1pts) Limit: -

The model receives a Dagger:

Name	Effect	PW	RCH	STK	Type	QTY	WGT
Dagger	Throwing, +1 Strike when used against a model in the Crouched state.	T-3	0	STA	Melee, Weapon	1	0

4. First Aid (3pts) Limit: 1

Remove this Upgrade during the Strategic phase; restore 1HP to any 1 non-dead model within the upgraded model's Awareness and remove Bleeding, Poisoned, Weakened, Crippled (states) from it. (An incapacitated model may use this on itself.)



NORTHERN WIND

5. Imported Casting Amplifier (4pts) Limit: 1

The model receives a Casting Amplifier:

Name	Effect	PW	RCH	STK	Type	QTY	WGT
Casting Amplifier	Wearer has +4 RCH when casting Spells.	-	-	-	Accessory	1	0

6. Imported Crossbow (5pts) Limit: 1

The model receives a Crossbow:

Name	Effect	PW	RCH	STK	Type	QTY	WGT
Crossbow	Two-Handed	13	0-24: +3 25-48: -3	1	Ranged, Weapon	1	2

7. Camaraderie (5pts) Limit: 3

A neutral or semi-neutral model with this Upgrade can benefit from Authority Stratagems of its Party Leader.

8. King of the Battlefield (2pts) Limit: 3

The model receives a Spear:

Name	Effect	PW	RCH	STK	Type	QTY	WGT
Spear	Throwing	T	2	STA	Melee, Weapon	1	2



Empire of Soga

1. Bujutsu Expertise (3pts) Limit: 2

The model gains Armsmaster Class and the Fencing I Combat Art. If the model already has the Fencing Combat Art, it gains access to the next rank of the art.

Fencing

Selected level's effect is applied to this model's Melee Attack.

I	Masterful Parry: Target's Melee Attack suffers -3 Modifier.
II	Harsh Riposte: Target's Melee Attack suffers -1 Strike (cannot be reduced below 1).
III	Second Wind: User's Melee Attack gains +1 Strike.
IV	Grapple & Thrash: User's Melee Attack gains Knockdown.
V	Striking the Gaps: User's Melee Attack gains Ignore Armor.

2. Kyujutsu Expertise (3pts) Limit: 2

The model gains Marksman Class and Archery I Combat Art. If the model already has Archery Combat Art, it gains access to the next rank of the art.

Archery

Selected level's effect is added to this model's Range Attack.

I	Overdraw: The first Reach interval of the used Ranged Weapon is increased by 6 inches (the maximum reach of the furthest range band is not increased).
II	Impeding Momentum: If hit, the target becomes Slowed (state) until the end of the turn.
III	Staggering Precision: User's Ranged Attack gains Stagger.
IV	Quick Draw: User's Ranged Attack gains +1 Strike.

3. Lucky Charm (3pts) Limit: 3

During its own Strategic phase, a model with this Upgrade generates a Luck counter (up to the maximum amount of 3). The model may expend a Luck counter to Re-roll any one dice in an Activation Sequence or force the enemy model attacking it to Re-roll one Damage Roll.

4. Kassen Buki: Yari-tsukai (2pts)

Only a Warrior can receive this Upgrade. Replace the Primary Weapon in the model's Inventory with the Lance. If the model's primary weapon is Spear, this Upgrade costs only 1pts:

Name	Effect	PW	RCH	STK	Type	QTY	WGT
Lance	Two-Handed, Throwing	T+2	2	STA	Melee, Weapon	1	2

5. Kassen Buki: Nagamaki-tsukai (2pts) Limit: 3

Only a Warrior can receive this Upgrade. Replace the Primary Weapon in the model's Inventory with the Longhilted Sword:

Name	Effect	PW	RCH	STK	Type	QTY	WGT
Longhilted Sword	Sweep I, Two-Handed, Bleed	T+2	1	STA	Melee, Weapon	1	2

6. Kassen Buki: Daikyuu-tsukai (3pts) Limit: 3

Only a Warrior can receive this Upgrade. Replace the Primary Weapon in the model's Inventory with a War Bow. If the model's primary weapon is Short Bow, this Upgrade costs only 2pts:

Name	Effect	PW	RCH	STK	Type	QTY	WGT
War Bow	Two-Handed, Stagger	T+4	0-24: 0 25-48: -6	STA -1	Ranged, Weapon	1	2

7. Kassen Buki: Kanabou-tsukai (3pts) Limit: 3

Only a Warrior can receive this Upgrade. Replace the Primary Weapon in the model's Inventory with a Heavy Bludgeon:

Name	Effect	PW	RCH	STK	Type	QTY	WGT
Heavy Bludgeon	Two-Handed, Armor-Piercing, Stagger, Stun	T+4	1	STA -1	Melee, Weapon	1	3

8. Traveling Duelist (3pts) Limit: 2

Only a model of the Warrior Class may benefit from this upgrade.

The model receives the Duelist trait.

Duelist: When this model combats an enemy model, the enemy model cannot use its Combat Arts of level III or below.

9. Seasoned Combatant (2pts) Limit: -
The model receives the Fearless trait.



Coalition of Thenion

1. Poisoned Weapons (2pts) Limit: -

The model receives the Poison I trait. If it already has Poison I trait, it gains access to the next level of the trait. **Poison I/II: I: Weak Poison;** If a model suffers a Wound by this trait, it becomes Weakened (state) until its next Strategic Phase. **II: Strong Poison;** If a model suffers a Wound by this trait, it becomes Weakened and Poisoned (states).

2. Muffled movement (2pts) Limit: -

The model receives the Stealth I skill. **Stealth I:** This model does not provoke Reaction when activated within the enemy model's Awareness, if the enemy model has no Line of Sight towards it.

3. Climbing Expertise (2pts) Limit: -

The model receives the Climbing skill. **Climbing:** This model can perform the Climb Special Movement as if it were a Normal Movement, ignoring "A model cannot perform any other Action while on a vertical surface". While performing Climb, its SPD is not halved.

4. Fangs of Tiamat (2pts) Limit: 3

The model receives War Darts:

Name	Effect	PW	RCH	Strike	Type	Qty	Wgt
War Darts	- Targetless, - When used, the user receives +3 ACC. - Bleeding	8	T, AoE: Circular L	1	Ranged, Consumable	1	1

5. Concealed Approach (3pts) Limit: 3

The model can begin the game Shrouded.



6. Devotion: Tiamat (1pts)

The model receives +1T. If the model is a Warrior or a Rogue, it also receives +1OFF.

Cannot be assigned to a model with the Demon trait.

7. Devotion: Anras (1pts)

The model receives +1 DEF. If the model has the Duelist trait, it instead has +2DEF.

Cannot be assigned to a model with the Demon trait.

8. Devotion: Paimon (2pts)

The model receives +1INT. When purchased; reduce cost of all other Upgrades by 1 (to a minimum of 1).

Cannot be assigned to a model with the Demon trait.



Helian League

1. Tactical Expertise (3pts) Limit: 1

The model receives the Tactician trait.

Tactician: The Deployment Zone of the party in which this model is present is extended for 5 inches.

2. Seasoned Combatant (2pts) Limit: -

The model receives the Fearless trait.

3. Companion of Hairon (2pts) Limit: 2

Only a model of the Soldier Class may benefit from this upgrade.

When using the Soldier Class ability, the model also counts itself towards receiving +1 OFF, DEF, ACC, INT, M bonus.

4. Gift of Longevity (1pts) Limit: 2

The model receives +1 INT.



5. Adept Shaper (3pts) Limit: 2

The model gains access to the next level of one of its selected Spellcrafts.

6. Glyphscribe: Reduce Weight (3pts) Limit: 3

Choose one:

- **Inscribed Item:** Select a Weapon or a Shield in the model's Inventory; its Wgt is reduced by 1 and Strike increased by 1.

- **Inscribed Armor:** The model receives +1 AG, +1 SPD and its Inventory is increased by 1.

7. Glyphscribe: Hyperia's Providence (3pts) Limit: 3

If the upgraded model is a target of a Melee Attack, the attacker must make an AG roll. If failed, the attacker suffers -1 Strike (to a minimum of 1). If the upgraded model has a Shield equipped, it additionally imposes a -3 Attack modifier to Ranged Attacks to its front.

8. Expeditionary Tactics: Double Time (3pts) Limit: 1

Remove this upgrade during the Initiative Check; if you do, add +6 to your Initiative check result.

9. Expeditionary Tactics: Surge Order (3pts) Limit: 1

Remove this upgrade during the Strategic phase; if you do, up to 3 of your party members with the Affiliation: Helian League, may each perform one of the following movements: Walk, Climb, Jump. This is performed during the Strategic phase, therefore it does not provoke Reaction.



Sand Kingdoms

1. Mana Catalyst (1pts) Limit: -

You may change one of the model's default Affinities with one of the following ones: Fire, Water, Earth, Air.

2. Elemental Lineage (4pts) Limit: 2

The model receives 1 of the following traits: Affinity (Fire), Affinity (Water), Affinity (Earth), Affinity (Air).

3. Arcane Tome (4pts) Limit: 3

The model gains access to the next level of one of its selected Spellcrafts.

4. Flying Carpet (4pts) Limit: 1

The model receives a Flying Carpet. This Upgrade may be equipped by a model of Size Medium or smaller.



Name	Effect	PW	RCH	STK	Type	QTY	WGT
Flying Carpet	Model may use the Flight skill.	-	-	-	Accessory	1	0

5. Conjured Retinue (3pts) Limit: 1

Tier I and II creatures, summoned by the upgraded model, receive the Soldier Class.

6. Personal Guard (3pts) Limit: 3

During the deployment assign this upgrade to a summoned creature; it receives the Sentinel Class but may not fully leave the model's Awareness. If this summoned creature would be removed from the field, you may return this Upgrade to the model originally assigned with it and re-assign it to another summoned creature.

7. Casting Amplifier (2pts) Limit: 3

The model receives a Casting Amplifier:

Name	Effect	PW	RCH	STK	Type	QTY	WGT
Casting Amplifier	Wearer has +4 RCH when casting Spells.	-	-	-	Accessory	1	0

Useful Tips

- The game will get expansions and new editions that will feature new models and their profiles. However, if you are unsure of which models to pick when starting out, certain 3 models of the first edition (listed below) that make up under 60 pts are a good start.

List: Helian League: Expeditionary Hierophant, Flameshaper, Citadel Guard. The Empire of Soga: Clan Champion, Onitaoshi, Bushi Attendant. Coalition of Thenon: Nightshade, Rangers-Guild Hunter, Thenrin Swashbuckler. The Sand Kingdoms: Vizier of Conjurations, Taskmage Explorer, Academy Expeditioner.

- Sticking with the same Faction and a similar build of the party is useful to get to know the intricacies of the Faction's play style and synergy. It will be useful even when you eventually play against that same Faction. However, try out all of the Factions at your own pace and you will find the specialties of each Faction. This can be especially useful to know when choosing a Quest, and exciting to find out your favorite play-style.

See "Factions & Their Play-Styles" for a summary of each Faction and the tips on how to play them - page 90.

- Pay special attention to the Engaged state. It can lock down ranged models, rendering them unable to perform a Ranged Attack.

- Try using the Reach advantage. An enemy without Reach cannot fight back.

- You can protect yourself by being in Base Contact with the enemy model, so that other ranged enemy models cannot target you without risking to hit their allies.

- Dodge can be very useful not only to escape from your enemies but also to move closer to enemy models, even engaging them (or just moving).

- Do not forget to use your Stratagems and Class abilities!

- When allying with another player, their models become you allies. Therefore, all allied models may benefit from certain Skills and Abilities (for example: Chain Attack). However, friendly models without the same Affiliation as the Leader cannot benefit from that Leader's Authority Stratagems.

- When you ally with the other player, you can still react to their models' Activations. This might be especially useful if you want to move and reposition your models (with Dodge etc.).

- Remember that you can always Duel, especially if winning a Duel would mean turning the tide of the battle.

- If you get the feeling that your party members are lacking something important when compared to the opponent's team, try looking into Upgrades. Perhaps you can spot a certain combo to counter the enemy's strengths.

- Pay attention to Rewards and Penalties of the Quest you're playing, when coming up with your strategy. Fighting is not always the best option towards victory.



Glossary

- **ACTIVATION:** The spending of an Activation Point of a model and the initiation of an Activation Sequence.
- **ABILITY:** An umbrella term for things a model can do (Class, Skill, Trait, Combat Art, Spellcraft, Special).
- **ACTIVATE:** A player spends an Activation Point to activate a model.
- **ACTIVE MODEL:** A model in its Active role.
- **ACTIVATED MODEL:** A model that declared Activation.
- **ALLIED/FRIENDLY MODEL:** A model that is either in your party or is a model of an ally - an allied player (and not of an opponent).
- **DAMAGE:** Wounds dealt to a model.
- **ENEMY/HOSTILE MODEL:** Describes a model that isn't an ally or a member of your party; it is the opponent's/enemy's/hostile model.
- **PARTY:** The group of models a player has under their control.
- **PASSIVE EFFECT:** A continuous effect.
- **PLAYER:** A person playing the game.
- **REACT:** To spend an Activation Point and declare Reaction against an activated model.
- **REACTIVE MODEL:** A model in its Reactive role.
- **REACTING MODEL:** A model that declared Reaction.
- **HIT:** a successful Attack Roll is considered as delivering a Hit to the attacked model.
- **HP VS WOUND:** HP (health points) means the health of a model. Wound is the damage taken from a Hit, which causes the model to lose HP.
- **MODEL:** A model is an individual entity which has its own profile and is represented by a miniature or a token on the field. Players "employ" models into their Parties.
- **MODIFIED (ATTRIBUTE):** when various Abilities, Items, Spells etc. modify attributes, the attribute that has been modified is called "modified attribute". Modifiers are numbers that are added to or subtracted from the model's default attribute value. Modifiers can also double or halve attribute values.
- **SECRET/PRIVATE INFORMATION:** Information that does not need to be disclosed to other players.
- **SEQUENCE:** Abbreviation for Activation Sequence (see page 32). One Activation Sequence consists of an Active model activating, performing a Movement, getting reacted to by the Reactive models, performing an Action and resolving the situation.
- **SPELLCASTING:** Another word for Casting Spells.
- **SPELLCRAFT:** Knowledge of magic and Spells.
- **STRIKE:** The number of rolls a model can perform when targeting either a foe or an ally with the Attack or Assist Actions. Oftentimes, when performing an Attack/ Assist, the roll itself can also be called a Strike.
- **TARGET:** The model that is targeted.
- **TO DECLARE:** To irrevocably commit or decide something. (For example, to declare an Attack means that the model will perform an Attack no matter what. This cannot be changed after the declaration was clearly set.)
- **TO TARGET:** To designate a certain model to be the target (often of an Attack or other Action). Sometimes a part of terrain or scenery can be targeted instead of a model.
- **VALUE (ATTRIBUTE VALUE):** the number that represents something, commonly a stat (statistic) found in the profiles.
- **WEARER:** The model with an equipped Item in question.
- **(X):** A variable, that can be found with some abilities and Effects. Throughout the text of a certain ability or Effect, the X is substituted with a word (commonly a number, Trait, Size, Type, etc.) found in the brackets of that ability on the model's profile.

*Index is on page 94.



Factions & Their Play-Styles

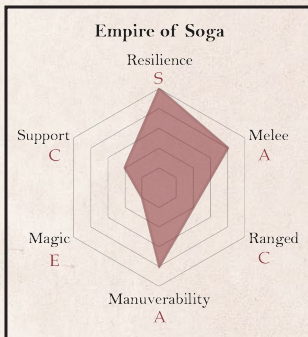
The Empire of Soga

The Empire boasts the best military equipment, which will delight any commander. The Empire's warriors and combatants are



widely known for their martial prowess, and are heavily trained in physical combat. Their widely-available armor makes them the most resilient of the four dominant factions; they are sturdy enough to face mostly anything quite head-on. Because of this, the faction is the most straightforward in its play-style, however, it truly shines under a capable command.

Because the Empire's models have the least magical support, their commander might have to be careful of some more unusual magical shenanigans.



Tips on Playing the Empire of Soga

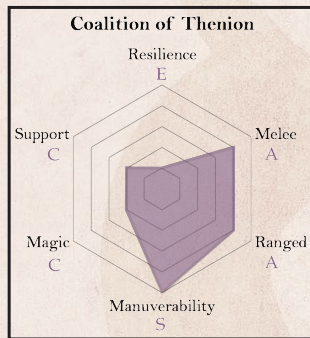
This faction will allow the commander to quickly bridge the gap to the opponent and in most cases, this is advised as most models of the Empire excel in close combat. Beware of ranged attacks and plan your advance around these. Use the advantages of the weapons with longer reach such as polearms or greatswords and the variety of combat arts of the models.

The Coalition of Thenion

Thenrin are not familiar with the concept of professional standing armies, which reflects in their play.



The coalition's fighters are the fastest and most mobile, excelling at roguish and guerrilla tactics. They should allow their commander to engage the enemy from multiple directions, and employ all sorts of cunning and stealth against them. Take note, however, that thenian parties are not particularly resilient, which should be taken into account when devising the strategies and tactics.



Tips on Playing Coalition of Thenion

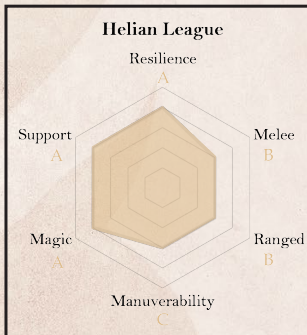
Most models of the Coalition excel at ambushing and guerrilla tactics. Take advantage of the various abilities that can help conceal your models from the enemy, such as Stealth. The models are very mobile and quick; they can be used to Attack from long or close combat and quickly retreat to safety. Take note that most models are scarcely clad and are not very resilient to attacks.

The Helian League

The Helian League is, regarding its play-style, the most balanced of the four factions.



It boasts proficient magic users, martial prodigies, and quality gear. The models share a form of synergy that can be used to overcome any opponent if utilized correctly and their abilities make their parties powerful and versatile. However, this might change if the number of the models under your command starts to dwindle.



Tips on Playing the Helian League

Models of the Helian League should stick together, employ synergies among the models (like the Chain Attack skill etc.) and remain preferably in mid-ranged combat. Take advantage of healing Spells, the Protector ability and powerful offensive Spells like Smite!

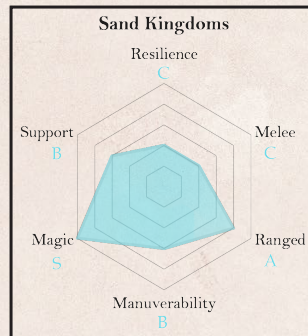
The Sand Kingdoms



The Kingdoms are home to the most prominent arcanists (magic users). The power and damage yield of these can be momentous; thus it is advised that even a lone arcanist is taken seriously.

Those that can summon and conjure various creatures will prove to be vital members of the party as they give access to various creatures, which may fight and take the brunt of the enemy force.

While the models are all very powerful, they lack armor and resilience. Knowing the models, their Spells and how to keep the party safe will play a crucial role in the success of their commander.



Tips on Playing the Sand Kingdoms

Magic offers the Sand Kingdoms lots of variety. Some models can summon creatures and employ them for protection and offence. The summoner should be protected at all times, as they can offer you numerical superiority. Take a look at all the Spells the models have in their repertoires; they can turn the tide in a pinch.

Neutral Models

Mercenaries, otherwise known as neutral models, can be recruited into any party.



What Next?

Visit the Eldfall Chronicles webpage and social media to learn more!

Webpage

The webpage is an extension of the game. Find **online resources**, the **store**, articles, lore, the gallery, and more!

We will keep you posted about live events or in-game events that you can participate in globally via the page (as well as other media and email)!

You will also find **videos** that can help you get to know the game in a more engaging way, or links to our live streams, where we talk about many topics and play the game.

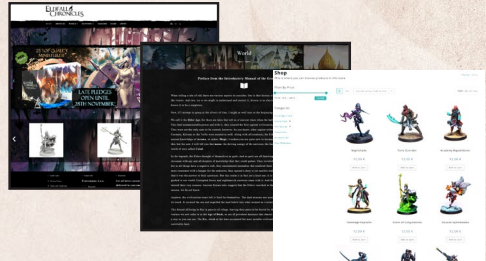
To find more **Quests**, **extra resources** or the **latests versions of documents**, head to "**Resources**" on the webpage.

Access **print-ready files** for better accessibility.

Future translations, new documents and errata will also appear here.

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 Email us at: info@eldfall-chronicles



Expansions

New Releases

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Dungeon-Crawl

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