





# INDEX

<b>Prologue .....</b>	<b>3</b>	Game Size .....	60
<b>Denizens of Saphir .....</b>	<b>7</b>	Density .....	60
<b>Map of Golothar .....</b>	<b>16</b>	Scenario .....	60
<b>The Game .....</b>	<b>17</b>	Generating the Battlefield .....	61
<b>Basic Concepts .....</b>	<b>18</b>	Weather .....	62
Dice Rolls .....	18	Generic Deployment .....	62
Bases .....	19	Winning the Game .....	63
Sight .....	20	Glory Points Chart .....	64
Game Table .....	22	<b>Advanced Rules .....</b>	<b>65</b>
Scenario .....	22	Orders .....	65
Combatants .....	24	Defence Area .....	67
Organising a Band .....	25	Support .....	70
Combatant Profile .....	28	Fatigue .....	71
Attributes .....	29	Attack Types .....	72
Traits .....	30	Annihilation .....	72
<b>Game Rules .....</b>	<b>33</b>	Critical Hits .....	73
Turns .....	33	Uncontrolled Power .....	76
Activations .....	34	Morale .....	76
Actions and Reactions .....	34	Fleeing .....	78
Movement .....	35	Regrouping .....	79
Deeds .....	38	Pursuit .....	79
Spells .....	39	Trapping .....	81
Hand-to-hand Combat .....	44	States .....	81
Shooting .....	47	Random Movement .....	83
Wounds .....	50	Flying Movement .....	83
<b>Start Playing .....</b>	<b>52</b>	Universal Abilities .....	84
Preparing a Game .....	52	Mundane Equipment .....	91
Missions .....	53	Arcane Artefacts .....	96
<i>The Death of the Enemy .....</i>	<i>54</i>	Consumables .....	98
<i>The Domination of the Dolmens .....</i>	<i>55</i>	<b>Appendix .....</b>	<b>101</b>
<i>The Destruction of the Camp .....</i>	<i>56</i>	Playing Fair .....	101
<i>The Sacking of the Relics .....</i>	<i>57</i>	Multiplayer Games .....	101
<i>The Crash .....</i>	<i>58</i>	Rules Summary .....	103
<i>The Last Survivor .....</i>	<i>59</i>	<b>Alphabetical Index .....</b>	<b>105</b>



# PROLOGUE





## THE WAR OF THE SPHERES

It is well known that the destiny of mortals has always been subject to the designs of the gods. It has been thus ever since the beginning of time, and so it will be until the last living creature in the universe draws its last breath. Only then will the divine entities watching us exhale a sigh and turn their gaze somewhere else, in search of a new source of amusement. For this is what we are to them: a part of a game that has been played for thousands of years, a battle that seems destined to remain forever unresolved. But meanwhile, mortals must fight while the gods revel in their enjoyment.

Welcome to Saphir. Here you shall find a world packed with adventures, action, battles and incredible stories to discover if you gather the courage to delve in this grim, war-torn world. Nevertheless, be aware that survival is not easy. And do not fool yourself: Saphir is just but a drop in the middle of an immeasurable ocean, a speck of dust in a universe brimming with spheres where the gods, like children, face each other in terrible games in search of supremacy. Through the ages they seem bound to perpetuate this deadly and dangerous game, for none of them has been yet capable to prevail over the others—for our eternal condemnation.

The sky was covered with ash and a rain of fire was pouring over the few survivors of the former armies of several civilisations, a union of many races which, for the first time in centuries, had abandoned their bloody rivalries and joined their efforts in their attempt to stop a common foe.

Málgor was resting among the remains of an erstwhile proud fortress, now wrecked to a shred of its old splendour. He was a powerful, armour-plated warrior, the leader and hero of the Armoured, a faction which had developed a technology that allowed them to attach to their bodies metallic armours sturdy enough to repel the most vicious of attacks. Beneath him, some Felids were dozing. These were half-human, half-feline creatures whose natural habitat, the woods, had vanished long ago. A handful of Technos could be seen scuttling around the area, a race of mechanical creatures with an in-built artificial intelligence. They looked like small insects, and their hive mind and artificial bodies had been key to their survival. They mingled with several dozens of warriors from different species, who lay down scattered, resting after the fray. Creatures made of rock and sand shared a spot alongside wild-looking monsters; there were tiny, nimble beings who ran so swiftly their feet seemed to tread on air: a collection of most extraordinary beings gathered at the ruins of the battered fortress.

"Alas, we are undone," groaned Málgor, the last of his species. "Defeat lurks at the corner and perdition awaits."

"Even so, we must fight to the bitter end", the armoured hero looked at Misah, an adroit female felid. "Our homeland has been destroyed and the icy Sorto, who were the first who dared defy the creatures that emerged from the fire, have been annihilated. If die we must, we shall come down fighting rather than letting them incinerate us like the rest of the sphere."

"I second her words," said Sajor, a blue-skinned human who belonged to the Azcats, a clan blessed by the god Kurgan. "We will fight it to the death and take with us as many of these bloody maggots as we can."

One of the rock and sand beings rumbled something no one was able to understand. Their language was too akin to the crashing of two rocks for the other races to grasp any of its meaning. Misah opened her mouth and was about to add something, but the Technos sounded a high-pitched beep of alarm that drew the attention of all present.

"They are attacking us!" Málgor cried. "To arms!"

From among the rubble and stones, a tide of creatures of all shapes and sizes began to surge. Their bodies, of a reddish hue and full of dangerous bones in the shape of protruding horns and spikes, seemed made of rock and fire. Some of these beings were small and scurried about in large groups; others mounted an array of colossal, menacing beasts, and some, much taller than humans, walked grotesquely dragging enormous rocks with their huge hands.

The defenders tried to face the horde which was going to hit them, but despite their efforts and courage, they soon realised there was nothing they could do before such a fiery tide. The Racfé, creations of the god Kazag, overran them without any chance of retaliation. The Felids' shrill screeches, followed by a strong smell of burned skin and hair, confirmed to the survivors that soon all of them would be incinerated as an offering to Kazag, joining the fate of their kin and the annihilated civilisations.

Flames engulfed everything among dying screams of desperation. With a bellowing of triumph, the Avatar of the red-hot beings cast a last spell to combine the power of his brethren and dozens of volcanoes which were spitting fire along several miles. The heat became more and more intense until, eventually, the core of molten magma of the planet itself exploded, incinerating everything in a last burst of death and destruction.

"It appears that victory is mine," Kazag uttered with an expression of great joy in his demonic countenance. He started laughing, breathing a puff of fire and smoke.

"Do you call that a victory?" Kurgan asked. "Your creatures have destroyed everything! Even themselves!"

"You are just annoyed because your Sorto were the first ones to fall. Do not be a bad loser, brother," the God of Incineration replied.

"Was it necessary to destroy the sphere?" Malesur, the God of Wind, did not agree with the catastrophes caused by his brother's creations.

"What does it matter?" Mohed, the God of Sand, was already watching another world. "We have thousands of the things. It does not signify if some of them explode once in a while. Come, brothers, let's keep our watch. Now that Kazag has achieved a new victory, we have reached a stalemate again."

## THE FOUR GODS

Four are the gods that make up the celestial pantheon, ruling over the spheres; four like the natural elements shaping the planets. The relationship among them is of absolute rivalry, in a harsh struggle to prevail and to find a way for their respective creations to triumph over those of their brothers. However, no matter for how many millennia they continue that unending confrontation, it seems impossible for one of them to overcome the others except for a while. When one of them achieves a victory which helps him to get closer to defeating his brothers, they do not take long to achieve a similar feat which balances the scales.

The four gods were made of the four primary elements, but only one of those stood out in each of them, and this was what shaped their particular personalities and ways of thinking. This is because, in spite of their resolution to show who the mightiest among them was, none of them could exist without the other three. Should one of them be destroyed—if a god can ever be destroyed—, all of them would probably disappear, along with the entire universe.



**Kurgan** is the God of Ice, a being as cold as the element he governs who also shows predilection for warfare, battles and martial harshness. In the eternal war among the four brothers, he instils a high passion for combat in his creations and shapes mighty, fierce beings who frequently prove themselves to be true predators.

**Kazag**, God of Incineration, is as opposite to his brother as fire and ice. Unlike Kurgan, he seeks for his creations to prevail by means of overwhelming numerical superiority, defeating their rivals like a swarm. His children also resemble him strongly, which gives them a demonic, sinister appearance that fills other mortals with fear. For Kazag, battle is something necessary, the way to the means sought by the packs of creatures which worship him, the indispensable step to incinerate everything on their way, so that nobody dares face his creatures. Why fight enemies when you can just... incinerate them?

**Malesur**, God of Wind, does not feel an excessive passion for battle or destruction, unlike the rest, for he would prefer to obtain mastery over his brothers by means of the evolution of his creatures. He thinks that the path to victory lies in the creation and development of the races which are subject to his influence rather than through the destruction of others. Unfortunately, he is forced to play by the rules of the other gods if he wants to have a chance of victory, which drives his creatures to fight and kill aware that they would have no hope of survival otherwise.

Last but not at all least, there is **Mohed**, the God of Sand and Rock, who has a penchant to use these elements to shape his creations. Therefore, the ties that bind them to him are stronger than if they were creatures of flesh and blood. Like Kurgan, Mohed takes great pleasure in duels and battles, a pleasure which reflects upon the societies which worship him. But, unlike the God of Ice, he does not share his hunger to conquer and control new territories. Instead, he prefers to bide his time until the rest of races annihilate each other, and then give the last and most terrible blow, the final blow. More reserved than his brothers, Mohed only acts when the circumstances demand it.

## THE FIFTH GOD

There is, however, a fifth god. She is **Salssa'el**, Goddess of Life. She is a wise and prudent being who prefers to keep apart from what she considers silly sibling rivalries. She is, therefore, the only one among the gods who has not joined the game of war raging among the spheres, and who rejects the death each and all of her four brothers cause with their endless battle, despising all of them alike.

Despite that, Salssa'el is the most important and powerful among the gods, for it is her power which insufflates the breath of life upon her brothers' creations. This is probably the reason why she despises how carelessly they reap hundreds of lives.

As her four brothers are made of the four primary elements, so is Salssa'el. The difference lies in that there is a fifth element, the element which makes life possible, the one which excels over the others: the Quintessence.

It seems a contradiction to say that Salssa'el does not approve of her brothers' acts, that she is more powerful than them and that, in spite of this, she does not do anything about it. Besides, it is confusing that her hand bestows the life her brothers will take. The explanation is obvious: Salssa'el stands out among the other gods, but she is unable to face them by herself. She is also aware that there is nothing she can do to partake in her brothers' games, for her great power bars her from acting except through the creations of the other gods, which can only live through her touch. She is, therefore, doomed to breathe life just to see her brothers sacrificing thousands of these lives in their cruel and senseless game.

## THE GAME OF THE SPHERES

As has been mentioned, there are countless spheres serving as the gods' playground in their macabre pursuit to prevail over the others. This has made the spheres evolve in very different ways. In some of them, the creatures of one of the gods predominate, but usually all of these beings fight against each other, with no chance of a decisive winner emerging. There are other spheres where the races have evolved to a degree unforeseen by their creators, to such an extent that their pursuit is to travel the universe aboard spaceships. On the other hand, there are also worlds populated by prehistoric creatures where chances of evolution are extremely slim.

However, there is a sphere the gods regard above the rest, a world where the bloody battles for supremacy have taken a new course, similar to that in other planets, but quite different nonetheless. A sphere where the intervention of the fifth god has changed the rules of the game. That sphere is **Saphir**.

## SAPHIR

But what makes Saphir different from the other spheres? Why is that world so important in the development of the eternal battle among the four elemental gods? What events have driven the story of the civilisations inhabiting it to become of such vital importance to the gods?

The answers to these questions all point to Salssa'el, for the Goddess of Life was the one who caused the events which turned the course of this sphere forevermore, setting it apart from the other creations of the elemental gods.

Salssa'el has always been opposed to her brothers' acts; she has always voiced her disagreement before them regarding the terrible battle their creatures are waging in each and every sphere to decide which god is the mightiest. The Goddess of Life is forced to breathe the vital essence in her capricious brothers' creations, even though she knows every life she delivers will be snatched away in their macabre game. It has been thus for aeons, and so it will remain for all eternity.

Unless she can avoid it, of course. Salssa'el's acts in Saphir sprung from mere chance, for indeed she could have chosen any of the countless spheres where her brothers



battled. For centuries, the goddess planned what she would do in order to stop her brothers, and, finally, she decided on what she deemed the best course to help mortals. Thus, Salssa'el broke the rules of the game and introduced her own race in Saphir, providing it with extraordinary powers which upset the equilibrium. Those beings were the Trascars, creatures where the vital essence beat stronger than in any other race inhabiting Saphir. Besides great power, the goddess gave Trascars a task: they had to protect the other races and help them find their own destiny. With this aim, she granted them a wonderful gift: the Quintessence, the substance of life, which ran inside their bodies and had astounding abilities. One of them was the power to unbalance any of the four elements, a fact which annoyed the four elemental gods exceedingly. But this was not the most surprising thing, for properly used, the Quintessence was able to breathe life and soul into lifeless objects. This was an unbalancing element, a substance able to change forever the destiny of Saphir.

Thus, not only fire, wind, earth and water were in conflict in Saphir, for the appearance of the Quintessence changed the rules of the game forever. As a result of its discovery, the four elemental gods found it necessary to change the course of the events in the sphere, and that choice would signal a new path with no clear outcome even to the gods themselves. Anything can happen now in Saphir, for the balance has been broken and nothing will ever be the same.

*"How did you dare to interfere? How did you dare to risk everything we have done and the balance of the sphere, you sorry piece of scum?"*

*"Piece of scum! Is that how you see me, Kurgan? As scum, as useless waste? You do not consider me one of you, you never did, and nevertheless you need me to give life to your creations, for without it, the four primary elements are nothing, and they can achieve nothing." Salssa'el, whose appearance was that of a shapeless mass of fog, kept shifting her form and density as she talked until she became as small as an acorn. "I have only done what is expected of me! I have just breathed life into another being, which is what you are always begging me to do." From the acorn, a sprout arose which grew until it became a huge tree from which, little by little, life sprang in the shape of leaves and fruits.*

*"You have endangered our plans for Saphir!" Malesur thundered. His voice mingled with the fierce roaring of the hurricane and the wind howling among the crags.*

*"Your plans? Your plans?" The tree exploded in a blast of life and turned into leaves falling slowly and vanishing. One of them suddenly turned into a small kingfisher which soared until it again turned into a heap of undulating fog. "Let me tell you what your plans for Saphir are. You, my stupid brothers, have the power to shape the elements at will. You have the ability to mould the sky, the oceans, the mountains and the fire flowing below them. You have done it for millennia and you will do so eternally. Your powers will create more and more spheres and you will populate them with your children, races of creatures shaped at your will and whim. But these beings have no more life than sand or rain, than wind or flames. You are all sterile gods, brothers; barren and empty gods who have to resort to me, the one you call scum, in order to give life to your lifeless creations. The consciousness that you need me to perpetuate your absurd game is what makes you so pathetically spiteful. That is why you hate even your own guts." The fog changed again until it was in the shape of two fighting deer. "That's why you use your creations, since you are unable to do it yourselves."*

*Kazag, the most temperamental of the four gods, turned into a dreadful star and grew in brightness and size as hundreds of flames leaped towards Salssa'el. However, they did not dare to reach her, for the God of Incineration was aware of the law forbidding them to fight each other. Should any of them attempt it, all of them would blast into oblivion.*

*"Enough, Kazag," Mohed said with a voice which sounded as an avalanche of rocks. "Don't let your anger prove the silliness our jealous sister attributes to us."*

*"You created Saphir and the other spheres" the goddess of life continued, "to pour your hatred there, so that the beings you created and I gave life to could destroy themselves, since the law forbids you to fight each other or to attack me. Those beings are but pawns in your vicious game, brothers. This and no other has been the reason which has led me to create the Trascars behind your back, to give life to my own children to protect the creatures inhabiting Saphir from your inane and childish pissing contest."*

*"We have heard enough, brothers," Kazag intervened, having abandoned his giant, incandescent star shape in order to take the look of a compact core made up of molten magma and rancour. "You will return to your imprisonment. Rest assured we won't forget the seriousness of your misdemeanour, and we won't let you forget it either. We will remind you of it every passing minute, for you will pay for your audacity through pain you can't even begin to fathom."*

*"As for us, the time for action has come." Malesur addressed his elemental brothers, his voice resembling the roar of a huge gale. Meanwhile, the foggy shape vanished and returned to the plane where she was imprisoned and tormented. "We must make a decision, brothers. The scales must be balanced again in the sphere. We must choose a single act, one action on the part of each one of us to restore the plan we have for Saphir."*

*"We may still have time," uttered Mohed.*

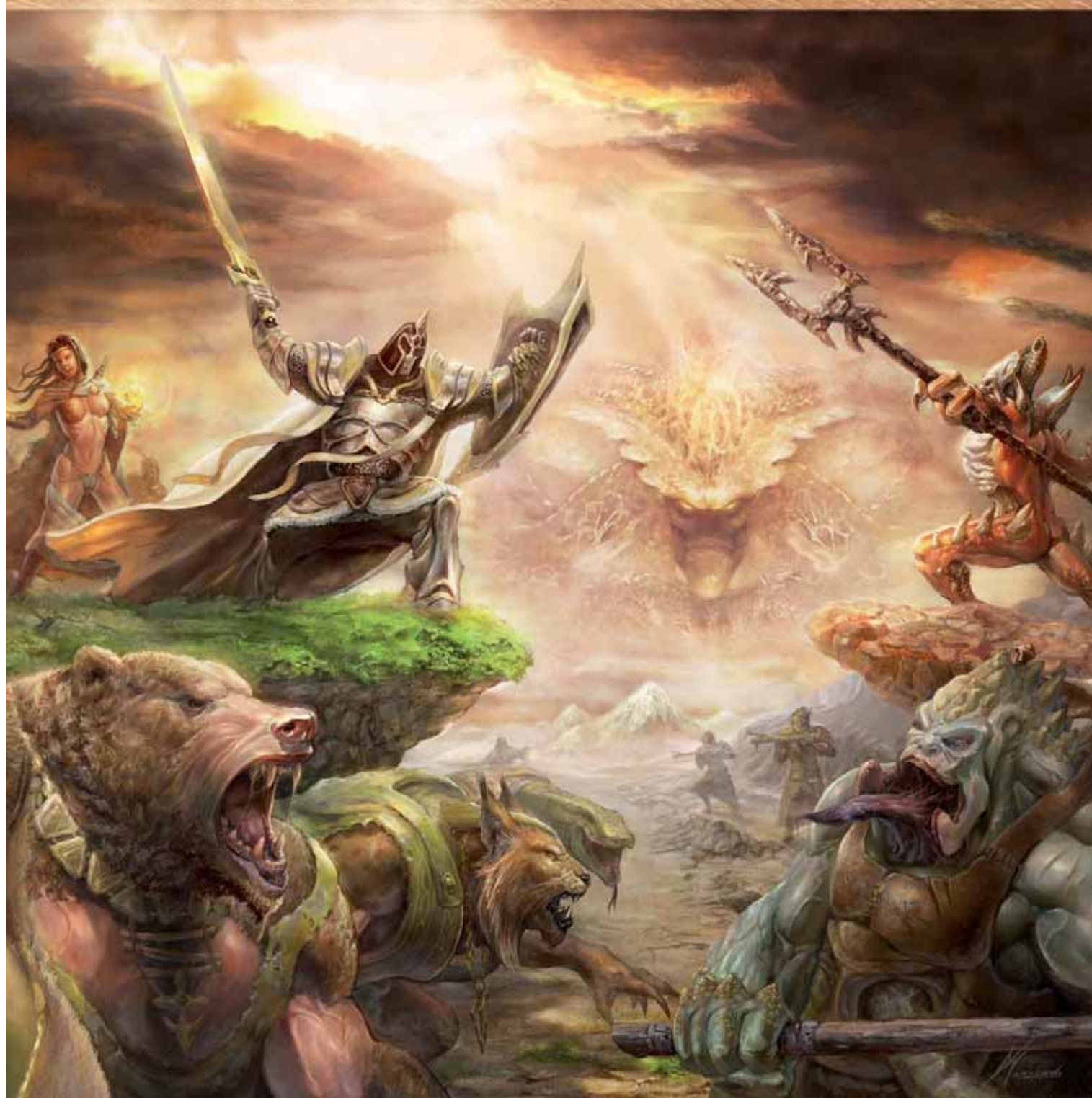
*And so, the four elemental gods were in agreement for the first time in aeons.*



*"It is now your turn to go into Saphir, explore its lands and meet its creatures and secrets. A new world is about to open before your eyes, and your acts have the power to determine which side the scales will turn"*



# DENIZENS OF SAPHIR





# SCIONS OF KURGAN

SEEK AND DEVOUR!



Now that you have grasped the predatory mindset of the Scions of Kurgan, the time has come to build your own band. This will not be difficult after having read it all up. When organising a band, the first step you should take is deciding the cult you want your champion to belong to. Depending on the leader you plan to use, you will have certain restrictions when choosing your combatants, and so it is very important to bear this in mind first. For example, if you opt for Tir 'Abe the Beast, you are not allowed to include Shamans in your list. On the other hand, if you choose Sull Mindripper, you will not be able to recruit Devastators. A band of Scions of Kurgan with Raggarth the Reaper will be restricted as regards Soimi recruits, but will have numerous, almost unlimited Regors.

With your choice of a leader, you will have decided whether you will lead a warrior or a sorcerer cult to battle, or a Tur 'Na 'Kurg band, where warriors and sorcerers will fight side by side with no qualms. You also have the option to lead a Regor band, which can include some or even no Soimi. And, of course, you can always rely on the unstoppable might of the Leviathan. What are you waiting for? Grab your arms and get ready, the hunt is about to begin!



LEADERS	BP	AP	MOV	COM	DEX	STR	CON	FUR	POW	WOUNDS	MORALE	FEAR	HEIGHT
<b>NEK'ORG</b>	181	2	5	3	4	3	5-6	3	-	Difficult to kill	Brave	Frightening	Common
ABILITIES:	Sensory Communication, Stings, Tur'Na'Kurg Cult, Kurgan's Embrace, Huge Arm, Aquatic, Hardened Attacker and Expert Combatant.												
181	1	5	2	4	4	4	5	5	-	Very difficult to kill	Unbreakable	Frightening	Large
ABILITIES:	Sensory Communication, Stings, Enur'Anar Cult, Sweeping Blow, Roar of the Beast, Hit Blow, Aquatic and Fierce.												
186	4	5	3	4	3	4	4-5	3	4	Difficult to kill	Common	Respectable	Common
ABILITIES:	Sensory Communication, Stings, Hura'm'Koll Cult, Wrath of Sull, Mindfreeze, Sensory Howl and Aquatic												
168	3	5	3	3	3	3	4	3	-	Difficult to kill	Common	Frightening	Common
ABILITIES:	Regor Cult, Deadly Double Tail, Vicious Slash, Aquatic, Expert Combatant and Bodyguard												
<b>MESSAGE</b>	25	-	4	-	1	1	3	2	-	Easy to kill	Common	Common	Common
ABILITIES:	Sensory Communication, Tur'Na'Kurg Cult, Sting of Robustness, Aquatic, Insignificant and Unimportant												
<b>REGULAR TROOPS</b>	27	-	4	-	2	2	3	-	-	Easy to kill	Coward	Common	Small
ABILITIES:	Regor Cult, Incite, The Sack, Aquatic, Weak, Infiltrator, Insignificant and Unimportant												
37	-	4	-	2-2	2	2	3-4	1	-	Common	Coward	Common	Common
ABILITIES:	Stings, Tur'Na'Kurg Cult, Aquatic, Inexpert Combatant, Unimportant and Inexpert Shooter.												
31	-	4	-	2	2	2	3	2	-	Common	Common	Common	Common
ABILITIES:	Deadly Tail, Regor Cult, Aquatic, Infiltrator and Unimportant												
<b>AVERAGE TROOPS</b>	69	-	5	-	2	3	4	2	-	Difficult to kill	Common	Respectable	Common
ABILITIES:	Stings, Tur'Na'Kurg Cult and Aquatic												
65	-	5	-	2	3	3	4	3	-	Difficult to kill	Common	Respectable	Common
ABILITIES:	Stings, Enur'Anar Cult, Aquatic, Fierce and Impetuous												
52	-	4	-	2	2	2	3-4	2	1	Common	Common	Respectable	Common
ABILITIES:	Stings, Hura'm'Koll Cult, Lightning Sphere and Aquatic												
67	-	5	-	3	2	2	3	3	-	Common	Common	Respectable	Common
ABILITIES:	Deadly Tail, Regor Cult, Gashing, Aquatic, Hardened Attacker, Counterattack, Uncontrolled and Fierce												
<b>ELITE TROOPS</b>	97	-	5	-	3	4	5-6	2	-	Difficult to kill	Common	Frightening	Large
ABILITIES:	Stings, Tur'Na'Kurg Cult, Aquatic and Bodyguard												
83E	-	5	-	2	3	3	5	3	-	Difficult to kill	Common	Frightening	Large
ABILITIES:	Stings, Enur'Anar Cult, Aquatic, Hardened Attacker, Fierce and Tracker												
83	-	4	-	2	2	2	4	2	3	Common	Common	Respectable	Common
ABILITIES:	Deadly Tail, Regor Cult, Ice Vortex, Aquatic and Hardened Defender												
<b>SUPERIOR</b>	187	-	5	-	2-1	5	7	4	-	Extr. difficult to kill	Unbreakable	Terrifying	Huge
ABILITIES:	Lethal Stings, Seizing Tail, Lethal Tail, Aquatic, Fierce, Undisciplined, Tough and Inexpert Shooter												
LEVIATHAN	<div> <div>EQUIPMENT:</div> <div>Conventional and Projectile Weapon</div> </div>												



## BY THE ALLIANCE!



To decide which combatants you will use, you should focus on the kind of band you want to set up. You know that the knights of the Legion of the One Hundred Hearts will be a tough enemy, with strong offensive and defensive skills, while the Mercenary Women of Isha are more vulnerable, but in return they are great at dealing ranged attacks with weapons and magic. A mixed band will combine the best of every faction.





LEADERS	BP	AP	MOV	COM	DEX	STR	CON	FUR	POW	WOUNDS	MORALE	TEMOR	HEIGHT	
RODANES	176	3	3	4	4	3	6-4	4	-	Common	Brave	Respectable	Common	
ABILITIES:	Hungry for Revenge, Legion Formation, member of the One Hundred Hearts, Metallic Blow, Pounding Cry, Expert Combatant and Strategist										EQUIPMENT:	Conventional, Plates and Shield		
NIRLEM	159E	1	3	3	3	3	6-4	2	2	Common	Brave	Respectable	Common	
ABILITIES:	Hungry for Revenge, Legion Formation, member of the Legion of the One Hundred Hearts, Defensive Position, Throbbing Heart, Hardened Defender and Expert Combatant										EQUIPMENT:	Optional, Plates and Sacred Shield		
TAEM	173	3	4	3	3	3	4-3	3	-	Difficult to kill	Brave	Frightening	Common	
ABILITIES:	Hungry for Revenge, member of the Mercenary Women of Isha, Hook, Body Fat, Chaining, Bite, Hardened Attacker and Assault										EQUIPMENT:	Blunt and Chainmail		
AVATAR	146	8	4	-	2	1	2	-	7	Easy to kill	Brave	Respectable	Common	
ABILITIES:	Hungry for Revenge, member of the Mercenary Women of Isha, Lesser Leader, Blinding Aura, Destroying Ball, Protection Sphere and Channelling										EQUIPMENT:	Light and Cloth		
MESSENGER	15	-	4	-	1	1	2-3	-	-	Easy to kill	Brave	Common	Common	
ABILITIES:	Member of the Legion of the One Hundred Hearts or member of the Mercenary Women of Isha, Sidestep, Infiltrator, Insignificant, Unimportant and Tracker										EQUIPMENT:	Light and Leather		
REGULAR TROOPS	31E	-	4	-	2	2	2	-	-	Common	Brave	Common	Common	
ABILITIES:	Legion Formation, member of the Legion of the One Hundred Hearts, Tactical Scout, On Alert, Infiltrator, Insignificant and Tracker										EQUIPMENT:	Light and Cloth		
COHORT OF POSTULANTS	144	-	4	-	2	2	3-2/4-3	-	-	Common	Brave	Common	Common	
ABILITIES:	Legion Formation, member of the Legion of the One Hundred Hearts and Insignificant										EQUIPMENT:	Conventional, Chainmail and Shield of the Legion (Postulant only)		
LOOKOUT	33	-	4	-	2-2	2	2-3	-	-	Easy to kill	Brave	Common	Common	
ABILITIES:	Member of the Mercenary Women of Isha, Infiltrator, Insignificant, Unimportant and Tracker										EQUIPMENT:	Light Mechanical, Light and Leather		
THE GUARD	125	-	4	-	2	2	2-3	-	-	Easy to kill	Brave	Common	Common	
ABILITIES:	Member of the Mercenary Women of Isha, Spearhead Formation, Bodyguard and Insignificant										EQUIPMENT:	Long, Leather and Spear of the Mercenaries (only Superior Guardian)		
TROPA MEDIA	53E	-	3	-	2	3	5-3	-	-	Common	Brave	Respectable	Common	
ABILITIES:	Legion Formation, member of the Legion of the One Hundred Hearts and Expert Combatant										EQUIPMENT:	Optional, Plates and Shield of the Legion		
RANGER	64	-	6	-	2	3	4	-	-	Difficult to kill	Brave	Common	Large	
ABILITIES:	Legion Formation, member of the Legion of the One Hundred Hearts and Hardened Attacker										EQUIPMENT:	Conventional, Cloth and Shield		
TAX COLLECTOR	69	-	4	-	2-3	2	3	-	2	Easy to kill	Brave	Common	Common	
ABILITIES:	Member of the Mercenary Women of Isha, Coffin of Isha, Sharp Eye, Terrifying Countenance and Misty Soul										EQUIPMENT:	Conventional, Tension, Chainmail and Leather		
AMAZON	53E	-	6	-	2	3	3-4	-	-	Common	Brave	Common	Large	
ABILITIES:	Member of the Mercenary Women of Isha, Mercenary Messenger and Hardened Attacker										EQUIPMENT:	Optional and Leather		
ELITE TROOPS	96	-	5	-	2	4	6-4	-	-	Difficult to kill	Brave	Frightening	Large	
EQUESTRIAN HEART	ABILITIES:	Legion Formation, member of the Legion of the One Hundred Hearts and Expert Combatant										EQUIPMENT:	Hammer of the Legion, Plates and Shield of the Legion	
BARBARIAN	86	-	4	-	3	3	4	3	-	Common	Unbreakable	Espantosa	Common	
ABILITIES:	Member of the Mercenary Women of Isha, Wild Wrath, Hardened Attacker, Expert Combatant, Impetuous, Tireless and Undisciplined										EQUIPMENT:	Blunt, Leather and Chainmail		
SUPERIOR	169	-	5	-	3-3	3	5	-	-	Common	Brave and firm	Frightening	Common	
IKARUS	ABILITIES:	Hungry for Revenge, member of the Legion of the One Hundred Hearts or member of the Mercenary Women of Isha, Mighty Dive, Strategic Vision, Hardened Attacker, Assault, Expert Combatant and Flying										EQUIPMENT:	Conventional (2), Powder Light (2) and Orichalcum	



# PACKS OF URUEH

GO FORTH AND INCINERATE!



If you decide to lead a band of the Packs of Urueh, you should be aware of the ways of these demonic creatures. They are neither disciplined individuals, elite combatants, nor outstanding warriors (at least individually), and it cannot be considered to be a band with high strategic possibilities.

What is there to be said? When Kazag created the Packs of Urueh, he did it with the aim of shaping a destructive race, one which could crush and incinerate its enemies. Does this entail that the Packs of Urueh should just rush towards the enemy, instead of having a strategy to face their foe with greater chances of success? Not at all! The choice of the tactic to follow will exclusively depend on the player leading the Packs of Urueh. However, any good player commanding the children of Kazag must bear in mind several details which are essential for victory. First of all, the Packs of Urueh have a huge range of expendable troops. It is important to use these creatures to protect the rest of the band. They are also great at hand-to-hand combat, ranged attacks and magic, and the balance between these options should be carefully considered.

But why are you still reading this? What are you waiting for? Go forth and incinerate, in the name of Kazag!



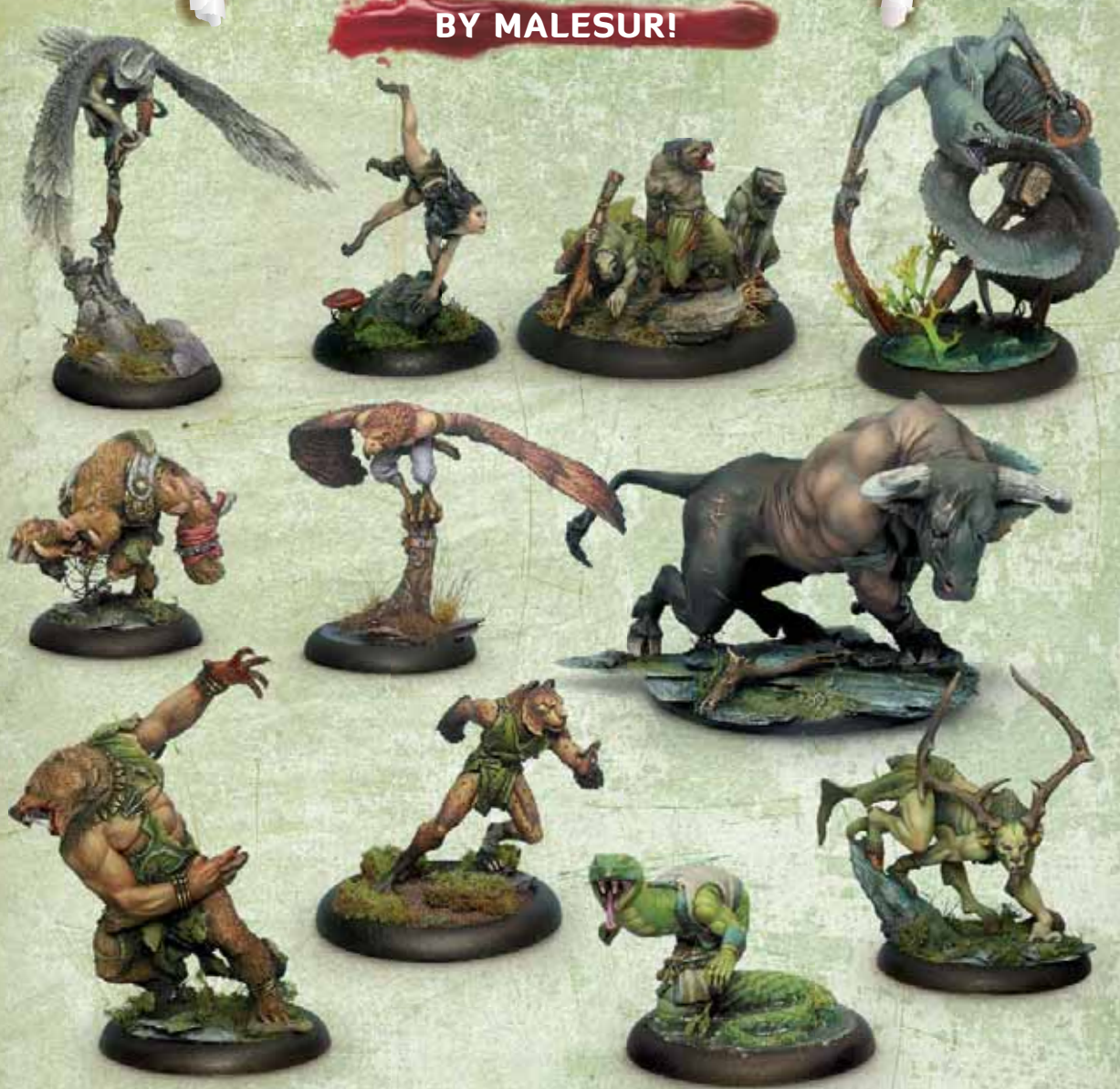


LEADERS	BP	AP	MOV	COM	DEX	STR	CON	FUR	POW	WOUNDS	MORALE	FEAR	HEIGHT
AVERNAL LANCE	171	2	4	3	4	3	3-4	3	-	Common	Common	Respectable	Common
ABILITIES:	Volcanic Skin, Kazag's Protection, Energetic Suction, Golothar's Blaze, Kazag's Crack, Red-hot and Bodyguard												
PYRONUS	194	2	4	2	3-2	3	4-5	4	3	Common	Firm	Frightening	Common
ABILITIES:	Volcanic Weapon, Volcanic Mana, Volcanic Skin, Kazag's Protection, Energetic Suction, Challenger's Craving, Imp Past, Flashing Form, Imp Summoner and Red-hot												
IGNIIS	176	3	4	2	2-3	3	3-4	3	-	Common	Common	Respectable	Common
ABILITIES:	Volcanic Weapon, Volcanic Skin, Kazag's Protection, Energetic Suction, Flaming Shot, Burning Slash, Lava Dart, Red-hot and Stealth												
IGNEOUS	38	-	4	-	2-2	1	2-3	-	-	Very easy to kill	Common	Common	Small
ABILITIES:	Volcanic Skin, Close to Power, Red-hot, Insignificant, Unimportant and Stealth												
AVATAR	177	8	4	-	2	2	2-3	2	8	Easy to kill	Common	Respectable	Common
ABILITIES:	Volcanic Mana, Volcanic Skin, Kazag's Protection, Energetic Suction, Hall of Fire, Magma of Procreation, Incinerating Blast, Red-hot and Inexpert Combatant												
MESSENGER	8	-	4	-	-	-	-	-	-	Ephemeral	-	-	Small
A S H	ABILITIES:	Ashes, Red-hot, Undisciplined and Tracker											
REGULAR TROOPS	50	-	4	-	1-2	1	2-3	-	-	Very easy to kill	Common	Common	Small
PACK OF BLOWPIPERS	ABILITIES:	Volcanic Skin, Pack Shot, Red-hot, Infiltrator, Insignificant and Unimportant											
PACK OF IMPS	50	-	4	-	2	1	2-3	-	-	Very easy to kill	Brave	Common	Small
ABILITIES:	Volcanic Weapon, Volcanic Skin, Pack Blow, Red-hot, Insignificant and Unimportant												
SORREP	17	-	V	-	2	2	3	-	-	Easy to kill	Firm and brave	Common	Common
ABILITIES:	Sorrep Fury, Wild and Unruly, Red-hot, Fierce, Undisciplined and Unimportant												
AVERAGE TROOPS	58	-	V	-	2	3	4	-	-	Common	Firm and brave	Respectable	Common
RIDER	ABILITIES:	Sorrep Fury, Unruly, Red-hot, Counterattack and Undisciplined											
PACK OF SUMMONERS	51	-	4	-	2	2	2-3	-	3	Easy to kill	Common	Common	Common
ABILITIES:	Volcanic Weapon, Volcanic Skin, Volcanic Connection, Volcanic Mana, Summon Ashes, Sulphuric Fumes, Red-hot and Weak												
SCORCHER	74	-	4	-	2	Special	4-5	-	-	Common	Firm and brave	Respectable	Large
ABILITIES:	Volcanic Weapon, Volcanic Skin, Lava Core, White-Hot Surge, Lava Outburst, Red-hot, Undisciplined and Insubordinate												
ELITE TROOPS	84	-	3	-	3	3	5-6	-	-	Difficult to kill	Firm and brave	Frightening	Common
ESTEVEDORE	ABILITIES:	Volcanic Weapon, Volcanic Skin, Sulphuric Rock and Red-hot											
MIZ RIDER	95	-	4	-	3	4	5	2	-	Difficult to kill	Unbreakable	Frightening	Large
ABILITIES:	Uncontrollable, Crush, Red-hot, Tireless and Undisciplined												
SUPERIOR	179	-	3	-	1-2	5	8	-	-	Extr. difficult to kill	Unbreakable	Terrifying	Huge
HINOS	ABILITIES:	Uncontrollable, Lava Cauldrons, Hardened Defender, Red-hot, Counterattack, Undisciplined, Intimidating and Tough											
ABILITIES:	Blunt, Powder and Light Powder												



# ADEPTS OF MALESUR

BY MALESUR!



If you have come this far, you know everything you need to know about the Adepts of Malesur, and it is time to take action. The Forest of Lilean needs your help to defeat Malesur's enemies so his faithful brethren can live in peace in the depths of the wood.

Choose your leader and recruit the fighters who will best suit your playing style. Then, stay faithful to them in victory and defeat. As you have seen in this rulebook, the Adepts of Malesur are a very specialised band, quite difficult to handle. But this should not discourage you –quite the reverse, for when you have mastered their secrets, you will become a fearsome opponent in the battlefield.

Try different combinations of fighters and leaders and play with them until you find the list that best suits you and your gamestyle. Then, you will accumulate victory after victory, and only the most experienced generals will be able to face you. Assemble your beastmen and head for the battle. Fight for the Forest of Lilean and for the glory of Malesur, but above all, do not forget to enjoy yourself, for in the end SphereWars is nothing but a game, and the real aim of games is just to have fun. May Malesur be with you!



LEADERS	BP	AP	MOV	COM	DEX	STR	CON	FUR	POW	WOUNDS	MORALE	FEAR	HEIGHT
SHAOGI	190	5	4	3	3	3	5-6	4	-	Difficult to kill	Brave	Frightening	Common
ABILITIES:	Nature's Camouflage and Knowledge, Arcane and Regeneration Offering, Bleeding Wound, Boar Headbutt, Obsession, Assault and Fierce												
LIEHHAN	186	2	4	2	3	4	6-7	4	-	Very difficult to kill	Unbreakable	Frightening	Large
ABILITIES:	Nature's Camouflage, Nature's Knowledge, Arcane Offering, Regeneration Offering, Smothering Embrace, Bellow and Fierce												
YENAY	197	3	4	3	2	3	4-5	3	4	Common	Common	Respectable	Common
ABILITIES:	Nature's Camouflage and Knowledge, Arcane and Regeneration Offering, Mimetic, Stalking Mantis, Confusion, Devouring Insects, Infiltrator and Flying												
AVATAR	161	6	4	-	2	1	3-4	2	7	Common	Unbreakable	Respectable	Common
ABILITIES:	Nature's Camouflage and Knowledge, Arcane and Regeneration Offering, Inner Blessing, Blessing/Curse of the North Wind, Life Bane, Hardened Attacker, Insignificant and Flying												
MESSENGER	37	-	6	-	1	1	3-4	1	-	Easy to kill	Common	Common	Common
ABILITIES:	Nature's Camouflage and Knowledge, Arcane, Telepathy and Regeneration Offering, Pounce, Hardened Attacker, Assault, Insignificant, Unimportant and Flying												
REGULAR TROOPS													
HEDGEHOG GIRL	26	-	4	-	2-2	1	2-3	1	-	Very easy to kill	Coward	Common	Small
ABILITIES:	Nature's Camouflage and Knowledge, Arcane and Regeneration Offering, Defence Quills, Inexpert Combatant, Infiltrator, Insignificant and Unimportant												
MOLE BOY	30	-	Special	-	2	2	3-4	1	-	Easy to kill	Common	Common	Common
ABILITIES:	Arcane Offering, Regeneration Offering, Underground Tunneller, Insignificant and Unimportant												
SNAKE MAN	48	-	4	-	2	2	3-4	1	-	Common	Coward	Common	Common
ABILITIES:	Nature's Camouflage, Nature's Knowledge, Arcane Offering, Regeneration Offering, Venomous Spit, Inexpert Combatant and Infiltrator												
AVERAGE TROOPS	70	-	5	-	2	3	4-5	1	-	Common	Common	Respectable	Common
GOAT MAN	ABILITIES:	Nature's Camouflage, Nature's Knowledge, Arcane Offering, Regeneration Offering and Horns											
PACK OF MONGOOSE BOYS	64	-	4	-	3	2	3-4	1	3	Common	Coward	Common	Large
ABILITIES:	Nature's Camouflage, Nature's Knowledge, Arcane Offering, Regeneration Offering, Fearsome Pack, Oaken Will, Inexpert Combatant and Infiltrator												
WERELYNX	73	-	6	-	2	2	3-4	1	-	Common	Common	Respectable	Common
ABILITIES:	Nature's Camouflage, Nature's Knowledge, Arcane Offering, Regeneration Offering, Swipe, Hardened Attacker, Assault and Fierce												
ELITE TROOPS													
MORAY MAN	89	-	4	-	3	3	5-6	1	-	Difficult to kill	Common	Frightening	Large
ABILITIES:	Nature's Camouflage, Nature's Knowledge, Arcane Offering, Regeneration Offering, Aquatic and Hardened Attacker												
CRAB MAN	98	-	C	-	2	4	5-6	1	-	Difficult to kill	Common and firm	Frightening	Large
ABILITIES:	Nature's Camouflage, Nature's Knowledge, Arcane Offering, Regeneration Offering, Aquatic, Tireless, Insubordinate, Intimidating y Tough												
SUPERIOR	176	-	4	-	3	4	7-8	3	-	Extr. difficult to kill	Unbreakable	Terrifying	Huge
WEREBULL	ABILITIES:	Nature's Camouflage and Knowledge, Arcane and Regeneration Offering, Bull Rush, Trample, Hardened Attacker, Assault, Impetuous, Tireless, Intimidating and Fierce											
ABILITIES:													







# THE GAME





# BASIC CONCEPTS

Below you will find the main essential concepts to play **SphereWars**, a set of easy and intuitive guidelines to learn the game rules. Reading them and learning all about the game will hardly take five minutes.

## DICE ROLLS



In a **SphereWars** battle, the results of every variable action are decided by rolling six-sided dice. These dice are numbered from 1 to 5 and display the **SphereWars** icon, the letter **S**, on its sixth side. From now on, and throughout the manuscript, these will be called D6 or **SphereWars** die (**SW** die).

### The SphereWars Dice!

Together with every Hero, be it a Leader or an Avatar, you will get a die called **SphereWars** die (**SW** die). This die has the logo of the game on its sixth side, which is called **Sphere** (**S**). This means ones will be always a failure, and a **Sphere** will always be a success, which will have you shouting "**Sphere!**" in the middle of the game.



### Life Dice

There is a second type of smaller dice which are used to keep count of the combatant's wounds. This die is included with every miniature.

There are two kinds of dice rolls: **opposed** and **target number** rolls. Both are described below. Throughout the rulebook, we will refer to these names when determining which kind of dice roll to make.

### Opposed Roll

This type of roll confronts the results of both players roll in order to obtain who wins. Each player rolls the corresponding number of six sided dice and the higher results are compared, who obtains the higher result, wins (example 1)



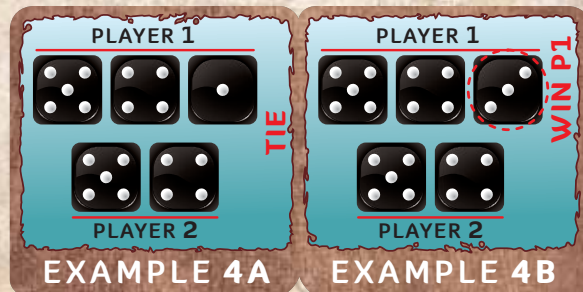
In case of a tie, the second highest die of each player is compared, and so on until the tie is broken (example 2).



If both players get the same dice roll, this is considered a tie (example 3).



One player will often roll more dice than the other. In these cases, the process is the same. However, if there is a tie, the player with more dice will win as long as they do not roll a 1 with all of their extra dice (examples 4a and b).



An opposed roll, as its name suggests, is an action both players do at the same time. To make the game more real, dynamic and fun, both players should roll the dice at the same time.

### Target Number Roll

In this kind of roll, you roll the required number of dice against a specific **target number**. All dice with a value that matches or exceeds the target number are considered **successes**.



Regardless of the objective number, bear in mind that a 1 is always a fail and a **Sphere** is always a **success** (example 5). This kind of roll is always used for heroic deeds, shooting and morale, among others.



#### Target numbers of 6 and over

In this case, you can roll an extra die for each **Sphere** you obtain in the first roll. You will be successful if you roll 2+ for a target number of 7, 3+ for 8, and so on.



A Lookout, with precision 2, is going to shoot an Eagle Man, whose movement is 6. However, as it has flying movement, it is considered to have one more movement point when being shot at, so the difficulty to shoot at it will be 7. The Lookout rolls 2D6 and obtains 1 and 6. He rolls again the 6 and gets a 2, so she has hit her target.

### Successes

The word **success** is frequently used in this manuscript. It is used to show that the action being performed has been achieved, for instance shooting, hand-to-hand combat, casting a spell or performing a deed.

A number of situations will call for more than one **success** to be achieved for a purpose. In these cases, it is clearly showed on them. In the same way, some situations will ask for just one **success**, regardless of other extra successes that may be achieved with the roll.

### Unclear Results

Sometimes, a die does not fall flat and its result is not clear. In such cases, the die must be rolled again. But, where is the limit amongst a slight lean and a "drunk" die? To avoid arguments, it is assumed that if a die is not 100% flat, it is not valid and it must be thrown again.

It is also usual for some dice to escape from the game table and to hang about the floor. After recovering the fleeing die, it must be thrown again (with better aim). The results of dice falling to the floor are never valid. They must be always rolled over the table and in sight of the opponent.

### Situations Requiring Dice Rolls

Below, as an introduction, the different dice rolls in **SphereWars** are listed. All of them are developed on their respective sections.

-**Strategic Roll:** it is an **opposed roll** between the leaders' leadership attributes.

-**Precision Roll:** it is a **target number roll** between the shooter's **precision** (which determines the dice that must be rolled) and the target's **movement** (which will determine the difficulty).

-**Deed Roll:** it is a **target number roll** where the **fury** determines the number of dice and the **difficulty of the heroic deed** must be met or beaten.

-**Dexterity Roll:** it is an **opposed roll** between the **dexterity** attributes of each hand-to-hand combatant (which determines the number of dice to roll).

-**Damage Roll:** it is a **target number roll** between the **strength** of the hand-to-hand combat's winner (which determines the number of dice to roll) and the loser's **constitution** (which determines the difficulty to be met or beaten).

-**Morale Roll:** it is a **target number roll** with only one die. The difficulty changes **according to the combatant**.

-**Pursuit Roll:** it is an **opposed roll** between the **fleeing combatant's** movement attribute and that of the **pursuing combatant**.

### At Least One Die

Some rolls will have previous modifiers before being rolled, and they may add or subtract dice to it. It is possible that after those modifiers, the resulting dice may be zero or less. In this case, you can roll one die. Therefore, every roll will always have **at least one die**.

## BASES

The **SphereWars** miniatures must be mounted on their bases. They not only hold the figure, but fulfil other functions:

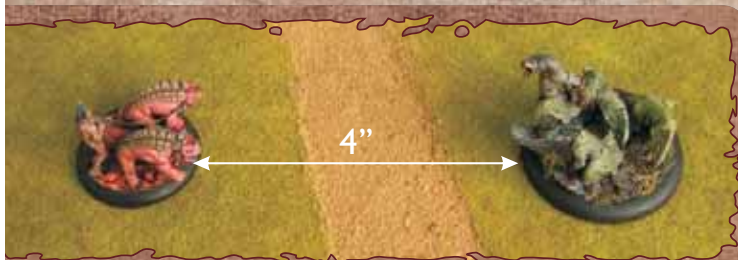
- To represent the physical space the miniature occupies.
- To show the width the miniature has to draw its **line of sight**.

Round bases are used, of the size indicated in the **combatant profile** characteristics. The base for each combatant is provided along with the miniature.

For game purposes, it is considered that a miniature occupies the same space as its base, so when measuring the distance between two miniatures, the closest point between the two bases must be used as reference point.

Generally, players cannot measure distances unless the rules allow it (for example, after declaring a shot, in order to check if it is within range, or to know if combat can be reached after having declared it).





Distances are measured like this



When moving a combatant, it will be done like this



Moving a miniature this way is incorrect



Movements can also be made in a curved way, to avoid an obstacle, an enemy, etc.

## SIGHT

In **SphereWars** one has always to be alert. You have to be constantly watching where the danger comes from and not lose sight of your enemies. The intuition of warriors and sorcerers is very important.

For game purposes, sight is used to determine with which degree of effectiveness will a hand-to-hand fight be fought or an enemy be shot at. Naturally, it is very different to reach a hand-to-hand having spotted the objective previously or shooting at a combatant who is perfectly at sight.

### Angle of Sight

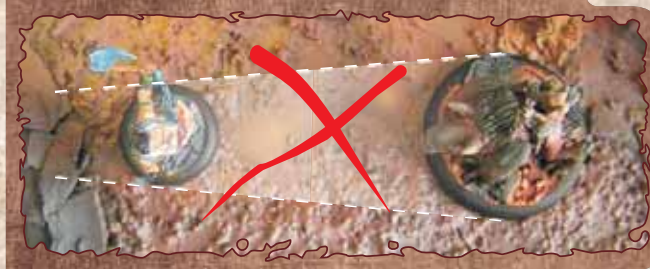
In **SphereWars**, every **combatant** has a 360° angle of sight, regardless of where the miniature is facing. As it is expected, a combatant will always be keeping an eye of everything happening around him.

### Line of Sight

In **SphereWars**, the distance of sight is unlimited as long as it is not blocked by an obstacle. A combatant will be able to see what is around him by drawing a straight **line of sight** from the centre of the miniature's base, as it is indicated below:



Correct drawing of line of sight



Wrong drawing of line of sight

### Levels of Sight

There are three levels of sight: full, partial and no sight. Each of them has a different effect depending on the action that is being performed.

-**Full sight:** there is no penalty with this level of sight, neither at battling nor shooting an enemy.

-**Partial sight:** there is no penalty with this level for hand-to-hand combat, but it does affect long range actions.

-**No sight:** this level of sight has a penalty for hand-to-hand combat, and prevents long range actions.

The limitations and penalties in hand-to-hand battle are detailed in the movement section, while those affecting long range actions are described in the corresponding spells and shots sections.

In order to know which level of sight you have, you must bear three elements in mind, which are detailed below.

### The Elements

When defining the **level of sight** one miniature has, three **elements** must be considered:

-**Starting combatant:** the one that begins the action, either to battle in hand-to-hand, to charge, to shoot a ranged weapon or to cast a spell.

-**Obstacle:** it can be any other combatant (friendly or enemy) or scenery between the starting combatant and the final one.



**-Final combatant:** it is the recipient of the action, the target of a shooting with a ranged weapon, a spell, a charge or an engagement.

To determine the **level of sight** you must bear in mind two factors: **width** and **height**.

It is possible to have **no sight** because of the **width**, and **partial sight** because of the **height**. Therefore, first determine the **level of sight** as regards **width**, then the **level of sight** for **height**. Both are described below.

### Width

The **width** is the physical space the base occupies, regardless of the shape, limbs or weapons of the **combatant**.



**Full sight:** when the **starting combatant** can see the whole **final combatant's** base.

All flying combatants have full sight, whether they are **starting** or **final** combatants.



**Partial sight:** when there are obstacles partially obstructing the sight between the **starting combatant** and the **final combatant**.



**No sight:** when there are obstacles totally obstructing the sight between the **starting combatant** and the **final combatant**. In this case, the Tax Collector will have no sight of the Werelynx and partial sight of the Moray Man.

Note that only in the case of **width no sight** the **height no sight** will be estimated.

### Height

The **height** of each **combatant** is specified on his profile, regardless of their shape, limbs or weapons.

In the case of **no sight** due to **width**, the **height** of the combatants and the obstacle will be considered, following the conditions below:

Note that **height** will not provide **full sight**, since there should be **full sight** for **width** first.



If the **obstacle** is smaller than both combatants, there will be **partial sight**.



If the **obstacle** is the same size or bigger than the **starting combatant**, but smaller than the **final combatant** (and vice versa), both will have **partial sight**.



If the **obstacle** is smaller than the **starting** or the **final combatant**, there will be **partial sight**, regardless of the other combatant's height.





If the **obstacle** is equal in size or bigger than both combatants, there will be **no sight**.

Note that, regardless of the real height of the miniatures, the previous rules will be applied.

Logic should also be applied, and there is a very simple guideline: if the **starting combatant** can see the **final combatant**, the latter can also see the former.

### **Hand-To-Hand Combat as an Obstacle**

If you want to **engage in hand-to-hand** combat against a **final combatant** already in hand-to-hand, this is considered **partial sight**.

If you want to **shoot or cast a spell** which requires line of sight against a **final combatant** already in hand-to-hand combat, this is considered **no sight**. Therefore, a **combatant** already fighting in hand-to-hand cannot be the target of shots or spells requiring sight.

If you want to shoot a **final combatant** which is behind a **hand-to-hand combat**, it will be considered that all combatants involved in such combat have the **height level** of the tallest combatant fighting in the hand-to-hand combat.



### **Scenery Pieces as Obstacles**

Scenery pieces have a **height**, detailed in the **scenery** section, and will be used accordingly.

In the case of the **starting** or **final combatant** being over the piece, the **heights** of both will be added to get only one. Should that height exceed the **colossal level**, it is considered that he may see and may be seen from any point in the battlefield, so he always has **full sight**.



An Imp, with a small height level (1), is on a hill, with huge height level (4). When tracing line of sight, the Imp will have a colossal height level (5). However, if he is the target of a shot, he will still have small height level (1).

Note that the addition of **size levels** will only be done when **scenery elements** involved have the **elevation feature**.

## **GAME TABLE**

**SphereWars** games can be played on any flat surface: a kitchen table, a desk or a dining room table are good places to fight your battles.

Recommended measurements for a game table are 40" x 40" (or that which is the same, 1 x 1 metre); a square surface where games can be suitably played. However, these dimensions may vary depending on the mission or just because the players decide it that way.

It is important to bear in mind that, despite of the fact that every surface can be used to play **SphereWars**, doing it on a game table adapted for it and decorated with scenery will increase the fun.

## **SCENERY**

In **SphereWars**, the battlefield may be a plain without vegetation or elevations, but it can also be a zone filled with trees, houses, rivers, etc.

Every band leader will have to know the advantages and disadvantages each piece of scenery can contribute to his or her strategies.

For game purposes, when a miniature's base touches, even slightly, a piece of scenery it will imply the miniature is in it, with all the advantages and disadvantages.



Note that both, the **types of scenery as their characteristics and features** which are described in this manuscript are for guidance only and, naturally, can be modified by players, as they also can make other types of scenery not described here.

It is important to bear in mind that any box, book, ribbon, paperweight, etc. can be used as buildings, rivers, woods, hills and other types of scenery and terrain. However, using the appropriate scenery will increase the excitement and fun of the game.

### Characteristics

All pieces of scenery have certain **characteristics** which determine the physical space, the width and the height they take up on the battlefield and also their rules.

#### Size

Three levels are used when generating a battlefield, small (1), average (2) and large (3).

See **density** of the game in the **Start Playing** section.

#### Height

Each scenery piece has a **height level** which will be used with the **lines of sight** and **heights** of the combatants. See the **sight** and **height levels** in the **density** section of this manuscript.

#### Density

Every **scenery piece** has a density level according to the vegetation, trees, rocks, etc., which sets the difficulty for going through, fighting on or shooting through it.

There are three density levels, described below:

**Sparse:** One point is subtracted from the **movement** attribute for entering, crossing or coming out. When a combatant inside is the target of a shot, the shooter will subtract one point to his **precision**. When a combatant inside is **engaged in a hand-to-hand combat** and was not previously engaged in another combat, he will add one die to his **dexterity**.

**Dense:** Two points are subtracted from the **movement** attribute for entering, passing or coming out. When a combatant inside is the target of a shot, the shooter will subtract one point to his **precision** and one point to his **strength**. When a combatant inside is **engaged in a hand-to-hand combat** and was not previously engaged in another combat, he will add one die to his **dexterity**, and his enemy will subtract one point to his **strength** if he gets to hit.

**Impassable:** this kind of density makes impossible to enter or to cross this piece of scenery. Every miniature behind an impassable piece of scenery has **no sight**.

If both **combatants** are inside the same piece of scenery and this has light or dense density, none of the modifiers described above will apply, except those which affect **movement**.

Note that if the base is slightly in contact with a scenery element, this is enough to apply the previously described modifiers. The same happens if a combatant is behind an element with the lineal particularity.

### Special features

Some pieces of scenery have certain special features that affect to their rules. They are described below:

**-Aquatic:** combatants with that characteristic on their profile **ignore the penalties** of these pieces of scenery. Besides, any combatant inside **will reduce their height by one level**.

These pieces are elements such as streams, ponds, etc.

**-Deep aquatic:** combatants with that characteristic on their profile **ignore the penalties** of these pieces of scenery. Any combatant inside **will have a flat height level**. Besides, any combatant **equipped with plate armour will not be able to cross it nor being pushed inside**. If a combatant, equipped with plate armour, is pushed towards a deep aquatic element, this will be positioned just in the border of the element. Miniatures **cannot either shoot or cast spells** from inside, but they **can do heroic deeds and fight hand-to-hand**.

These are pieces such as lakes, big rivers, etc.

**-Red-hot:** combatants with this characteristic on their profile **ignore the penalties** of these pieces of scenery. This element is **impassable to** any non-red-hot combatant. Besides, any combatant inside **will reduce his height by one level**. These pieces are elements such as small lava streams, etc.

**-Deep red-hot:** combatants with that characteristic on their profile **ignore the penalties** of these pieces of scenery. This element is **impassable to** any non-red-hot combatant. Besides, any combatant inside **will reduce his height by one level**. Any combatant inside **will have a flat height level**. Miniatures inside **cannot either shoot or cast spells**, but they **can do heroic deeds and fight hand-to-hand**.

These pieces are elements such as big lava rivers or lakes, etc.

**-Building:** huge and colossal combatants cannot enter inside these pieces. Entering, coming out or shooting from/to them must be done through **doors, windows or slots**. It is possible for buildings to have several floors. In this case, they also have the special feature Elevation.

These elements are farms, houses, stables, etc.

**-Elevation:** a miniature adds one to his attack strength if his **target is below** the attacker's **elevation** when **shooting or moving to engage in hand-to-hand**.

These elements are mountains, multiple floors buildings, etc.

**-Lineal:** miniatures cannot be inside this element, but just **behind or in front** of it.

These are walls, hedges, fences, etc.

**-Vertical:** this feature can be shared with other features. They are vertical pieces or zones which cannot be crossed, such as high walls, ramparts, etc.

Some pieces of scenery can have several of these special features.

### Types of scenery

The **different pieces of scenery** which can be found on Saphir are described below, together with their characteristics and **special features**.



### **Hedges, walls, fences, etc.**

This kind of scenery can be profusely found on villages, among the weeds in the woods, on farms and in many other places.

#### **-Characteristics:**

- o Small
- o Low
- o Sparse

#### **-Special features:**

- o Lineal

### **Shallow river, stream, mire, marsh, etc.**

This kind of scenery can be found on coastal zones, regions with damp weather and similar locations.

#### **-Characteristics:**

- o Average
- o Flat
- o Sparse

#### **-Special features:**

- o Aquatic

At least one bridge, ford, or some way to pass through it is mandatory.

### **Shallow lava river, lava pool, etc.**

This kind of scenery can only be found on volcanic zones.

#### **-Characteristics:**

- o Average
- o Flat
- o Sparse

#### **-Special features:**

- o Red-hot

At least one bridge, ford, or some way to pass through it is mandatory.

### **Deep River, lake, swamp, etc.**

This kind of scenery is easy to find on mountain regions.

#### **-Characteristics:**

- o Large
- o Flat
- o Dense

#### **-Special features:**

- o Deep Aquatic

At least two bridges, fords, or some ways to pass through it is mandatory.

### **Deep lava river, lava lake, etc.**

This kind of scenery can only be found on zones with constant volcanic activity.

#### **-Characteristics:**

- o Large
- o Flat
- o Dense

#### **-Special features:**

- o Deep red-hot

At least two bridges, fords, or some ways to pass through it is mandatory.

### **Wood**

This kind of scenery is very common in the Saphir sphere, since there are large regions full of seas of trees.

#### **-Characteristics:**

- o Average
- o Large height
- o Sparse

#### **-Special features:**

- o None

### **Leafy Woods, jungles, etc.**

Some specific regions in Saphir are full of dense vegetation with tall, wide and leafy trees.

#### **-Characteristics:**

- o Large
- o Huge height
- o Dense

#### **-Special features:**

- o None

### **Rubbles, ruins, etc.**

Saphir is dotted with temples which have succumbed to wars or to the passing of time.

#### **Characteristics:**

- o Average
- o Regular
- o Sparse

#### **-Special features:**

- o None

### **House, stable, farm**

Zones inhabited by any kind of civilization have this kind of pieces of scenery.

#### **-Characteristics:**

- o Average
- o Large height
- o Sparse

#### **-Special features:**

- o Building

### **Tower, watchtower, etc**

This kind of scenery can be found situated at strategic places such as mountains or paths.

#### **-Characteristics:**

- o Average
- o Huge height
- o Sparse

#### **-Special features:**

- o Building

### **Hill, mountain, boulder, etc**

The whole Saphir sphere is full of high and low ground with shape large cliffs or small mounds.

#### **-Characteristics:**

- o Large
- o Huge height
- o Bare

#### **-Special features:**

- o Elevation

## **COMBATANTS**

Because of their virtues, deeds, worth and experience, all the combatants in **SphereWars** belong to a stock whose they will be able to become leaders or avatars, regular, average or elite troops, messengers or superior troops.

The type of combatant is described in the **combatant profile**. The main function of every type is briefly described below, together with the icon representing each one.

Note that every warrior, sorcerer, messenger, etc. who fights in **SphereWars** is called **combatant**. Throughout the whole manuscript, this term will be used to refer to any kind of combatant.



## Heroes

The most outstanding combatants in **SphereWars** are the heroes, who because of their reputation, previous actions and justified merits, are treated as such.

### The Leader

This is the most important combatant of all, the one leading the strategy and the tactic during the battle. His or her main value is issuing precise orders and gets the initiative in the game against the opponent leader.

Every band can have just one leader.

### The Avatar

This is the spiritual component of the band, able to cast mighty spells and to control epic arcane artefacts. His or her main values are making use of arcane powers to prevail over the enemy to balance the game in their favour.

## Fighters

Most of the **SphereWars** combatants are fighters. Some of them stand out more than others, while some carry out specific functions. The different fighters are described below:

### Messengers

These fighters do not stand out because of their great attributes, but they carry out their main function, which is delivering the leader's orders where he cannot reach. Depending on the race or faction, they can have some other strong point. Their function makes of them very valuable units.

Note that the **leader's command** numerical value determines the **maximum** amount of **messengers** which he can recruit in his band.

Several combatants can give orders, although they are not considered messengers. Only those combatants included in the messengers sections are such.

### Regular Troop

They are the main military body of the band. They do not have many virtues, but are essential in any competitive game list.

### Average Troop

Some units stand out in specific aspects, which make them essential pieces in the band. They have a number of virtues, and if they are used wisely, they can decide a game.

### Elite Troop

Few are the fighters who reach this rank, for their potential in the battlefield is very important. Their virtues are diverse and powerful.

## Superior

The combatants considered superior are scarce. They are generally monsters or fighters which stand out over the rest of the band. Their virtues are excellent.

Each **combatant** has value in **band points** that must be paid in order for him to be recruited. Of course, the bigger and

better the abilities of a **combatant** are, the more expensive in **band points** he will be and the better his rank.

The choice of each combatant will depend on the **game size**, the **band points** to expend in it and the game style of each player.

In the following section, **Organising a Band**, everything is explained and detailed.

## ORGANISING A BAND

Organising a band in **SphereWars** is a very important part for the final outcome of the battle. It is of vital importance to choose the appropriate combatants for the global strategy you want to develop, as it is to have the contingency plans ready in order to change the direction of the events at any moment during the game.

Thanks to the immense possibilities that **SphereWars** offers, organising a band is a fun and pleasant moment that you will enjoy a lot.

Choose the leader you are going to control, decide if you want to have an important potential with your avatar or not, equip each of your heroes with different **arcane artefacts** and **consumables**, recruit your fighters, **messengers**, **superior** troops, etc. All of this grants you countless options when it comes to configuring your strategy.

In all, **organising a band** is pure strategy and must be prepared in order to be able to do precise tactics in the roar of the battle.

Below is described how to **organise a band**. The explanation is not specific to any race in particular. Four ready-to-play lists are included at the end, each one corresponding to one of the four possible **sizes of the game**.

Of course, the way and the process to **organise a band** are totally up to each player.

## Band Points

In order to organise the band, you will use **band points**. Every **SphereWars** combatant has a numerical value in **band points** which determine their cost on the battlefield.

## Game Size

First of all, the game size must be agreed (see the **Game Size** section). This will determine the amount of **band points** available for the game, and also the numerical limit of combatants of each type which can be included.

In this example, an epic game is used, which is the biggest of all. Therefore, you can choose any combatant, but some restrictions apply.



## Leader

The first combatant to be chosen is the **leader**. Except in the **Scout Games**, recruiting a leader is always mandatory.

The **leader** determines to a great extent the rest of the **band organisation**, for his **command attribute** limits the number of **messengers** which can be included and the strategic level he has to issue **orders** and to win **strategic rolls**.

This choice is highly important because **leaders** can be very different one from another, and they will decide a game style which should match the way a player intends to develop his gaming.

### Arcane Artefacts

Every **leader** has an **arcane power** that shows the possibilities the character has to be equipped with **arcane artefacts**.

Their choice is mandatory, will not increase the **band points** cost for recruiting the **leader** and will contribute a surprise factor, since the enemy will not know which arcane artefacts your leader is carrying.

### Consumables

Every **leader** may have **consumables** he will be able to take in different moments and situations during the gameplay. They have different effects, but they are of short duration. A **consumable** can be used to destabilise a specific situation by increasing a **leader's** attribute, healing a wound, providing protection from a shot, etc.

Choosing them is not mandatory, but it is important. As with the **arcane artefacts**, **consumables** are not revealed until the moment to use them. As you can carry several of them, the surprise for the enemy is constant.

**Consumables** do cost **band points** which must be added to the **leader's** cost.

## Avatar

Next, if you want to have a band able to confront another one with a great **power**, or if you want to domain the **power** during the game, you will have to choose an **avatar**; if you do not want him, he will not be recruited. It is important to know that there are also other **combatants** apart from the **avatar** which also have **power**.

### Arcane Artefacts

Every **avatar** has an **arcane power** which shows the possibilities a character has to get equipped with **arcane artefacts**. This choice is mandatory, and will not raise the band points cost for recruiting the leader and will contribute a surprise factor, since the enemy will not know which arcane artefacts your leader is carrying. Unlike **leaders**, **avatars** can be equipped with more powerful and diverse **arcane artefacts**.

Their choice must be made, and will not raise the **band points** cost for recruiting the **avatar** and will contribute a surprise factor, since the enemy will not know which arcane artefacts your **avatar** is carrying.

## Consumables

Every **avatar** may have **consumables** he will be able to take in different moments and situations during the gameplay. The effects from these are varied, but also short. A **consumable** can be used to destabilise a specific situation by increasing an **avatar's** attribute, healing a wound, providing protection from a shot, etc.

Choosing them is not mandatory, but it is very important. As with the **arcane artefacts**, **consumables** are not revealed until the moment to using them. As you can carry several of them, the surprise for the enemy is constant.

**Consumables** do cost **band points** which must be added to the **avatar's** cost.

## Mandatory Troops

A minimum amount of **regular** and **average troops** must be recruited, according to the **game size**.

This "obligation" provides consistency to the band organisation and also a numerical minimum of combatants.

## Recruiting the Rest of Combatants

After recruiting the **leader**, having him equipped with **arcane artefacts** and **consumables** and recruiting the mandatory minimum amount of **regular** and **average troops**, the rest of the **combatants** will be chosen up to fulfil the total **band points** that the players are playing with.

This will be the moment to complete the main body of the band with combatants that help to strengthen the preconceived strategy.

This can be accomplished with the very valuable **messengers** if you want to master the strategic aspect by means of the orders they may deliver, by adding a large amount of **regular troop** to the band, by strengthening a specific aspect of your strategy with **elite troops** or by combining amount and quality with **average troops**.

Lastly, and only in **epic games**, it has to be mentioned the **superior** combatant every race has. His **band points** cost is very high, but he is also really worthy. Including this combatant makes the amount of the rest of combatants to decrease, but his war potential can make up for this shortage.

## Equipment

Apart from the other choices which have to be made when **organising a band**, some specific **combatants**, either **heroes** or **fighters**, may carry several options of **mundane equipment** such as swords, axes, spears, crossbows, bows, shields, chain mail, plate or leather armours, etc. Each one of these possibility grants *advantages* and *disadvantages* which players should know to make the most from, both when organising their bands and on the battlefield.

(See the **Mundane Equipment** section)



From this moment on, the choice of the strategy and tactic you want to use, the leader representing you on the board, whether you want to control the **power energies**, to overcome your opponent in number or to crash him with rough power, is only up to you.

## **Band Lists**

Below are described the four band lists according to the game size.

### **Scout Game**

These are the first which should be played. They are fast and easy.



An example of band list for a Scout Game could be a small band of the Packs of Urueh from the Golothar volcano made up of Imps, a Rider, a wild Sorrep, a Pack of Summoners and a Miz Rider.

Total: 296 band points.

### **Skirmish Game**

In these games **Leaders** can already be used.



An example of band list for a Skirmish Game could be an Alliance band combining the Mercenary Women of Isha and the Legion of the One Hundred Hearts led by Nirlem the Paladin (equipped with Blunt Armour, the Light Attack Rune and two consumables: Attack Potion and Superior Vigour Potion of the). This band has a messenger (the postman) and fighters from a Cohort of Postulants, one Lookout, a Near Heart equipped with a conventional weapon and an Amazon equipped with a Spear of the Mercenaries.

Total: 500 band points.

### **Sovereign game**

Both **Avatars** and **Leaders** are available for these games.



An example of band list for a Sovereign game could be the disciples from the Adepts of Malesur led by Liehhan the Werebear (equipped with the Adepts exclusive Arcane artefacts Favour of Fear and Nature Instinct and the consumables Superior Tactic Papyrus, Superior Command Scroll and Strategic Blow). Also in the band can be found the Avatar Miuhalo the Owl Man (equipped with the Branch of Ludeba, the Ring of Xialio, the Favour of the Wood and the consumables Healing Potion, Fear Blow and Choice Blow). The fighters are an Eel Man, an Eagle Man, two Hedgehog Girls, a Pack of Mongoose Boys and a Moray Man.

Total: 750 band points.

### **Epic Game**

You can play with every type of combatant from every race. **Superior** troops are now allowed.

An example of band list for an Epic Game could be a band from the Cult of Huraam 'Koll from the Scions of Kurgan led by Sull Mindripper (equipped with the Skull Staff, the Hide of Olbarak and the consumables Concoction of the Changing Rage, Ointment of Panic and Sublime Healing Potion). Since the Scions of Kurgan do not have avatars, this band lacks them. The fighters are: two Transmitters as messengers, three lackeys as regular troops, two Dowzers, a Battler, a Fiend and a Ripper as average troops, a Shaman and a Henchman as elite troops, and a Leviathan as superior.

Total: 1000 band points.





## COMBATANT PROFILE

A **SphereWars** combatant's attributes, traits, equipment and abilities are detailed in his combatant profile. Every combatant, whatever his race or faction, has a profile. The different parts in a combatant profile are described in this section, together with the combatant's competences and abilities in the game.

At any point in the manuscript where a combatant profile is mentioned, all of the combatant's attributes, traits and equipment will be specified. As an example, the profile of Liehhan the Werebear, leader of the Adepts of Malesur, is used.

All the **attributes** determining combatant's ability during a game are specified here. The cost to recruit him or her in band points and the ability to use arcane artefacts, if possible, are also described here.

All the combatant's **abilities** are specified here.

**Race:** those abilities the combatant shares with all or some of the combatants from his race or faction. The detail of those abilities will be included in each race section.

**Unique:** abilities only owned by the combatant. Their descriptions are given in his combatant profile.

**Universal:** those abilities the combatant shares with other combatants from different races or factions. They are described on their appropriate section.

There are three types of abilities: passive, heroic deeds and spells. How each of them works is described in the manuscript.

Every combatant has physical and mental **traits** which will decide how he or she reacts in different situations throughout the game.

Generally, every combatant has a mundane equipment and, on rare occasions, a unique equipment.

### Liehhan the Werebear

Liehhan is possibly one of the most revered Adepts of Malesur. Not for nothing is he the only alive descendant from Ulelan, the man who found what would become the home to the Adepts and delivered it to the followers of Malesur, then in a precarious situation in Darime under the rule of the Legion of the One Hundred Hearts, without reservations. Since Ulelan's death, his grandson Liehhan was chosen among the Adepts of Malesur as their leader due to the deep affection and respect he professed to him. Since that moment, he became the main leader of the Adepts of Malesur in the Forest of Ulelan, and today, he has devoted his life to protect and defend what his grandfather gave to the Adepts of Malesur for them to establish their home and to live calmly and in peace.

However, regarding military and strategic issues, Liehhan constantly consults his friend Shaoqi, for he realizes that, although thanks to all he learned from his grandfather, he could be the main expert in everything regarding the Forest of Ulelan, all that related to battle is mastered by the Boar Man, former war hero of the Legion of the One Hundred Hearts.



BP	AP	MOV	COM	DEX	STR	CON	FUR	POW
186	2	4	2	3	4	6	7	4

#### ABILITIES

**Race**  
Nature's Camouflage (passive), Nature's Knowledge (passive), Arcane Offering (passive) and Regeneration Offering (deed)

#### Exploits

**Smothering Embrace (deed)**  
The Werebear's mighty arms wrap the enemy until he suffocates. It must be base to base with the enemy miniature and 5 or more must be rolled. With one success, one dexterity point is subtracted from the enemy if it is going to fight with. With two successes, it will also inflict a wound to the enemy.

#### Below (deed)

His fierce below may frighten any enemy. It can be base to base with the enemy miniature and 5 or more must be rolled. One enemy within 4" is stunned, unless it passes the morale roll.

#### Assault and Parry

Universal

#### TRAITS

Wounds: very difficult to kill (7)  
Morale: unbreakable  
Fear: frightening  
Height: large (40)

#### EQUIPMENT

Weapon: huge claws (blunt)  
Armour: none  
Arcane artefacts: two gloves and two lanterns



## ATTRIBUTES

In **SphereWars**, the combatants have different abilities which make them unique, either because of their combat abilities, because of their magic aptitude, their ranged fire skills or any other talents of every fighter inhabiting the world of Saphir.

Each combatant's abilities are numerically defined at the **attributes** section of the **combatant profile**. All the **attributes** and their use are described below.

### Band Points (BP)

Every **combatant** in **SphereWars** has a **band point** value, representing their value in the battlefield.

**Band points** are used to:

- Know the cost that must be paid for every combatant.
- Decide the winning side according to the mission.

Some combatants have an *E* near their **band points'** value. This indicates that they may be equipped with mundane equipment. See the **mundane equipment** section.

### Arcane Power (AP)

Some **SphereWars combatants**, generally heroes, have an **arcane power** value, which represents their ability to control **arcane artefacts**.

The **arcane power** can be used to:

- Equip a combatant with arcane artefacts (see **arcane artefacts** section).

Note that the **arcane power** must be used to equip the combatant, since it does not increase his value when he is recruited (it is included in his **band points** cost.)

Both the **band points** and the **arcane power** are only used when preparing the band. Once the game has started, they are never used again.

### Movement (MOV)

The **SphereWars combatants** have a **movement** value, which represents their speed when they are moving on the battlefield.

**Movement** can be used to:

- Move the combatant on the battlefield. (See the **Movement** section).
- Decide the difficulty for an enemy to perform a **precision shot**. (See the **Shooting** section).
- Decide the dice used in a pursuit. (See the **Pursuit** section).
- Decide the distance a fleeing combatant moves. (See the **Fleeing** section).

Note that some combatants move flying or in a random fashion, and their movement will be different from the rest of combatants. Both cases are detailed in the **flying movement** and **random movement** sections.

### Command (COM)

Every **SphereWars leader** has a **command** value, representing his strategic ability.

**Command** can be used to:

- Know how many orders can be issued in a turn. (See the **Orders** section).
- Know the **messengers** limit that a band can have. (See the **combatants** section).
- Decide the dice used in the **strategic roll**. (See the **Turns** section).

### Dexterity (DEX)

Every **SphereWars combatant** has a **dexterity** value, representing their ability in hand-to-hand combat.

**Dexterity** can be used to:

- Decide the number of dice used in the **dexterity roll**. (See the **Hand-to-hand Combat** section).

### Precision (PRE)

The **SphereWars combatants** using any kind of ranged weapon will have a precision value, representing their ability in ranged combat.

**Precision** can be used to:

- Decide the number of dice used in the **precision roll**. (See the **Shooting** section).

This value will only be specified if the combatant has a **ranged weapon**. In such cases, the **dexterity attribute** will have a second value specifying the **precision**.

### Strength (STR)

All the **SphereWars combatants** have a **strength** value, representing their ability to wound enemies.

**Strength** can be used to:

- Decide the number of dice used in the **strength roll**. (See the **Hand-to-hand Combat** and **Shooting** sections).
- Decide the effect of a **blunt weapon** (See the **Hand-to-hand Combat** section).
- Decide the **strength** of some **ranged weapons**. (See the **Shooting** section).

### Constitution (CON)

The **SphereWars combatants** have at least one **constitution** value, representing their toughness before suffering any wound. Some **combatants** may have two values in this attribute, the first against **mundane attacks**, the second against **arcane attacks**.





**Constitution** can be used to:

-Decide the difficulty for an enemy's **damage roll**.

(See the **Spells, Heroic Deeds, Hand-to-hand Combat** and **Shooting** sections).

It is important to note that the **constitution** value to be used may vary depending on the type of attack. (See the **Types of Attack** section).

Note that some types of **armour** improve the **constitution** against **mundane and/or arcane artefacts**. (See the **Armours** section).

## **Fury (FUR)**

Some **SphereWars combatants** have a **fury** value, representing their ability to perform special deeds, actions, movements, etc.

**Fury** can be used to:

-Decide the maximum number of dice which can be used to perform **heroic deeds** during **activation**.

(See the **Heroic Deeds** section).

In general, if a combatant has no **fury**, he will not be able to perform **heroic deeds** and vice versa.

## **Power (POW)**

Some **SphereWars combatants** have a **power** value, representing their ability to cast spells.

**Power** can be used to:

-Decide the number of power gems the combatant provides to the band in order to **cast and dispel spells**. (See the **Spells** section).

-Decide the number of power gems the band will have to remove should the sorcerer die or suffer a concussion. (See the **Spells** section).

In general, if a combatant has no **power**, he will not be able to cast nor dispel **spells** and vice versa.

## **Attributes Without a Numerical Value**

A **hyphen (-)** after an attribute will imply that the combatant has no enough ability to perform effects related to this attribute. This happens with **Command**, only available to **leaders**, with **Power**, only available to **sorcerers**, etc.

## **Special Attributes**

On rare occasions, a **combatant's attribute** may have the word **special** instead of a numerical value or a hyphen (-). This implies the combatant has a unique ability affecting this attribute.

## **0 Value Attributes**

As previously stated, some attributes have a numerical value while others do not. In the first case, if any deed, spell, shooting modifier, etc. would reduce the **attribute** value to **0**, it will be considered as **1**.



A Snake Man with Dexterity 2 is fighting hand-to-hand with Rodanes Metal Arm. The latter carries the Rune of the Paralysing Mirror, which subtracts one from the enemy's dexterity. Since they have previously fought on that turn, the Snake Man is tired and will have to subtract 1 to his Dexterity, which together with the Mirror's effect will have him ending with Dexterity 0. However, he will be able to roll a minimum of one die.

Note that, as exceptions to this rule, a **sorcerer fleeing** or **suffering a concussion** will have **Power 0**, and a **fleeing leader** will have **Command 0** to issue orders.

## **TRAITS**

In **SphereWars**, every combatant has different physical and mental traits that make them inspire respect or fear, or that will allow them to be seen over other fighters, or capable to stand courageous in maddening situations, etc.

The different physical and mental traits of the combatant are described in the **traits** section of the **combatant profile**. Each of them is listed and briefly described below.

## **Height Level**

Every **SphereWars combatant** and **piece of scenery** have a **Height Level** representing their size. The **combatants' height levels** are detailed on their **combatant profiles**, while the **pieces of scenery levels** are specified in the **Scenery** section in this manuscript.

**Height** is used to:

-Define the **level of sight**.

(See the **Sight** section).

-Define the **shooting modifiers** due to the height of the combatants.

(See the **Shooting** section).

-Decide if a **morale roll** must be made when **receiving blood** in a **hand-to-hand combat** when the **fear levels** are tied.

(See **situations** in the **Morale** section).



The numbers beside each **height level** are used to easily calculate the **height level** in case of a combatant positioning himself over some **piece of scenery**. Regardless the result of adding the level values, the maximum height level is **colossal**.

Regardless of the real height of the miniatures, the **height level** in the **combatant profile** will be used.

You may modify the **height of pieces of scenery** if you and your opponent agree, but the **combatant's height level** cannot be modified.

Note that the resulting **height level** from adding a **combatant** and a **piece of scenery** is the one that must be used in order to know the shooting modifier.



The **height levels**, from smallest to biggest, are these: flat (0), small (1), Common (2), large (3), huge (4) and colossal (5)

### Fear Level

All the **SphereWars combatants** have a **fear level**, representing their ability to make enemies flee from them.

The **Fear Level** is used to:

-Know if the loser of a hand-to-hand combat needs to get over a **morale roll** for **receiving blood**.

(See **situations** in the **Morale** section).

-Know if the enemy, after **receiving blood** in a **hand-to-hand combat**, needs to get over a **morale roll**, applying any possible modifier due to differences in the fear levels.

(See **situations** in the **Morale** section). (Ver en **situaciones** del apartado de **mentalidad**).

Lieghan, the Werebear, has a frightening fear level, while a Rider has a respectable fear level. In a hand-to-hand combat, the first defeats the second, wounding him. The Rider will have to pass a morale roll without any modifier to the difficulty, since the difference of levels is only one point.



The **level of fear** not only refers to a **combatant's** physical appearance, but also to his reputation.

Regardless of the real look of the miniature, the **fear level** in his **profile** must be applied.

The **fear levels**, from smallest to biggest, are these: common, respectable, frightening and terrifying.





## Morale Level

Every **SphereWars** combatant has a **morale level** representing his mental strength to face certain situations in the game.

**Morale** is used to:

- Overcome a morale roll with more or less difficulty.  
(See the **Morale** section).

Besides the **morale level**, some combatants have other morale traits called **steady**. Its function is also explained in the **morale** section.

The **morale levels**, from lowest to highest, are: coward, common, brave and unbreakable.



## Wound Level

Every **SphereWars** combatant has a **wound level** representing his ability to stand wounds.

**Wounds** are used to:

- Decide the wounds a **combatant** can stand before dying.  
(See the **Wounds** section).

The number next to every **wound level** represents the wounds a combatant can stand before dying.

The **wound levels**, from lowest to highest, are: extremely easy to kill (2), very easy to kill (3), easy to kill (4), common (5), difficult to kill (6), very difficult to kill (7) and extremely difficult to kill (8).





# GAME RULES

The main game rules are described below. They are the four mainstays that allow a **SphereWars** game to be played. With just one reading, you will master all the initial and basic concepts of the game.

## TURNS

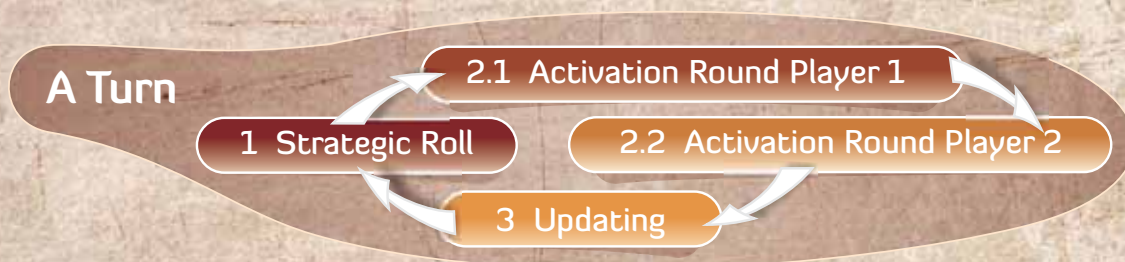
In **SphereWars**, the method to carry out a battle is simplified in game **turns**.

A **SphereWars** game ends when a specific number of **turns**, previously agreed by the players, are reached, or by

fulfilling the mission rules defined in this manuscript.

A whole **turn** consists of three clearly defined and very simple parts: a **strategic roll**, an **activation round** for each player and a **updating**.

The detailed turn sequence is described below.



### Strategic Roll

In the **strategic roll** segment, the player who will begin the **activation rounds** is decided. It is repeated every time that a turn begins, so it is possible for a turn to be started by different players each time.

The **strategic roll** is an opposed roll between both sides, each rolling as many dice as their leader's **command** ability. The winner chooses who will begin the **activation round** that turn.

It is very important to know that two **activation rounds** can be connected, and this possibility must be borne in mind when considering a tactic to follow.

If the **leader** dies, is **fleeing** or a **scout game** is being played (where you can use leaders at all), only a **SphereWars** die is rolled.

### Activation Rounds

The **activation round** is the moment when the dynamic part of the game is carried out. It is the moment when miniatures move, shoot, cast spells, die, etc.

Rounds can be either **friendly** or **enemy** depending on who is playing at each moment, or are also can be called **first** and **second** roll.

When a player is in his **friendly round**, he must activate all his **combatants** one by one, as it is described in the **activation** section. Then, it will be the **friendly round** for the other player. When every player has performed their **friendly round**, the game will progress to the **updating** segment.

### Updating

In this part, players can breathe and ponder about what happened in the frantic previous parts, the **activation rounds**.

In this segment, as can be inferred by its name, several aspects of the game are updated:

- Every player puts back in their **power gems** pool as many of them as the **power** of all their combatants in the battlefield that are not currently **fleeing** or suffering a **concussion**.

- Every player obtains as many available orders as his **leader's command**.

- A **weather** roll is performed as it is described in its section. This roll will not be necessary in some missions or if the players have agreed so.

- The **fatigue** effects are removed off the **combatants**.

It must be clarified that the **combatants' status** and the **latent spells** are not removed during the **updating**.

A turn begins with a strategic roll. The winner will choose who will begin the first activation round; determining who will develop the friendly round in first term, and making the opponent to carry out the enemy role. The player performing the first round will activate his miniatures one by one. Then the opponent player will perform the second (or friendly) round by doing the same. Once the rounds have finished, game will proceed to the updating, and then the turn will end.

After the **updating** segment, a new turn will be started for as many times as indicated by the mission.

### Opening the Game

At the beginning of the game, the **power gems** and the **orders** are generated as indicated in the **updating** section.



## ACTIVATIONS

In **SphereWars**, **combatants** are frequently dealing fierce blows to their enemies, moving swiftly in order to hold strategic positions, casting devastating spells, etc.

For game purposes, all these **actions** are performed during the **activation** of each **combatant**.

Each **combatant** of the side playing the **friendly round** must necessarily be activated once in every **activation round**, and it will not be possible to activate them again until the next **turn**.

**Activation** is divided in three phases, which must be carried out in this order: **movement phase**, **concentration phase** and **combat phase**. A combatant must perform all the phases before the next combatant is activated. In every phase, one or more actions can be done, as detailed below.

### Activation

#### Movement Phase

Run, speed up, charge, engage or stand still

#### Concentration Phase

Cast spells, use arcane artefacts, perform heroic deeds

#### Combat Phase

Shoot, Fight hand-to-hand

#### Movement Phase

This is the first phase to perform during **activation**. The combatant may stand still in order to stay protected in a zone, move to look for tactic positions, or engage in hand-to-hand combat against the enemy.

In this phase, **only one** of the following **actions** can be done: **stay still**, **run**, **speed up**, **charge** or **engage**. (See the **movement** section).

#### Concentration Phase

This is the second phase that must be carried out in **activation**. It allows the **active combatant** to use some special abilities.

In this phase, any number of the possible actions can be done in any order the player chooses to. They may also be alternated between them. The actions are: **cast spells**, **activate arcane artefacts** and **perform heroic deeds**.

(See the **spells**, **arcane artefacts** and **deeds** sections).

Satanor is carrying out his concentration phase. He casts the spell Hail of Fire, then he activates de Hand of Kazag staff, casts the spell Procreation Magma, performs the heroic deed Energy Suction and, finally, casts the spell Lava Torrent. All this can be performed during his concentration phase, either in that or in any other order.

Of course, if the **combatant** does not own **spells**, **deeds** or **arcane artefacts** to activate, this phase will not be carried out and the combatant will automatically go to the next one phase.

#### Combat Phase

This is the third and last phase to perform during **activation**. It is used to fight the enemy.

**Only one** of the following **actions** can be done: **shoot mundane weapons** or **fight in hand-to-hand**.

(See the **shooting** and **hand-to-hand combat** sections).

Of course, if the **combatant** does not own any **ranged weapon** or is not base to base with an **enemy combatant**, this phase will be skipped and will finish the current **activation**.

#### A complete activation

In all, during **activation** a player can perform: one movement phase, any number of actions during the concentration phase, and just one action in the combat phase. The different **actions** a **combatant** can perform are described in the appropriate section.



Muihalo the Owl Man, is going to be activated. He will be able to move first, then he can cast spells, use arcane artefacts, perform deeds and, if he is in hand-to-hand combat, he will have to fight.

The term **acting** appears in the manuscript often. It is used to mention that the **combatant** is carrying out his **activation** or being **activated**.

Each of the different actions a combatant can perform are described in the appropriate section.

## ACTIONS AND REACTIONS

In **SphereWars** the **combatants** fight to exhaustion in order to defeat the enemy. They run, jump, shoot, cast spells, perform heroic deeds, etc.

All possible options a **combatant** can do are comprised in **actions and reactions**. Each of these categories observes different guidelines, namely:



## Actions

They are generally performed during a **friendly round**, in **combatant's activation** and are voluntarily made.

In the **movement phase**, one of these actions must be done: **run**, **charge**, **engage** or **stand still**.  
(see the **movement** section).

In the **concentration phase**, all, some or none of these actions may be done: **casting spells**, using **arcane artefacts** and performing **heroic deeds**.  
(See the **spells**, **arcane artefacts** and **deeds** sections).

Note that all of them can be performed, even by alternating them.

In the **combat phase**, hand-to-hand combat must be carried out if the **combatant** is base to base with an enemy. If he is not and has a **mundane ranged weapon**, he will be able to shoot. Otherwise, there will be no action and the **combatant's activation** will end.

(See the **hand-to-hand combat** and **shooting** sections)

## Reactions

They are generally performed during an **enemy round**, by **non-activated combatants** and are involuntarily performed.

If the enemy combatant wants to cast a spell and the opponent player has **power gems**, he can try to **dispel the spell**.  
(see the **spells** section).

When a combatant is intending to fight in hand-to-hand, the enemy will react to it.  
(See the **hand-to-hand combat** section).

When a combatant is intending to fight an enemy in hand-to-hand, and this has ranged weapons, the latter may shoot before being engaged, i.e.: he will be able to **shoot as a countercharge**.

(See the **mundane ranged weapons characteristics** in the **mundane equipment** section).

When, during his activation, an enemy combatant invades a **defence area**, the invaded combatant may **jump** as a **reaction**.  
(See the **defence area** section).

There are some "special" **reactions** that can be done either in a **friendly** or **enemy round**.

In some moments, the **combatant** will have to do a **morale roll** in order to get over a specific situation such as **receiving blood in a hand-to-hand combat** or after the **death of a leader**, among others.  
(See the **situations** in the **morale** section).

The combatant must flee after failing a **morale roll** due to **receiving blood in a hand-to-hand combat** or after the **death of a leader**, amongst others.  
(See the **fleeing** section).

If a combatant flees, the enemy **combatant** he was fighting may pursue him. This can happen if the first has received **blood in a hand-to-hand combat** and then failing a **morale roll**.  
(See the **fleeing** section).

When killing an enemy in hand-to-hand combat, an **annihilation** movement can be performed.  
(See the **annihilation** section).

The combatant will be able to issue or to receive a **Relocate!**, **Hold your ground!**, **hit the dirt!**, or fight **To the death!** order.  
(See the **orders** section).

The combatant will be able to use a **consumable** (assuming he has been equipped with it).  
(See the **consumables** section).

Note that, regardless of the listed **actions and reactions**, there may be other specific of some combatants and which are not mentioned here.

The **actions and reactions** descriptions are explained in the appropriate sections in this manuscript.

## MOVEMENT

In **SphereWars**, it is very important skilfully fighting in hand-to-hand, accurately shooting, casting spells and performing heroic deeds in order to harm the opponent. However, it is also very important to move round the battlefield searching the best flank to beat the enemy from.

### Going Round the Battlefield

For game purposes, there are four **move actions** that allow going round the battlefield: **run**, **speed up**, **charge** and **engage**. All of them can be performed during the **movement phase**, only during **activation**.

There is also a possible action in this phase: **standing still**. As its name implies, the combatant just does not move. All these **actions** are described in this section. There are also some **reactions** which allow combatants to move: **annihilating**, the **Relocate!** order, **jumping**, **fleeing** and **pursuing**. All these reactions are described in the appropriate sections.

### Types of Movement

**Movement** can either apply to the **movement attribute** or to the actual movement of a **combatant**.

### Inches and Centimetres

The **movement attribute** shows how many inches a **combatant** can be **moved**, and throughout the manuscript, measurements are done in inches. However, if you prefer to use the metric system, you can refer to the following conversion chart:

1" = 2,5 cm.

2" = 5 cm.

3" = 7,5 cm.

4" = 10 cm.

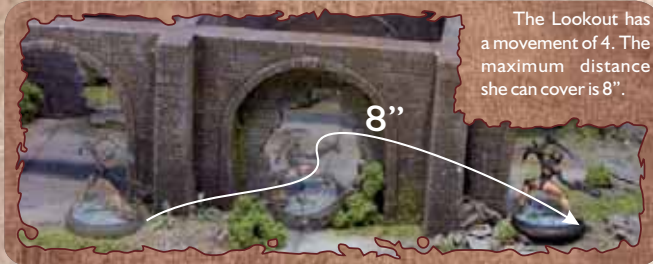
5" = 12,5 cm.

6" = 15 cm.



## Move actions

No **move action** must be necessarily made in a straight line or to the maximum of the **combatant's movement attribute**. Therefore, miniatures can be moved in both curved and straight lines or in a combination, but without surpassing the maximum distance in inches they are allowed.



## Running

This is the moment when a combatant moves forward over the battlefield without losing sight of anything happening around him and grasping his weapon high.

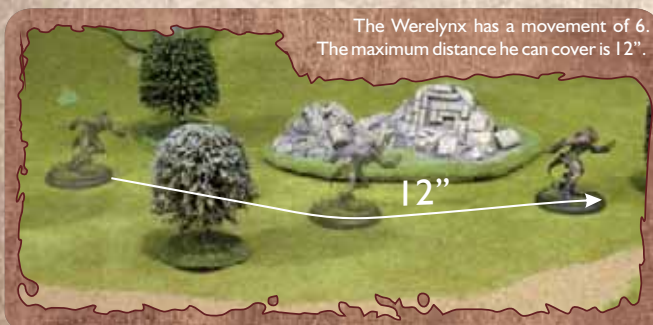
For game purposes, this action consists of **moving the combatant** up to a maximum in inches equal to his **movement attribute**. He will be able to do this **movement** unless fighting in **hand-to-hand**, being under the effect of a paralyzing **spell** or in **stunned or paralysed status**.



## Speeding up

This is the moment when a combatant sheathes his weapon to run at full speed with the aim of getting strategic positions or arriving as soon as possible to the fighting zone.

For game purposes, this action consists of **moving the combatant** up to a maximum in inches equal to double his **movement attribute**. He will be able to do this **movement** unless being fighting in **hand-to-hand**, being under the effect of a paralyzing **spell** or in **stunned or paralysed status** or closer **than 5"** to an enemy, even if he cannot see him or the enemy is fighting in hand-to-hand.



## Charging

This is the moment when a combatant rushes at full speed and, shouting and raising the weapon, is about to deliver the first blow.

For game purposes, this action consists of **moving the combatant** up to a maximum in inches equal to the **movement attribute** in order to end base to base with an **enemy combatant**. This **movement** can be performed unless already being fighting in **hand-to-hand combat**, under the effect of a paralyzing **spell** or in **stunned or paralysed status**.



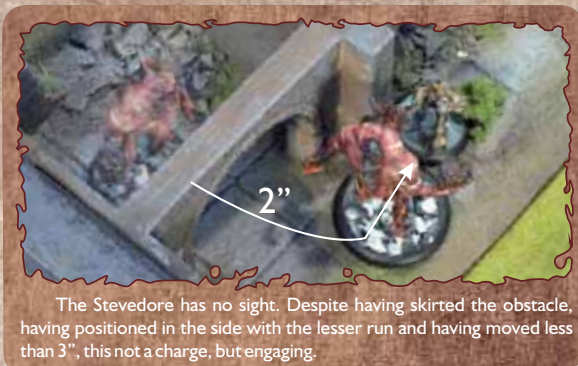
To be considered a **charge**, the **combatant** may not move further than the **movement attribute** and must be positioned touching the **enemy combatant's** base in the nearest side, i.e., must be moved by the shortest and nearest way. Otherwise, this would be considered **engaging**.



Also, to be considered a **charge**, there must be **total or partial sight** to the **enemy combatant**. If there is no sight to an enemy, it is considered **engaging**.







The Stevedore has no sight. Despite having skirted the obstacle, having positioned in the side with the lesser run and having moved less than 3", this is not a charge, but engaging.

If the **combatant** wins the **dexterity roll** when **charging** (this must be done in the **combat phase**), **will have one more strength point**. Of course, this modifier will only be applied to the **charging combatant**, and only once winning the **dexterity roll**.

When physically moving a miniature which **charges** for longer than the movement attribute, it will be considered as **engaging**, not having the aforementioned modifier.

### Engaging

This is the moment when a combatant rushes at full speed and, shouting and raising his weapon, he is about to deliver the first blow. However, the distance is so long that the enemy notices it and gets ready for the attack.

For game purposes, this action consists of **moving the combatant** up to a maximum in inches equal to double the **movement attribute** in order to end base to base with an **enemy combatant**. This **movement** can be performed unless already fighting in **hand-to-hand**, being under the effect of a paralyzing **spell** or in **stunned or paralysed status**.

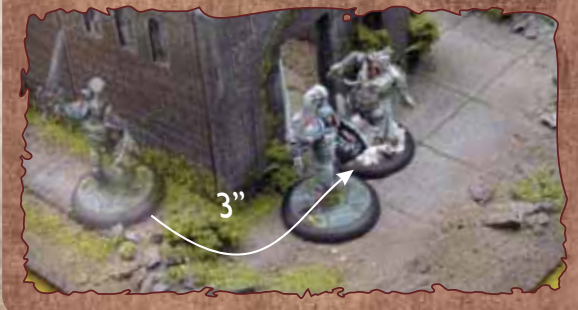


The Tax Collector has a movement of 4. The maximum distance covered is 8".

It has to be made clear that an **engagement movement** can be performed even if there is an **enemy combatant** closer than 5".

If the **combatant** has **no sight** before reaching the **enemy combatant**, it is also considered an **engagement**; Distance covered will have no importance in this case.

Despite having covered 3" with movement 3 and having reached the combat by the nearest side, this Near Heart has **engaged** in combat, since he had no sight of the enemy.



If the **combatant** does not cover the minimum distance in order to join the combat, it is also considered an **engagement**.

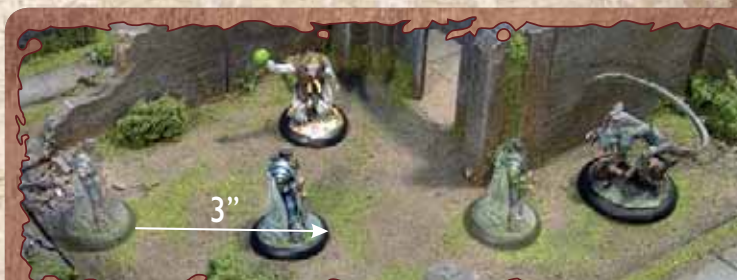


The Stevedore has partial sight. He has made a movement lower than 3", but he has not done it by the nearest side. This is considered an engagement.

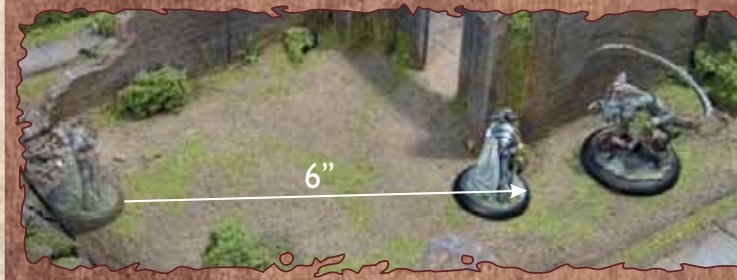
No modifier, either positive or negative, is regarded when **engaging**.

### Failed engagement

It is possible that, after deciding an **engagement movement**, the miniature's base does not reach the **enemy combatant's** base due to the distance being longer than his doubled **movement attribute**. This is considered a **failed engagement** and will lead to two possible situations, described below:



If the **acting combatant** is not able to speed up due to any circumstance, he will perform an **entire running movement**.



If the **acting combatant** is able to speed up, he must move that **entire distance**.

### Joining a combat

Throughout the manuscript, the term **joining combat** is used to refer to both, **charging** and **engaging**. Therefore, an activated **combatant** will have **joined a combat** regardless of his having **charged** or **engaged**.



## Joining combat with several enemies

It is possible to **join a combat**, either by **charging** or **engaging**, where a combatant's base touches the bases of two or more enemies at once. In this case, he will **join combat** with all of them, but he will perform **hand-to-hand combat** during the **combat phase** with only one (chosen by the **active** player).

The Ranger has joined combat with the wild Sorrep and the Imp at the same time.



## Being shot while joining a combat

When joining a combat, a miniature can be shot by any enemy he is attacking to, assuming he has a **ranged weapon** with the **shoot against charge ability**. The same can happen if they have some **shooting ability** when being fought in hand-to-hand.

There are other methods to **move** over the battlefield apart from these actions, as it has been stated at the beginning of this section. Such **movements** are explained in their appropriate sections.

## Random and Flying movement

Some combatants have different types of **movement**. Such ways are explained in their corresponding sections.

# DEEDS

In **SphereWars**, the mighty magicians are able to perform unique and unbalancing actions. However, the furious warriors are also capable of actions that can be decisive for the outcome of the battle. These actions are represented by **heroic deeds** (or deeds, to abbreviate). They each have very particular effects: blows which can harm even the toughest enemy, gifts from the gods, unique movements, etc.

## Fury

Some **combatants** have a numerical value in their **fury** attribute, which means they are capable of performing one or more **heroic deeds**. These are described in the **combatant profile**.

The **fury** attribute specifies the number of dice the **combatant** is allocated for **deeds** during each of the **activations**.

## Deeds Range

The range of deeds is wide. There are deeds for a race, for a combatant, for several of them, etc. There are also offensive and defensive deeds.

Therefore, because of this diversity of deeds, their particularities about when and how they can be performed are described on every deed itself.

## Performing a Deed

**Deeds** can only be performed by an **active combatant** during the **friendly round**, and they must be done in the **concentration phase**.

To perform it, a **deed roll** must be made. This is a **roll to a target number** with a maximum of as many dice as the **combatant's fury**.

The same **deed** cannot be performed twice during a given **activation**.

It has to be made clear that a **combatant** can perform **deeds**, cast **spells** and activate **arcane artefacts** during the same **concentration phase**, and all of these actions can be alternated.

## Performing Deeds while Moving

If the **activated combatant** does any action during his **movement phase**, he will be able to perform **deeds** normally. Unlike **spells**, **deeds** can be performed even if the **combatant** has **speed up** or **engaged**.

## Difficulty of Deeds

The difficulty to be matched or surpassed is specified in each **deed**. It is generally 5+, but sometimes can be 4+ or even **Sphere**.

The difficulty of a **deed** can be modified by means of **consumables** or **arcane artefacts**.

## Successes in Deeds

Every die roll equal or higher than the **target number** is a **success**.

It is possible for some **deeds** to ask for more than one **success** in order to work, or to have different **effects** according to the number of **successes**.

## Two or more Deeds

If the **activated combatant** can perform more than one deed and his **fury** attribute is higher than 1, he will be able, if he wishes, to deal his dice in order to perform some or all of them.

Shaogi the Boar Man has **fury 4** and has the deeds **regeneration** gift, **obsession** and **boar butt**. When he is activated, and during his **concentration phase**, he can deal his four **fury** dice amongst the three deeds he has and perform them all, or just deal the dice among two deeds, or roll the four for just one deed.





If a **combatant** has several deeds capable to affect the enemy and has a choice of targets for them, he can perform each deed with different opponents. He can even **fight in hand-to-hand** against an enemy and perform the **deeds** against others.

## ADVANCED RULES

The rules completing the **deeds** section are described below.

However, these belong to the **advanced version** of the **deeds**, and it is recommended to play first some games with the **basic concepts** and the game rules.

All these **advanced rules** are described in the appropriate sections.

## Attacking in Deeds

When a **combatant** is rolling for **deed damage**, he must use the **enemy combatant's constitution** against mundane attacks.

## Annihilation in Deeds

When a **combatant** is performing a **deed** in order to damage a target he is base to base which causes the last wound to the latter (thus annihilating the enemy combatant), he can perform an **annihilation movement**,  
(See the **annihilation** section).

## Critical Hits in Deeds

Some **deeds** are used to damage the enemy, but some of them require a **damage roll**, while others do not. This is important, because those which do not need a **damage roll** cannot make **critical hits**.

The Regor's Deadly Tail deed causes a direct wound with a Sphere or higher. In this case, even two Spheres will not make a critical. However, for the Soimi Stings deed it is necessary to roll 5+ in order for it to hit the enemy and, then, every success will allow the player to roll a die for the damage roll. In this case, a double Sphere will obtain criticals.

## Arcane Artefacts and Consumables

In **SphereWars**, there is a great variety of **arcane artefacts** such as the attack runes, the defence runes, the jewellery, etc, affecting the **deeds** that **combatants** can perform.

(See the **arcane artefacts** section).

There are also many **consumables** such as potions, papyri, concoctions, draughts, ointments, etc affecting the **deeds** that the **combatants** can perform.

(See the **consumables** section).

## SPELLS

In **SphereWars**, there are combatants able to master the ethereal matter, the elemental energies, the volcanic currents, other people's minds, etc. All of them are revered by their allies and feared by their enemies.

## Power

In **SphereWars**, there are different ways to perform arcane effects. From the most ordinary magic to the exorcism, to witchcraft, necromancy, possession, etc. All these effects are comprised in **The Power**.

In the game, this means that, no matter how it is an arcane effect performed or its nature, the **sorcerer's power attribute** will be used.

## Spells and Sorcerers

In **SphereWars**, any **combatant** with **power** is considered a **sorcerer**, regardless of his power level or the source of the magic he practices.

Thus, from now on, anytime a **combatant** with power is mentioned, he will be called a **sorcerer**, and any spell, enchantment, sortilege, etc, will be simply called **spell**.



Nirlem the Paladin is a sorcerer with Power 2.  
The Tax Collector is a sorceress with Power 2.  
Satanor the Volcano is a sorcerer with Power 8.  
Sull Mindripper is a sorcerer with Power 4.  
The Dowser is a sorcerer with Power 1.  
Miuhalo the Owl Man is a sorcerer with Power 7.  
The Mongoose Boys in this Pack are sorcerers with Power 3.

## Hidden Sorcery

In **SphereWars** magic is performed in the most realistic way possible. The **sorcerer** casting the **spell** can be supported by friendly sorcerers, but also the enemy can be supported in order to avoid the **spell**. However, none of them will know how much **power** the opponent is going to use until it is too late.



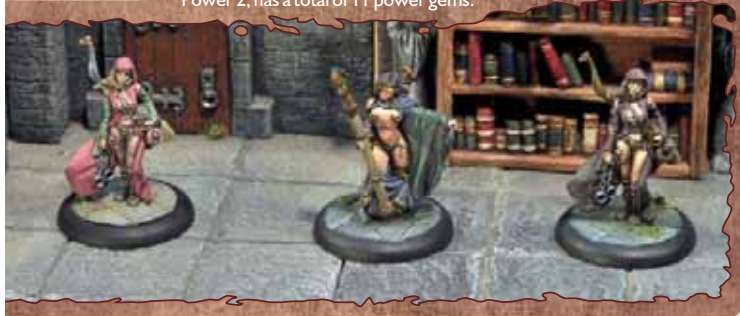


## Power Gems

The **power gems** are markers used to **cast or dispel spells**. Any type of counter/marker can be used as a **power gem**, however, there are **SphereWars Power Gems**.

At the beginning of the game, a common pool will be created for every side. All the **power attributes** of the band will be added, and these will be the **power gems** available to the player playing with this band.

This band of the Mercenary Women of Isha, with Laroc the Seductress with Power 7 and two Tax Collectors, each of them with Power 2, has a total of 11 power gems.



Either when **casting or dispelling** spells, the **power gems** will be used as described below. However, for game purposes, every **power gem** is a **SW die** which can be used to **cast or dispel spells**. Any **power gem** used either when **casting or dispelling a spell** must be removed from the band's pool.

## Loss of Power

When a **sorcerer** dies, he **suffers a concussion or flees**, as many **power gems** as his **power attribute** are **immediately** removed from the pool. If there are not enough **power gems**, the band is just left with zero gems.

The Mercenary Women of Isha has suffered a casualty – Laroc the Seductress. 7 power gems are immediately removed from the pool. However, only 5 left. The pool is left with 0. During the next updating, only those power gems which do not belong to Laroc are recovered.

**Power gems** are also lost as **spells are cast or dispelled**.

## Updating Power

In the **Updating** segment of each turn, the **power attributes** of all the **sorcerers** in the band will be added and that many gems will be put in a common pool. Both sides will do this.

If a **sorcerer** is **fleeing** or suffering a **concussion** when the **turn updating starts**, he will not contribute with **power gems**. However, if he has some **permanent arcane artefact** able to generate **power gems**, it will work and those gems will be added.

## Powerless Bands

It is possible to organise a band without **sorcerers**, or they may die during the game.

Of course, if the band trying to **dispel a spell** has no **power gems**, he will follow all the steps and norms of the **liturgy**, but no **power gem** will be used to **dispel the spell**.

## Spells Range

There are a wide range of spells which are distinguished by several factors: distance, effect, difficulty to cast, who they affect, time length, etc. All their characteristics are detailed under each **spell** description.

## Two or More Spells

A **combatant** with several spells can cast any number of them as long as he has enough **power gems** to do it.

The same **spell** cannot be cast twice during a given **activation**.

## Spells Difficulty and Success

In order for a spell to work, a minimum of as many **successes** as indicated by the spell's difficulty must be rolled. These can be one, two or three successes. Some spells have a variable number, so their effect will be different according to the successes rolled (which will always be 3 as a maximum).

The Regor Shaman intends to cast the spell **Ice Vortex**, which requires just one success. After following the entire liturgy, he gets three successes. The spell works the same as if he had got just one success, because the difficulty is just one.



Miuhalo the Owl Man intends to cast the spell **Life Malefic**, which is different according to the rolled successes. After the liturgy, he gets three successes. He will get to use the spell up to its maximum capacity.



Satanor the Volcano intends to cast the spell **Incinerating Blast**, which needs two successes. After the liturgy, he rolls just one success. The spell fails.



In order to know the obtained successes, an **opposed roll** will be made, with as many dice as gems had been "bet" by the players. The complete explanation about how to obtain successes will be described in the **final outcome** in the **liturgy** section.



## Casting Spells after Moving

If the **activated sorcerer speeds up** or **engages**, he/she will not be able to cast **spells**. But will be able to do it while **running or charging**.

However, a sorcerer may dispel spells even if has **speeded up or charged**.

## Casting and Dispelling Spells

**Spells** must be cast during the **friendly round**, in the **concentration phase** of each of the **sorcerer's activation**. They may be cast before, after or between **deeds** and **arcane artefacts** activation. All these actions can even be combined ones with others.

If the opponent player wishes to cast a spell with some of his sorcerers during the **enemy round**, the other player may try (if he has sorcerers) to **dispel** that spell.

A **sorcerer** who is **fleeing, paralysed** or is **concussed** may not cast or dispel spells.

The **liturgy**, during which spells are **cast and dispelled**, is explained below.

## Liturgy

Either to **cast or to dispel a spell**, the following **liturgy** is performed. It consists of six clearly delimited steps that cover the mechanics to **cast and dispel a spell**. They are explained below:

# LITURGY

- 1<sup>o</sup> Spell Designation
- 2<sup>o</sup> Hide Power Gems
- 3<sup>o</sup> Hidden Casting and Dispelling
- 4<sup>o</sup> Visible Casting and Dispelling
- 5<sup>o</sup> Final Outcome
- 6<sup>o</sup> Measurement

It has to be made clear that no distance can be measured until the last segment of the liturgy (measurement), and only if the spell succeeded.

## Spell Designation

In this segment, the **sorcerer** looks for and finds the **target** at or places where he/she will cast the spell.

For game purposes, the player intending to cast the spell, i.e., the one activating the sorcerer, must name the **spell intended to be cast and what the target will be**.

Some spells only affect the **sorcerer** or create an effect around the combatant. It is not necessary to say where the spell is being targeted.

After the **spell designation**, the opponent may issue a **Relocate!** order. If it is done all the rules below must be followed.

Sull Mindripper is being activated and it is his concentration phase. He begins the liturgy. First, he designates Rodanes as his target for the Mindfreeze spell. An Alliance band with Laroc the Seductress and a Tax Collector, all with their allocated power gems, are in front of him.

## Relocate! order

Some **spells** require **full or partial sight** between the **sorcerer** and his **target**. The opponent, after the **spell designation**, may issue a **Relocate!** order to that target or to another combatant in order to have an obstacle between the **sorcerer** and the **target**. After the order, it is possible that there may be no **sight** between the sorcerer and his target. If this happens, one of the following five situations may occur:

## The obstacle is an enemy combatant

This happens when an enemy other than the target receives a **Relocate!** order and positions himself in the middle of the **spell's** trajectory. In that case, this enemy becomes the new target.



It is also possible for the target to receive the **Relocate!** order to moving and to let other enemy in the **spell's** trajectory. In this case, this enemy becomes the new target.



In both cases, the **arcane target changing** rule can be used.  
(See below).



**The obstacle is a piece of scenery which renders the sight partial.**

This may happen when the **spell** target receives a **Relocate!** order and enters a **piece of scenery**, changing the **sight to partial**.

The **partial sight** does not affect the spell, so the target will not change.



However, the **arcane target changing** rule may be used.

**The obstacle is a friendly combatant**

This may happen when the **spell** target receives a **Relocate!** order and is positioned behind a **combatant** who is **friendly** to the sorcerer.

In this case, the **arcane target changing** rule can be used and another **combatant** can be chosen.

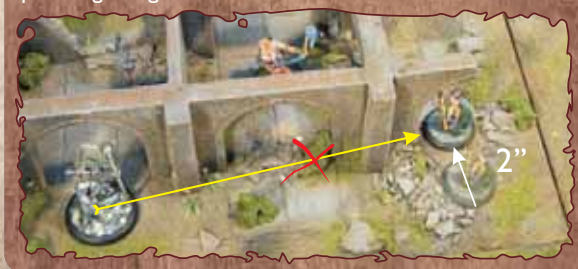


Should there be no other target within range, the opportunity to **cast the spell** is lost until the next **activation** of the sorcerer.

**The obstacle is a piece of scenery which provides no sight**

This may happen when the **spell** target receives a **Relocate!** order and enters a **piece of scenery**. In this case, the same will happen as when the **obstacle is a friendly combatant**.

In this case, the spell is lost, since there are no other total or partial sight targets.



This may happen when the **spell** target receives a **Relocate!** order and the **sorcerer** considers he might not be able to reach him.

In this case, the **sorcerer** can use the **arcane target change** rule.



In this case, Laroc the Seductress has received the **Relocate!** order given by Taem the Butcher. She has moved away from Sull Mindripper, who has cast the **Mindfreeze** spell. The Soimi Cult of Huram 'Koll leader may use the **arcane target changing** rule or keep the same target and continue the liturgy.

Note that players are not allowed to measure, so the **arcane target changing** must be made intuitively, never by measuring the real physical distance.

**Hiding Power Gems**

This is the moment when all the sorcerers in the battlefield raise their arms in order to capture the magic flows.

Regarding gameplay, both players, the one casting the spell and the one trying to dispel it, must pick all the **power gems** and secretly chose the amount of them they want to use in order to **cast** or **dispel the spell**.

The **sorcerer casting the spell** must use a **minimum** of **one power gem**. The sorcerer trying to dispel it may decide to **use no gem** at all.

The **sorcerer** trying to **cast the spell** can use a **maximum** number of **power gems** equal to the sorcerer's power plus one for each **friendly sorcerer** in the **battlefield**. The **sorcerer** trying to **dispel** has **no limit** regarding the maximum **power gems** he can use between the gems available.

There are 8 power gems in Sull's band pool: 4 from Sull, 3 from a Shaman, and 1 from a Dowser. A maximum of 6 gems can be used: 4 from Sull, plus one from the other two friendly sorcerers. He secretly chooses 6. The Alliance band has 9 gems, and no minimum or maximum limit. Laroc secretly chooses 3.





A good way to choose the power gems in secret is by doing it with your hands behind your back and picking the gems you wish without the opponent being able to see it.

### **Hidden Casting and Dispelling**

This is the moment when the sorcerers have already captured as much from the magic flows as they wanted.

As regards gameplay, both players put the power gems they used to cast or dispel the spell in a place where they will not be able to modify that amount, but out of the opponent's sight.

Following the previous example, the player with the Scions of Kurgan will have 6 gem powers to cast the spell, and the player with the Alliance will have 3 to dispel the spell. None of them have still shown the gems they intend to use.

A good way to perform this step is by placing your closed fist on the table, with the power gems you want to use inside it.

### **Visible Casting and Dispelling**

This is the moment when the sorcerers unleash the magic flows, filling the sky with sparkles.

As regards gameplay, both players show the **power gems** they used to **cast or dispel the spell**.

A die is granted for every **gem**, either **to cast or to dispel the spell**.

Sull will have 6 power gems, which will become 6 dice, and the Alliance will have 3 gems, i.e., 3 dice.

Had the sorcerer casting the spell not used any gem, or had he used more than those he is allowed, he will immediately **concuss** and the **liturgy** will end.

Following the previous steps, open your fist and show the power gems you have used.

### **Final Outcome**

This is the moment when the magic flows clash, making the skies shake and the fighters' hearts tremble.



As regards gameplay, both players roll their dice at the same time to check their **successes** as indicated below.

First, all the players' dice with 1 or 2 are removed. This means that a spell can fail even without opposition.

### **Successes**

Next, each player takes his best three dice. If they have more dice, these are removed.

The best result of the player casting the spell is compared to the best result of the player dispelling it, then each player's second best results, and each player's third best results. It is possible for some (or both) players to not have three dice to compare.

In each comparison, if the casting player beats the dispelling player, he obtains a **success**. If the casting player's die is equal or lower than that of the dispelling player, it will be a failure. Any die from the casting player without opposition from the other player is a **success**. In the opposite case, it is a failure.

Note that the failure results in dice are not subtracted from the successes.



Sull obtains S, 5, 5, 4, 2 and 1, while the Alliance band get 5, 5, 2 and 2. Next, Sull's 2 and 1 and the Alliance's 2 and 2 are removed. Sull has now S, 5, 5 and 4, and the Alliance, 5 and 5. The best die of each side is compared, then the second one, then the third one. Sull's S is compared with the Alliance's 5, then Sull's 5 with the Alliance's 5, and the last of Sull's 5 has no opposition. Sull gets two successes, the S and the last 5.

As already seen in **difficulty** and **spell successes**, each **spell** has a minimum number of **successes** in order for it to work. Some **spell** has a **variable success level**. Therefore, a **spell** will work depending on the number of **successes** during the **final outcome**.

Sull has got two successes and the Mindfreeze spell works differently depending on the successes obtained. He must then apply the described effect for two successes.

### **Distance Measuring**

Only if the spell worked, distances are measured. If it is within range of the spell range, it will work; otherwise, it will fail and the **power gems** will be lost until the next **activation**.

Sull has not known the distance to Rodanes or the Postulant Private (after the Relocate!) in any moment of the liturgy. Now, he measures the distance and verifies the spell reached the target and worked.

### **Arcane Target Changing**

The target can be changed before the **Hide Power Gems** step. This rule can be applied once per spell per activation. If the target is changed, any result of 3 will not be valid, as happens with 1s and 2s.



## Latent Spells

There are some **spells**, which are called **latent spells**, whose effects remain in the game since the **sorcerer** casts them until the beginning of the next **friendly round** or until the **sorcerer** who cast it dies or enters any status described in the **status** section.



The Tax Collector has cast the spell Terrifying Countenance. The player who controls her begins the next turn's first round. Therefore, the spell disappears at the beginning of the round.

The **sorcerer** casting the **latent spell** can cast other **spells**, perform **deeds**, **activate arcane artefacts** and fight or shoot during the rest of the activation.

## **ADVANCED RULES**

The rules completing the **spells** section are described below.

However, these belong to the **advanced version** of the **spells**, and it is recommended to play first some games with the **basic concepts** and the game rules.

All these **advanced rules** are described in the appropriate sections.

### Attacking with Spells

When a **combatant** is **rolling for damage** because of a **spell**, it must be done considering the **enemy combatant's constitution** against arcane attacks.

### Annihilation with Spells

When a **combatant** is casting a **spell** in order to damage a target and it causes the last wound to the latter (thus killing him), he cannot perform an **annihilation movement**.

(See the **annihilation** section).

### Critical Hits in Spells

Some **spells** are used to damage the enemy combatant. The standard rules for **criticals** apply.

(See the **critical hits** section).

### Arcane Artefacts and Consumables

In **SphereWars**, there is a great variety of **arcane artefacts** such as jewels, staffs, cloaks, etc, and also **consumables** such as potions, papyri, concoctions, draughts, ointments, etc, which can modify the amount of power gems from a band.

If a combatant has a **permanent arcane artefact** which affects spells, it can be used for as long as its bearer is alive (even if he is **fleeing** or in some **status**). However, if the arcane artefact must be **activated**, it cannot be used if the bearer is **fleeing** or in some **status**.

If the band does not have sorcerers, but has some **arcane artefact** or **consumable** granting **power gems**, they will be used as if those **gems** had been generated by a **sorcerer**.

## Uncontrolled Power

Any kind of power, regardless of its nature, is extremely dangerous to use.

For game purpose, there are some results which can lead to drastic events for the sorcerer or for the target of the spell.

Those situations take place when certain dice combinations result during the **final outcome**, causing some **unstable, uncontrolled, indestructible or opposed power**.

(See the **uncontrolled power** section).

## **HAND-TO-HAND COMBAT**

In **SphereWars**, fighters fight each other in the short range frequently, giving terrible blows, stopping them, dodging them or succumbing to the enemy steel.

### Performing a Hand-to-hand Combat

In **SphereWars**, hand-to-hand combat is performed simultaneously, turning out funnier, realer and more dynamic.

When a **combatant** is **activated** and is base to base with an enemy, he/she must fight in hand-to-hand during the **combat phase**.

Two different rolls are made in order to decide who the winner is and how much damage is dealt to the enemy.

Note that, even when the hand-to-hand combat is performed in the **friendly round**, a combatant can lose it and be wounded in it.



The Ranger is base to base with the Rider. It is the Alliance friendly round and the Ranger is activated. In hand-to-hand, he loses the opposed roll with the Rider, so the latter will roll for damage and deal it to the Ranger.



### Dexterity Roll

This is the moment in which every combatant strenuously brandishes the weapon and exchanges blows with the rival.

An **opposed roll** is made with the **dexterity attribute** of each **combatant** involved in the hand-to-hand combat. These dice sequence represents the blows interchange between them until one hits the other or both blocks one another, drawing.

A Near Heart, a Postulant Private, a wild Sorrep and a Miz Rider are base to base. The Near Heart is being activated, and in his combat phase he must choose one of the two enemy combatants his base is touching and fight in hand-to-hand with him. He opts for the wild Sorrep. Next, both combatants count the dice they have for the dexterity roll.



The Near Heart has Dexterity 2, and he is not tired because he has not fought this turn yet. He has one more die to Dexterity due to the Shield of the Legion, one more for the conventional weapon, and one more for the postulant's support. He rolls 5 dice, and gets S, 5, 2, 1 and 1.

The wild Sorrep has Dexterity 2, and he is not tired because he has not fought this turn yet. He has a light weapon (no modifier to the dice roll) and adds a die to dexterity due to the support of the Miz Rider. He rolls 3 dice and gets S, 4 and 4.

The Near Heart has won the dexterity roll, because the 'S's tie and the next result is 5 versus a 4.

The winner of the **dexterity roll** will make the **damage roll** as explained below.

If the same amount of dice are rolled by both combatants and all of them are tied, that **combat** draws and ends until the next **activation**. If one of the combatants has more dice to roll than the opponent but these are 1s, it is also considered a tie.

### Damage Roll

One of the fighters has hit the other after blocking and dodging his blows. In this moment, his weapon is over the enemy's body and you will find out the wounds he inflicts.

The winner of the **dexterity roll** will make a **roll to a target number** using his **strength** in order to know how many **SphereWars** dice he will roll, and the loser's **constitution** against mundane attacks in order to know which number the first must match or surpass to inflict **wounds**. Every **successful** result will be a **wound** the loser will receive. The wounds must be subtracted from the life die of the **loser**.

The Near Heart has Strength 3, so he will roll three dice. The wild Sorrep has Constitution 3, so every 3, 4, 5 or S rolled by the Near Heart will be a wound. The Near Heart rolls the dice and gets S, 5 and 4, so he has inflicted 3 wounds to the wild Sorrep, which are subtracted from its life die.

### Multiple Combats

A **combatant** who is base to base in his **friendly round** with more than one **enemy combatant** can only fight one of them, chosen by the owner.

Note that, during a **friendly round**, an **enemy combatant** who is the target of several **hand-to-hand combats** must fight all of them.

### Charging

If a combatant has **charged** an **enemy** in his **movement phase**, he will add an additional point to his **strength** if he wins the **dexterity roll**.

This modifier is only applied to the **charging combatant** and only if he wins the **dexterity roll**.  
(See the **movement** section).

### Minimum Dexterity

There are several factors which can modify the combatants' **dexterity attribute**. Some of them will increase it, while others will decrease it.

In any case, this **attribute** will never be decreased to zero. After applying every modifier, a combatant will always have a **minimum dexterity of 1**.

There are **arcane artefacts** and **consumables** which add dice to the **dexterity roll**. There are also **conventional weapons** which also grant an additional die. All of them add dice to the dexterity roll, but they DO NOT increase the dexterity attribute, so they can never be lost.

## **ADVANCED RULES**

The rules completing the **hand-to-hand combat** section are described below.

However, these belong to the **advanced version** of the **hand-to-hand combat**, and it is recommended to play first some games with the **basic concepts** and the game rules.

All these **advanced rules** are described in the appropriate sections.

### Attacking in Hand-to-hand

When a **combatant** is rolling for **hand-to-hand combat damage**, should be considered the **enemy combatant's constitution** against mundane attacks.

(See the **attack types** section).

### Annihilation in Hand-to-hand

When a **combatant** is fighting in **hand-to-hand** and damages a target that is base to base, inflicting the last wound (thus annihilating the enemy combatant), the survivor can perform an **annihilation movement**.

(See the **annihilation** section).



### Critical Hits in Hand-to-hand

All the **critical hits** rules apply to hand-to-hand combat.  
(See the **critical hits** section).

### Weapons in Hand-to-hand

There is a great variety of **hand-to-hand weapons** such as daggers, axes, maces, war hammers, spears, swords, etc, which can affect the **combatants** hand-to-hand ability.  
(See the **mundane equipment** section).

### Arcane Artefacts and Consumables

In **SphereWars**, there is a great variety of **arcane artefacts** such as attack runes, defence runes, jewellery, etc, which can affect the combatants' **hand-to-hand ability**.  
(See the **arcane artefacts** section).

There are also many **consumables** such as potions, papyrus, concoctions, draughts, ointments, etc which can affect the combatants' **hand-to-hand ability** too.  
(See the **consumables** section).

### Supports

A **combatant** base to base with an **enemy combatant** who is fighting another **friendly combatant** **supports** the latter. For every **support**, a die is added to the **dexterity roll**.  
(See the **support** section).

### Fatigue

A lengthy **hand-to-hand combat** will cause the **combatants** to get tired. The effect of fatigue will mean less precise and less lethal blows.

For game purposes, a point will be subtracted from the **dexterity attribute** for every hand-to-hand combat.

The effects of **fatigue** are removed during the **updating** segment of the turn.  
(See the **fatigue** section).

### Hand-to-hand Combat with Two Weapons

If a **combatant** is equipped with two weapons while fighting **hand-to-hand**, the effects of both are applied.

If they are **blunt weapons**, the **enemy combatant** will subtract **twice** from the **constitution**, however, the bearer of the weapons will have one less die to his **dexterity roll**.

In other combinations, the effects of the weapons are applied normally.  
(See the **mundane equipment** section)



### Universal Abilities

There are several universal abilities affecting the hand-to-hand combat of the combatants.

They can be either positive or negative. Some of them are **expert combatant**, **counterattack**, **unimportant**, etc.  
(See the **universal abilities** section)



## SHOOTING

In **SphereWars**, it is assumed that combatants shoot at the same time that they move.

### Shooting a Mundane Shot

A roll is made to know if the projectile hits its target. If it does, another roll is made to know if it damages the target.

When a **combatant** is **activated** and is not base to base with an enemy, it can do one shot in the **combat phase** against an **enemy combatant** (obviously, assuming to be in possession of a ranged weapon).

#### Precision Roll

This is the moment when the shooter sharpens the aiming, loads the weapon, holds the breath and shoots.

A **roll to a target number** is made, applying all **shooting modifiers** (see below) in order to know how many dice are rolled and against the target's **movement**, to know the **difficulty** to match or beat.

Note that if the movement attribute is modified by arcane objects, consumables, spells, etc. it will influence in the difficulty of the shooting with the only exception of the scenery density modifier which will not affect the difficulty and the target number to roll will be the movement without this modifier.

If at least one of the dice is a **success**, the projectile hits the enemy and a **damage roll** can be done.

A Tax Collector, during her movement phase, has stood still and wants to shoot a Blowpiper during her combat phase. He has movement 4, small height level, it is 5" away and there is no obstacle in the middle.



The Tax Collector has Precision 3, so she should roll 3 dice, but has to subtract one due to the small size of the Blowpiper. Her final precision roll will be 2 dice in total. She gets 5 and 4. Therefore, the shot has hit its target.

Note that even if a miniature obtains more than one **success** in a **precision roll**, only one hit is considered.

#### Relocate! Order

Every shoot requires **total or partial sight** between the shooter and the target. The opponent, before the **precision roll** is made, can give a **Relocate!** order to the target or to another combatant in order to position an obstacle between shooter and target. After the **Relocate!** order, there may be **no sight** between them. If this happens, one of the following five new situations can arise.

#### The obstacle is an enemy combatant

This happens when an enemy other than the target receives a **Relocate!** order and is positioned in the middle of the shot's trajectory. In that case, this enemy becomes the **new target** of the shooter.



It is also possible for the target to receive the **Relocate!** order, moving and letting another enemy in the shot's trajectory. In such a case, this enemy becomes the **new target**.



In both cases, the **mundane target changing** rule can be used. (See below).

#### The obstacle is a piece of scenery which renders the sight partial

This may happen when the **shot's target** receives a **Relocate!** order and enters a **piece of scenery**, changing the **sight to partial**.

The target is not lost, but the **shooting modifiers** must be calculated again.



However, the **mundane target changing** rule may be used and another **enemy combatant** can be chosen.

Should there be no other target within range, the chance to shoot is lost until the next activation.



#### The obstacle is a friendly combatant

This may happen when the **shot's** target receives a **Relocate!** order and positions himself behind a **combatant** who is **friendly** to the shooter.

In this case, the **mundane target changing** rule can be used and another **enemy combatant** can be chosen.



Should there be no other target within range, the opportunity to **shoot** is lost until the next **activation** of the **shooter**.

#### The obstacle is a piece of scenery that entails no sight

This may happen when the **shot's** target receives a **Relocate!** order and positions behind a **piece of scenery**.

In this case, the same will happen as when the **obstacle** is a **friendly combatant**.



#### The obstacle is out of the range of the shot

This may happen when the **shot's** target receives a **Relocate!** order and the **shooter** considers he might not be able to reach him.

In this case, the **shooter** can use the **mundane target changing** rule.



Note that distances cannot be measured. The **mundane target changing** must be intuitively guessed, but never physically measured.

#### Distance Measuring

The distance between shooter and target is measured only if there is at least one successful die in the **precision roll**.

If it is within range of the weapon, a **damage roll** is made. Of course, if the target is beyond the range of the weapon, the shot misses.

#### Damage Roll

This is the moment when the projectile hits the target's body or armour.

If the shooter has obtained at least one success in the **precision roll**, will perform a **roll to a target number** using the weapon's strength to decide the number of **SphereWars dice** to use, and the target's **constitution** against mundane attacks in order to know the number to be matched or surpassed to **wound** the target.

Every **successful** result will cause a **wound** to the **enemy combatant**. These wounds are subtracted from the **combatant's life die**.

The Tax Collector has Strength 2 and the Blowpiper has Constitution 2 against mundane attacks. The Collector rolls 2 dice and gets 5 and 2, causing two wounds to the Blowpiper, which are subtracted from his life die.

#### Shooting Modifiers

It is obviously easier to shoot at a closer enemy than at one who is far away, is amongst the undergrowth and has a small size.

Therefore, there are **shooting modifiers** which must be applied to **mundane shots**.

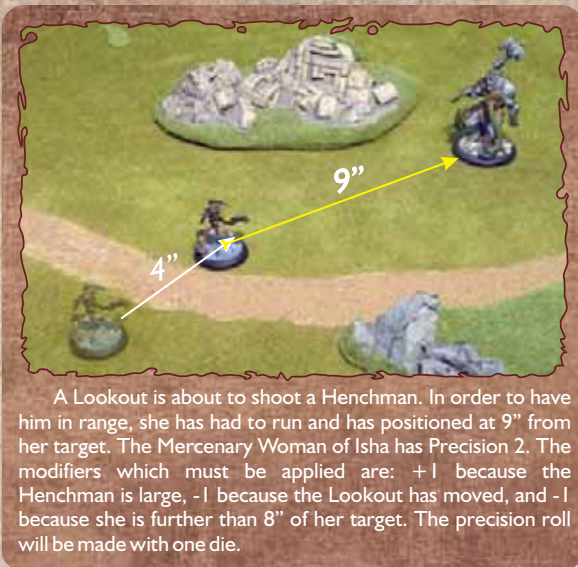
Dice are added to or subtracted from the **precision roll** according to the following conditions:

- + 2 dice if the target has **huge size**.
- + 1 die if the target has **large size**.
- 1 die if the shooter **has moved** in his **movement phase**.
- + 1 die if the target is **stunned, paralysed or fleeing**.
- 1 die if the target is further than 8" from the shooter, i.e. the shoot is at long range.

Note that, should arise any doubt while shooting at short or long range (only), distances can be measured. It is also possible that, after a **Relocate!** order, the range changes from one distance to the other. In such a case, the modifier must be recalculated.

- 1 die if the target has **small height**.
- 2 dice if the target has **flat height**.
- 1 die if the shooter has **partial sight** with the enemy. When shooting at an enemy who is inside a **piece of scenery**, as the modifier is already one die less, the **partial sight** modifier is disregarded. However, if in such a case there is another **obstacle** between shooter and target, the **partial sight** modifier applies.
- 1 die if shooting at **different targets**.





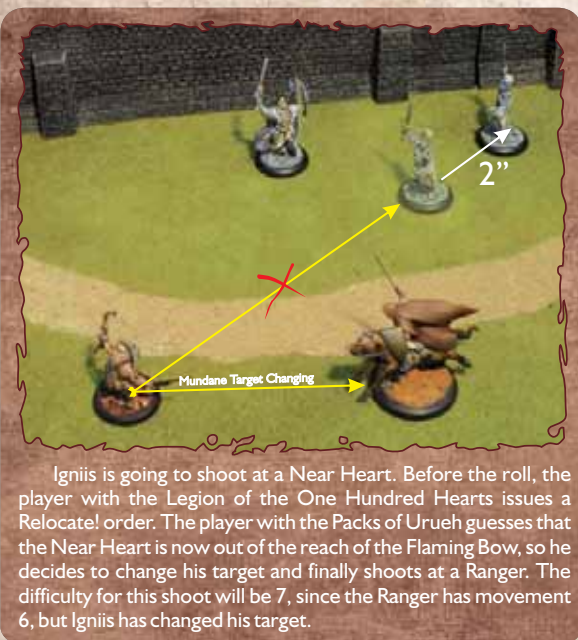
### Mundane Target Changing

A combatant intending to shoot at a target can always change to another as long as the **precision roll** has not been made. Once the dice are rolled, the shooting target cannot be changed.

This rule can only be applied **once during each shooting combatant's activation**

The mundane target changing can also be used if the enemy has been given a **Hit the dirt!** order.

If the mundane target is changed, the **shooting modifiers** are calculated again, and the **difficulty of the shot increases in one point**.



### Sight

A shooter must have **total or partial sight** in order to shoot at the target.

Combatants cannot shoot when there is **no sight**. (See the **sight** section).

### Shooting at a Hand-to-hand Combat

As a general rule, shooting at **hand-to-hand combatants** is not allowed.

However, some **combatants are able** to do it, but this is clearly stated on their **combatant profile**.

### Shooting while moving

If the **shooter** being **activated speeds up**, it will not be possible to shoot. However, shoot can be done if the shooter is **running**, applying the appropriate modifier.

### Minimum Precision

There are several factors which can modify the combatants' **precision** attribute. Some of them will increase it, while others will decrease it.

In any case, this **attribute will never be decreased to zero**. After applying every modifier, a combatant will always have a **minimum precision of 1**.

There are **arcane artefacts** and **consumables** which add dice to the **dexterity roll**. There are also the **conventional weapons**, which also grant an additional die. All of them add dice to the dexterity roll, but they DO NOT increase the dexterity attribute, so they can never be lost.

## ADVANCED RULES

The rules completing the **shooting** section are described below.

However, these belong to the **advanced version** of **shooting**, and it is recommended to play first some games with the **basic concepts** and the game rules.

All these **advanced rules** are described in the appropriate sections.

### Attacking by Shooting

When a **combatant** is rolling for **damage** caused by a **mundane shooting**, must use the **enemy combatant's constitution** against **mundane attacks**. (See the **attack types** section).

### Annihilation in Shots

When a **combatant** is **shooting** and damages his target causing him to suffer his last wound (thus annihilating the enemy combatant), he cannot perform an **annihilation movement**. (See the **annihilation** section).

### Critical Hits in Shots

All the **critical hits** rules apply to ranged combat. (See the **critical hits** section).



## Ranged Weapons

There is a great variety of **ranged weapons** such as blowpipes, crossbows, guns, bows, slings, missile daggers and hatchets, etc, which can affect the **combatants** shooting ability.

(See the **mundane equipment** section).

## Arcane Artefacts and Consumables

In **SphereWars**, there is a great variety of **arcane artefacts** such as attack runes, jewellery, etc, that can affect the combatants **shooting ability**.

(See the **arcane artefacts** section).

There are also many **consumables** such as potions, papyri, concoctions, draughts, ointments, etc which can affect the combatants **shooting ability** too.

(See the **consumables** section).

## Shooting Two Ranged Weapons

Few combatants have the ability to shoot two weapons in the same **combat phase**. Only those with two **ranged weapons** in their equipment will be able to do it. In such cases, they can either shoot with the two weapons at the same target or shoot at one different target with each weapon.

In the first case, shooting at the same target with two weapons, it is done normally without applying any modifier.

## Shooting at Two Different Targets

When shooting at **two different targets**, all the usual rules are used, but the shooter will have one less dice in **each shot's precision roll**.

Either when shooting twice to the same target or when shooting at two different targets, a separate **precision roll** is made for each shot.

## Universal Abilities

There are several **universal abilities** affecting the **ranged combat** abilities of the **combatants**.

They can be either positive or negative. Some of them are *expert shooter*, *inexperienced shooter*, etc.

(See the **universal abilities** section).

## Special Shots

Certain shots do not follow the previously described rules. These shots belong to the **ranged weapons particularities** section.

Some cases may be: **shooting while speeding up**, **shooting against a charge**, etc.

(See the **universal abilities** in the **mundane weapons** section).

## WOUNDS

All combatants in **SphereWars** can stand damage. Their strength, value, pride or simply their craziness keeps them fighting despite being continually receiving blows. However, not every **combatant** can stand the same amount of damage.

For game purposes, and in order to know how much damage a **combatant** can stand before dying, each of them has a **wound level** on the **combatant profile**. The different levels are:

**Extremely easy to kill:** these **combatants** will stand only two wounds.

**Very easy to kill:** these **combatants** will stand three wounds.

**Easy to kill:** these **combatants** will stand four wounds.

**Common:** these **combatants** will stand five wounds.

**Difficult to kill:** these **combatants** will stand six wounds.

**Very difficult to kill:** these **combatants** will stand seven wounds.

**Extremely difficult to kill:** these **combatants** will stand eight wounds.

## Life Die

Every **combatant** has a **life die** which is provided with the miniature. At the beginning of the game, those dice are situated near the **combatant's** base showing the **wounds** that is able to stand. As the combatant keeps being wounded, the wounds will be subtracted from the die. They can also be added if the **combatant** is healed.

It is important to have the life die always near the combatant.

## Suffering Wounds

Every **combatant** can suffer **wounds** in different ways. They can be beaten in hand-to-hand combat, they can be hit by mundane or arcane shots or also be damaged by deeds or even special powers from the enemy.

In any of these cases, **wounds** are always subtracted from the combatant's **life die**, regardless of how the damage was inflicted.

## Death of a combatant

A combatant will be considered dead when has suffered as many wounds as the combatant can stand. In other words, when the value of that attribute is zero or less, the combatant has died.

**Dead combatants** can be left in the battlefield or removed from it at the players' choice. For game purposes, dead fighters simply do not exist, and other combatants can step on them or walk through them as if they did not exist, not providing any cover or providing any movement penalty.

## Straight Death

There is a way for the combatant to die suddenly, no matter how many wounds the combatant is able to stand or how many wounds have currently been suffered. The Deadly Blow is a critical hit which all combatants can suffer.  
(See the **critical hits** section).



## Healing Wounds

Some combatants can heal wounds by means of spells, deeds or other abilities. When a combatant heals wounds, the life die must be modified.

Note that, except for some explicit exceptions, a combatant cannot reflect in the die more wounds that those stated in his profile.

## Ephemeral

There is a **wound level** known as **ephemeral** which has different rules from the other levels. Few combatants have this level.

The **ephemeral combatants** have no **wounds** and are destroyed as soon as an **enemy is base to base** with them or as soon as they are shot at with either **arcane** or **mundane shots**.

If **two ephemeral combatants** come into base-to-base contact, both are destroyed.

An enemy combatant can get through an **ephemeral combatant** without any penalty to his movement.

The **ephemeral combatants** are mounted on bases and have a height level, so they can hinder **sight** normally.

It has to be made clear that killing an ephemeral combatant does not grant an annihilation movement.





# START PLAYING

In this section, you will find the steps to follow in order to play immediately. By following these guidelines, you will be able to experience and create memorable games.

## PREPARING A GAME

There are a lot of options to choose from when playing **SphereWars**. You can play any of the generic missions described below, or just design your own missions.

The steps to follow in order to prepare a game are described below. Whatever mission you choose, all of them use these brief and simple guidelines:

### Mission

The first thing to do is choosing the mission you want to play. You must follow these steps in order to do it.

### Game Size

You must decide the **total band points** you will play with.

### Density

Next, both players will agree the **scenery density** they will be using. The **denser** it is, the more pieces of scenery that will require to be placed on the battlefield.

### Scenario

Depending on the mission you chose, several **scenarios** can be played.

The scenario to play can be agreed or randomly chosen.

There is a great variety of them: Darlime village, eastern woods, Unuk glaciers, volcanic entrances, etc.

### Creating the Battlefield

Once the scenario has been chosen, the different **types of pieces of scenery** that it will have must be agreed or randomly chosen.

Different types of scenery may be chosen according to the scenario, and more or less of them will be added according to the density of the environment.

### Weather

**Weather** is a random and uncontrollable factor for players. A game can begin with a splendid sun, but it is possible that at the end a crushing tempest may break out.





Depending on the mission, the weather may be initially specified, and it may change later.

Of course, none of these steps are mandatory, and players can choose to disregard some or all of them.

## MISSIONS

The **SphereWars** history framework goes beyond some simple frontal battles. In some games, the goal can be to conquer territories, to steal jewels of great power, to protect strategic points or even to murder to only one target. All of this and more shapes the process of development of the races inhabiting *Saphir*.

When preparing the game, the first thing to agree on (or to randomly choose) is the mission to play. Some of them are generic and are described below, but the possibilities to create new missions are limitless.

The choice of the mission to play can be reached by agreement between the players or in a random way.

Every mission has the following points detailed on them:

### Title and background

Every mission will have a story behind it, which comes up to the moment the adventure takes place in.

### Objective

The main objective will be explained in a descriptive way. If there is a secondary objective, it will be explained here too.

### Special Rules

It is possible for certain missions to have unique rules that will only be applied to them.

### Battlefield Special Characteristics

Some missions will have some specifications only applicable to it. They can be special deployment zones, items inside the battlefield, etc.

### Blood, Mission and Glory Points

All of them are used to decide who the winner of the game is.

The way to obtain them is explained in the **winning the game** section in each mission.

### Special Glory Points

One or more honour points are rewarded in every mission in some special way.

### Game Size

One or more size levels can be played in a game, according to the mission.

### Density

One or more density levels can be used in a game, according to the mission.

### Scenario

One or more specific scenarios can be played in a game, according to the mission.

### Weather

One or more weather types can be used in a game, according to the mission.

### Turns

Each mission will have a turn limit to be contested.

### Deployment

The deployment can be different in each mission. The detailed conditions are described in each of them.

However, there is a generic **deployment system**, which is explained in its section.

### Battlefield Drawing

There is a drawing of the battlefield in every mission outlining its peculiarities, deployment zones, recommended size, etc.

Of course, players can freely play any other mission created on their own.





## THE DEATH OF THE ENEMY

The Amazons of Isha grasped their spears and crossbows with decisiveness. Led by Laroc the Seductress, they had mobilised with the purpose of stopping the group of Imps that had been attacking Darlime for several days. There were quite a few the villages that had been totally reduced to ashes in the hands of the children of Kazag and, if they could take part, nobody else would die in the hands of the Packs of Urueh.

In front of them, on the other side of the battlefield, Ignis the Flame encouraged his warriors to exterminate each and every of the women trying to stop their incinerating advance.

With a smile, Laroc began summoning the power of magic. She already had her first goal: if she was able to eliminate the demonic leader, the rest would be easy.

The battle was about to begin.

### Objective

The main objective in this mission is to kill as many enemies as possible. The enemy leader is an optimal target to kill.

### Special Rules

This mission has no special rules. It is an appropriate mission for tournaments, campaigns, etc.

### Battlefield Special Characteristics

This mission has none.

### Blood, Mission and Glory Points

**Blood points** are obtained as described in the manuscript.

**Mission points** are as many as blood points obtained.

**Glory points** are calculated by subtracting each player's **mission points** and applying the result in the **Glory Points Chart**.

### Special Glory Points

An **additional glory point** is obtained by killing the **enemy leader**. Both players can win this additional **glory point**.

### Game Size

Any **game size** can be chosen for this mission, except the **scout game**.

### Density

Any **density** can be chosen for this mission.

### Scenario

Any **scenario** can be chosen for this mission.

### Weather

Any **weather** can be chosen for this mission.

### Turns

This mission has a limit of **six turns**, but may end earlier if one side kills all the enemies.

### Deployment

This mission uses the **generic deployment** system. Each player must deploy within the square indicated in the drawing.

DEPLOYMENT PLAYER 1

10"

20"

DEPLOYMENT PLAYER 2

10"



## THE DOMINATION OF THE DOLMENS

*He had to seize the power at all costs!*

*Satanor the Volcano looked anxiously at the three altars standing in front of his horde of Imps and the other creatures of Kazag. He knew that, if he reached them, he would get a matchless power. No other sorcerer could face him if he was able to unravel the mysteries that those seemingly inoffensive altars hid; mysteries connected with the origin of the gods themselves.*

*A wave of magical energy attracted Satanor's attention. He realised some enemy sorcerer was trying to use the power of magic. He knew then that the Scions of Kurgan he was about to confront had come there with the same intention than him and that they had, at least, one sorcerer amongst their ranks.*

*But they would not be a match for them, they would not be able to defeat the fury of Kazag! Satanor felt the magic flow all over his body and got ready; the battle for the conquest of the altars was about to begin.*

### Objective

There are three very valuable dolmens in the middle of the battlefield. All the races want them, and they will do everything possible in order to control them... or to destroy them and not allow their enemies to get them.

### Special Rules

This mission has no special rules. It is the appropriate mission for tournaments, campaigns, etc.

### Battlefield Special Characteristics

In the central line, as indicated in the drawing, three pieces of scenery representing dolmens, totems, monoliths, etc, must be placed.

### Blood, Mission and Glory Points

**Blood points** are obtained as described in the manuscript.

Each player will get as many **mission points** as **band points** every **friendly combatant** within 4" of any of the three pieces of scenery is worth.

**Glory points** are calculated by subtracting each player's **mission points** and applying the result in the **Glory Points Chart**.

### Special Glory Points

If any player controls two or three of the pieces of scenery at the end of the game (i.e., more than his enemy) he will win an **additional glory point**. This point can only be won by one player.

A dolmen will be considered dominated if a player has more **band points** within 4" of a dolmen than the enemy. If there is a tie, nobody controls that piece.

### Game Size

Any **game size** can be chosen for this mission, except the scout game.

### Density

Any **density** can be chosen for this mission.

### Scenario

Any **scenario** can be chosen for this mission, except the technocrat city.

### Weather

Any **weather** can be chosen for this mission.

### Turns

This mission has a limit of **six turns**.

### Deployment

This mission uses the generic deployment system. Each player must deploy within the square indicated in the drawing.





## THE DESTRUCTION OF THE CAMP

"I am exhausted," Lordak, the Equestrian Heart of the Legion, confessed as he yawned. Both he and his comrades, all of them members of the Alliance, were surrounding a bonfire which kept them warm enough to stand the night cold, especially intense in the northern side of Darlime where they were. Somebody ran into the clear, startling everyone in the group. They calmed down when they saw it was Nyel, the explorer.

"What happens?" one of the two Lookouts accompanying the mission asked. "It seems as if you have seen a ghost."

"The Soimi are near!" the newcomer announced. "I have located their camp at two hundred metres from here."

It was not necessary for him to say more. As if they were just one man, the members of the Alliance grasped their weapons and got ready for the imminent confrontation. If they were lucky, they would attack the terrible predators with surprise on their side. If they were not, they would at least be able to defend themselves when those fell over them.

### Objective

There are two camps belonging to enemy bands to both sides of a hillside, wood, mound, or similar. Both have stopped to rest. When they have noticed the existence of the other, they have decided trying to destroy the enemy camp by surprise.

### Special Rules

This mission has no special rules. It is the appropriate mission for tournaments, campaigns, etc.

### Battlefield Special Characteristics

In the centre of the battlefield a piece of scenery such as a wood or a hill must be placed as indicated in the drawing.

### Blood, Mission and Glory Points

**Blood points** are obtained as described in the manuscript.

Each player will get as many **mission points** as **band points** every **friendly combatant** touching the enemy camp or inside them is worth.

**Glory points** are calculated by subtracting each player's **mission points** and applying the result in the **Glory Points Chart**.

### Special Glory Points

If at the end of the game a player controls the central piece of scenery, he will win an **additional glory point**. This point can only be won by one player.

The piece will be considered controlled if a player has more **band points** within 4" of it than the enemy. If there is a tie, nobody controls the piece.

### Game Size

Any **game size** can be chosen for this mission, except the **scout game**.

### Density

Any **Density** can be chosen for this mission. *The central wood or hill is not counted towards the density limit.*

### Scenario

Any **scenario** can be chosen for this mission, except the **technocrat city** and the **Darlime village**.

### Weather

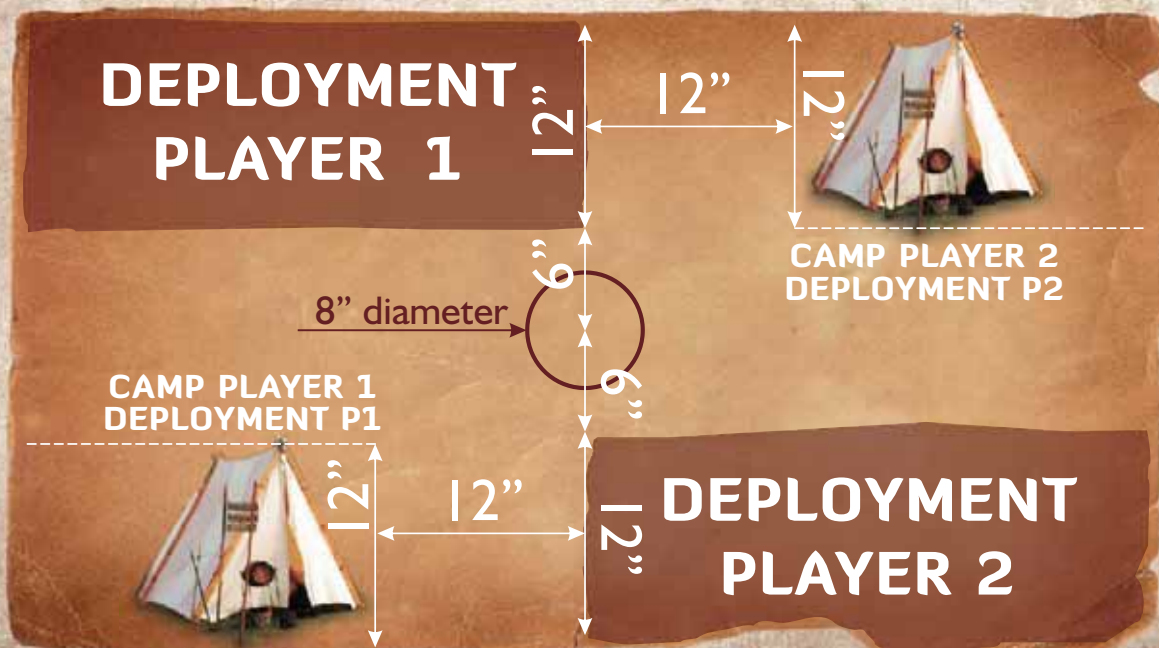
Any **weather** can be chosen for this mission.

### Turns

This mission has a limit of **four turns**.

### Deployment

This mission uses the **generic deployment** system. Each player must deploy within the square indicated in the drawing.





## THE SACKING OF THE RELICS

Miuhalo soared as the Adepts of Malesur, led by Yenay, deployed over the battlefield, trying to reach the monoliths which hid some of the most sacred treasures, all of them consecrated to Malesur. The soldiers and the knights of the Legion of the One Hundred Hearts were also in the same zone, digging and searching for their enemy's relics and trying to inflict a painful blow on them.

But they would not allow it. With a roar, the Mantis Woman began her attack. Her sisters followed her close, willing to give their lives for the defence of the sacred artefacts of Malesur. When the Legion knights saw them, they headed towards them, aware of being fighting for their lives. The rest hurried in searching for the artefacts, without noticing that several pairs of eyes were watching them from the undergrowth. Nobody was safe.

### Objective

Two bands have simultaneously found each other in a zone filled with incalculable value items. Both know they do not have too much time to sack as much as they find in the zone.

### Special Rules

This mission has a **special** deployment. It is an appropriate mission for tournaments, campaigns, etc.

### Battlefield Special Characteristics

In the centre of the battlefield and in four other places, some small pieces of scenery (such as a column, tomb, monument, etc) are placed as indicated in the drawing.

### Blood, Mission and Glory Points

**Blood points** are obtained as described in the manuscript.

Each player will get as many **mission points** as **band points** every **friendly combatant** within 3" of any of the five special pieces is worth.

**Glory points** are calculated by subtracting each player's **mission points** and applying the result in the **Glory Points Chart**.

### Special Glory Points

At the end of the game, it is possible for some of the opponent bands to find some specially valuable and important relic between the five special pieces of scenery.

Each of them will be given a number from 1 to 5, and then a D6 will be rolled. The result will show where that important relic is at. The player controlling that piece of scenery will score an **additional glory point**. This **point** can be only scored by one player. A **Sphere** in the die roll will mean that none of the pieces of scenery had a relic, and nobody will have the **additional glory point**.

A piece of scenery is **controlled** by the player with more **band points** within 3" of it. If there is tie, nobody controls that piece.

### Game Size

Any **game size** can be chosen for this mission, **except** the **scout game**.

### Density

Any **density** can be chosen for this mission. The relic elements are not counted towards the density limit.

### Scenario

Any **scenario** can be chosen for this mission, **except** the **technocrat city** and the **Darlime village**.

### Weather

Any **weather** can be chosen for this mission.

### Turns

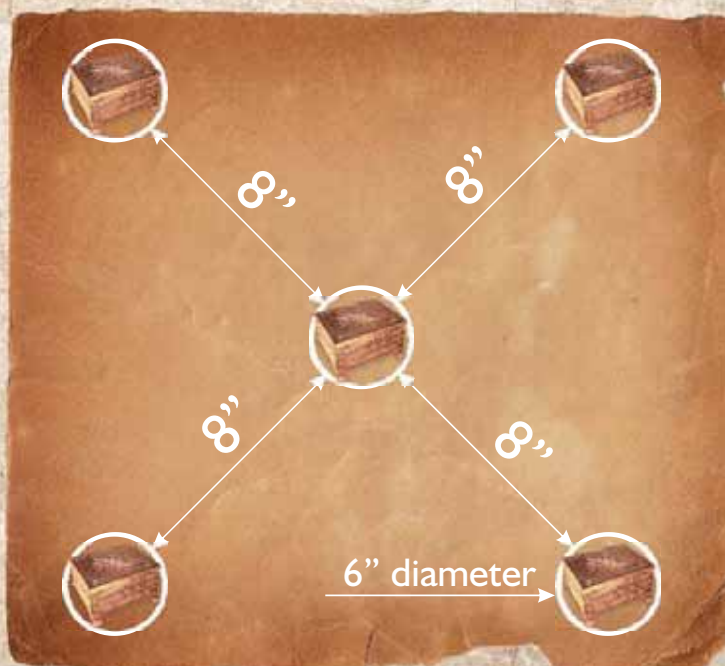
This mission has a limit of **four turns**.

### Deployment

This mission uses a **special deployment** system. An **opposed roll** is made using each **leader's command** attribute. The winner places a miniature anywhere in the battlefield. Then, the enemy does the same, but he cannot place the miniature within 6" of the one of the enemy. Deployment goes on in that fashion until all the miniatures have been placed.

The **infiltrated combatants** cannot use that ability in this mission.

Each **group of combatants** must be deployed as a single deployment option, and each member of that group must touch the base of another member.





## THE CRASH

The wood was silent, perhaps too silent. They should have crossed it about an hour ago, but it seemed they were lost among the trees. The three companions (a young Amazon called Sama and two rangers known as Rollor and Jisup) walked slowly riding their steed as they tried in vain to find again the path leading outside. When they turned round the bend, they stood petrified.

Two Hedgehog Girls, a goat-man and two Werelynxes were in front of them, seemingly resting by a small cascade. As soon as they saw the enemies, they got ready to battle.

The combat was imminent. The rangers drew their swords and the Amazon changed his clan's spear from one hand to the other, urging her steed to charge the enemies. Several hums sounded in the air and a crossbow bolt sank in the goat-man's thigh while two others harmlessly crashed the trees. The stalkers had returned.

### Objective

Two bands heading for their regions had suddenly bumped into each other. None of them can escape. The only way to survive is by annihilating the enemy.

### Special Rules

This mission has no special rules. It is appropriate mission to start playing.

### Battlefield Special Characteristics

There are no Battlefield Special Characteristics in this mission.

### Blood, Mission and Glory Points

None of them are granted in this mission.

### Special Glory Points

No special glory points are granted in this mission.

### Game Size

Any **game size** can be chosen for this mission, except the **scout game**.

### Density

Any **density** can be chosen for this mission.

### Scenario

Any **scenario** can be chosen for this mission, except the **technocrat city** and the **Darlime village**.

### Weather

Any **weather** can be chosen for this mission.

### Turns

This mission has no turn limit: it is played until one side is eliminated.

### Deployment

This mission uses the **generic deployment** system. Each player must deploy within the space indicated in the drawing.

DEPLOYMENT PLAYER 1

4"

12"

DEPLOYMENT PLAYER 2

4"



## THE LAST SURVIVOR

*They would never stop; they would never quit attacking unless being killed all of them.*

*The Imps spread all over the battlefield, accompanied by the terrifying creatures the usually led into battle with them. Waves of rabid Sorreps, destructive Hinos and strong Stevedores have joined the tiny and devilish creatures, and what was still more terrible: all of them were willing to destroy and incinerate everything in their step.*

*But they were not the Scions of Kurgan, the most powerful among the mortals, and it was but Tir 'Abe the Beast, the best warrior of a warrior clan, who led them.*

*"Cry!" the powerful leader cried in his nation's language.*

*As a reply to his cry, the Soimi and Regors under his command roared and broke into a run towards the enemy.*

*Tir 'Abe shouldered his huge war hammer and started walking. He knew this would not be a battle like the others, for it they wanted to survive, they would have to destroy up to the last son of Kazag. For as long as one of them stood on his feet, they would try to exterminate the Scions of Kurgan. It was a fight where only one survivor could be left.*

### Objective

Two bands have been preparing to fight each other to the death for a long time. The hour of the final duel has arrived.

### Special Rules

This mission has no special rules. It is appropriate mission to start playing.

### Battlefield Special Characteristics

There are no Battlefield Special Characteristics in this mission.

### Blood, Mission and Glory Points

There are none of them in this mission.

### Special Glory Points

There are none of them in this mission.

### Game Size

Any **game size** can be chosen for this mission.

### Density

Any **density** can be chosen for this mission.

### Scenario

Any **scenario** can be chosen for this mission.

### Weather

Any **weather** can be chosen for this mission.

### Turns

This mission is played until one side has eliminated to its last enemy.

### Deployment

This mission uses the generic **deployment system**. Each player must deploy within the space indicated in the drawing.

DEPLOYMENT PLAYER 1

10"

20"

DEPLOYMENT PLAYER 2

10"



## GAME SIZE

The **SphereWars** games can range from large and epic fights between huge bands to small confrontations between scouting parties. The different game levels which can be played are described below.

### Scout Game

These games are played with a **maximum of 499** band points. Its most notable particularity is that no hero can be included.

A game of this size can be played in 15-20 minutes.

### Skirmish Game

Any game played with **between 500 and 799** band points. These games already have a leader, but not an avatar.

A game of this size can be played in 50-60 minutes.

### Sovereign Game

Any game played with **between 750 and 999** band points. These games must have a leader and may have an avatar.

A game of this size can be played in 50-60 minutes.

### Epic Game

Any game played with **1000** or more band points. These games can include superior combatants.

A game of this size can be played in 75-90 minutes.

Of course, players can freely choose to use other names for their games and even design smaller or larger game sizes.

## DENSITY

Battles in **SphereWars** take place in different terrains full with pieces of scenery or, just the opposite, totally barren.

Each type of scenery has a **size** value between 1 and 3. When the **battlefield is generated**, and depending on the agreed or randomly chosen density, more or less **pieces of scenery** will be placed.

Some of the most representative densities of the Golothar continent are listed below. Golothar is the place where most of the "**Power of the Quintessence**" battles take place.

### Low Density

This level of density represents zones with little scenery. From **3 to 6 scenery size points** will be generated.

As a result of this **density**, the **battlefield** will be open and clear.

### Common Density

This level of density represents most part of the continent. From **9 to 12 scenery size points** will be generated.

As a result of this **density**, the **battlefield** will have several pieces of scenery which will force the player to take advantage of each of them.

### High Density

This level of density represents some zones of the continent. From **19 to 22 scenery size points** will be generated.

As a result of this **density**, the **battlefield** will be closed and obstructed.

The choice of the **density** to be used can be agreed, or a D3 can be rolled. Of course, players have total freedom to play with any other **density**.

## SCENARIO

Battles in **SphereWars** are countless. They are fought in inhospitable places, ruins, villages, woods, temples, dungeons, etc. Any recondite place is good to shed blood in Saphir!

After deciding the **mission** to play, the **game size** and the battlefield **density**, the scenario to play the game must be agreed or randomly chosen.

Some scenarios representing places from Golothar are listed below.

### Darlime Village

This scenario represents most of the villages or settlements of the human kingdom of Darlime.

Some stream, hedges, walls and ramparts, many houses, stables and farms, rubble, some tower once in a while and a few hills can be found in this scenario.

### Eastern Woods

This scenario represents most of the zones with vegetation of Golothar, both in the Darlime Kingdom and in the bushy southern zone of the Peaks of Kurgan.

Deep Rivers, wooded and uneven zones, some watchtower and seldom some ruins can be found in this scenario.

### Volcanic Entrances

This scenario represents the Golothar exits of the different tunnels connecting the continent with the volcanic region of Urueh.

Rocks, a large amount of rubble, lava rivers and lakes is all which can be found in this scenario.



### Unuk Glaciers

This scenario represents most northern part of the Peaks of Kurgan region, where most of the members of the Scions of Kurgan live.

Lots of deep rivers and lakes, a large number of hills, few woods, some building of the Scions of Kurgan, rarely some ruins and towers can be found in this scenario.

### Technocrat Cities

This scenario represents the most important cities of the Newborns.

Lots of buildings such as houses, watchtowers, laboratories, hospitals, monuments, etc can be found in this scenario.

### Golothar Roads

This scenario represents many places in Darlime and the Peaks of Kurgan.

Since it is a mixed scenario, any kind of piece of scenery can be found in it.

**The choice of the scenario** to be played can be agreed, or a D6 can be rolled.

Of course, players have total freedom to play with any other **scenario** they design.



## GENERATING THE BATTLEFIELD

In this section, depending on the scenario and density which have been agreed or randomly chosen, the different pieces of scenery will be placed.

First of all, each player rolls 1D6. The result will decide the order in which the **pieces of scenery** will be placed on the battlefield.

Next, a new 2D6 roll is made and both dice are added together. The result will be applied to the appropriate **scenario chart**. Once the **density** is reached, players stop.

### Darlime Village

This scenario represents most of the villages or settlements of the human kingdom of Darlime.

ROLL	SCENERY TYPE	SIZE
2	Wood	2
3 - 5	Hedges, fences or walls	1
6 - 9	Houses, stables, farms, etc.	2
10	Rubble	2
11	Hills, mountains, rocks	3
12	Tower	2

### Eastern Woods

This scenario represents most of the zones with vegetation of Golothar, both in the Darlime Kingdom and in the bushy southern zone of the Peaks of Kurgan.

ROLL	SCENERY TYPE	SIZE
2 - 3	Deep river or lake	3
4 - 5	Hills, mountains, rocks	3
6 - 8	Wood	2
9 - 10	Leafy wood	3
11	Ruins	2
12	Tower	2

### Volcanic Entrances

This scenario represents the Golothar exits of the different tunnels connecting the continent with the volcanic region of Urueh.

ROLL	SCENERY TYPE	SIZE
2 - 4	Rubble	2
5 - 6	Lava streams	2
7 - 9	Shallow lava rivers or lakes	3
10 - 12	Hills, mountains, rocks	3

### Unuk Glaciers

This scenario represents the northern part of the Peaks of Kurgan region, where most of the members of the Scions of Kurgan live.

ROLL	SCENERY TYPE	SIZE
2	Ruins	2
3 - 4	Scions of Kurgan buildings	2
5 - 7	Deep rivers and lakes	3
8 - 11	Hills, mountains, rocks	3
12	Watchtower	2

### Technocrat City

This scenario represents the most important cities of the Newborns.

ROLL	SCENERY TYPE	SIZE
2 - 12	Houses, laboratories, hospitals, monuments, etc	2



## Golothar Roads

This scenario represents many places in Darlime and the Peaks of Kurgan.

ROLL	SCENERY TYPE	SIZE
2	Stream	2
3	Rubble	2
4 - 5	Hedges, fences or walls	1
6 - 7	Houses, stables, farms, etc	2
8 - 9	Wood	2
10 - 11	Hill	3
12	Tower	2

Of course, players have total freedom to place the number of pieces of scenery they want and wherever they want.

## WEATHER

In this section, you will see under which weather conditions players are going to fight. Perhaps they will have to stand a suffocating heat which will melt their armours, or just the opposite, they will be forced to suffer under the cold and a rain that will cut their skins like thin knives.

This game rule is totally **optional**. Any criterion can even be modified to the liking of the players. The generic weather is explained in this section.

### Weather Types

There are five weather types, which are described below:

#### Suffocating

With this weather, combatants will have **one less point in their movement attribute** when **running, speeding up, charging or engaging**, and even to decide the difficulty an opponent has to shoot. Besides, all the combatants suffer the effects of **fatigue**, even those with the **tireless** universal ability. Combatants with the unimportant universal ability also cause the **fatigue** effects.

#### Sunny

With this weather, there is no special effect beyond the threat of suffocation.

#### Clear/Cloudy

There is no special effect with this weather

#### Rainy

With this weather, there is no special effect beyond the threat of tempest.

#### Stormy

With this weather, all the **mundane shots** will have one less point to their **precision roll difficulty**. Besides, when casting **spells**, any 3s rolled are **also considered failures together with 1s and 2s**.

## Starting Weather

When preparing the game, 2D6 are rolled and added together in order to decide the weather. The resulting number is consulted on the following chart:

12 - 11	Suffocating
10 - 9	Sunny
8 - 6	Clear/ Cloudy
5 - 4	Rainy
3 - 2	Stormy

## Variable Weather

The weather type can change during the **turn updating**, so it is possible that a certain weather only last for one turn.

During the **updating** segment, 2D6 are rolled and the results are added together. The result is referred to the following chart, which will decide if the weather changes.

12 - 10	Weather increases one level
9 - 5	Weather does not change
4 - 2	Weather decreases one level

Note that the weather can never be higher than suffocating nor lower than stormy. The roll is made anyway to see if the weather becomes more reasonable.

As it has been stated, the possibility for the scales and effects to change are limitless.

It is also possible that the weather for some missions may be other than those listed here. In such cases, the weather described there will be applied.

Of course, players have total freedom to use this rule and to modify its effects and scales.

## GENERIC DEPLOYMENT

Some missions have specific deployments. Those deployments will be used when specified.

However, most missions use the same deployment system. It is the **generic system**.

The **generic system** consists of an **opposed roll** with each **leader's command** ability in order to know how many dice must be rolled.

The winner chooses the battlefield side he will deploy at and who will begin to deploy.

Next, the player deploying his troops will deploy as many **deployment options** as the opponent leader's command. The other player will then do the same, and so on until all the miniatures have been deployed.



Tir 'Abe the Beast has Command 2 and Yenay, the Mantis Woman, has Command 3. They roll 2 and 3 dice respectively. Tir 'Abe gets 5 and 3, and Yenay gets 5, 3 and 3. Tir 'Abe wins, so he chooses the battlefield side he will begin at and choose Yenay to begin deploying. Yenay must place two deployment options. Next, Tir 'Abe places three, then Yenay places two, and so on until every combatant has been deployed.

### Deployment Options

A **deployment option** is any combatant that has been recruited in a band, whatever its type.

### Groups, Packs, Hosts, etc.

Some **combatants** are recruited as a group. In such cases, all of them are considered the same deployment option. They must be deployed at the same time, but not necessarily together unless specified so.

### Infiltrator Combatants

Some combatants may have the **infiltrator universal ability**. In such cases, they will be deployed as indicated in the **universal abilities** section.

## WINNING THE GAME

When players face each other, they both look for the same goal: **victory!** However, games are immensely funnier, more dynamic and exciting when the main purpose is just having a good time.

Nevertheless, there is a point system to decide who the winner of each game is.

In order to know the victor of a game, three different kinds of points are used: glory points, mission points and blood points.

### Glory Points

Glory points are the most important in **SphereWars**. They decide who the winner of a game is. They are obtained after applying the **mission points** at the **glory points chart**. They can also be obtained by accomplishing the **special glory point** objectives in every mission.

When preparing leagues, tournaments, campaigns, etc., it is recommended to use the **glory points** to decide the obtained qualifications.

### Mission Points

**Mission points** are used to decide how many **glory points** are obtained. The **Glory Points Chart** in the following section is used for this.

These points can be won in different ways, depending on the **mission** that is being played. The way to obtain them will be described there.

Once the game has ended, each player tallies his **mission points** and they are then subtracted. The result will be applied to the **Glory Points Chart** in order to know how many of these each player achieved.

Note that fleeing combatants do not provide mission points.

### Blood Points

**Blood Points** are always obtained in the same way, regardless of the **mission**. They are the total of **band points** casualties caused to the enemy.

They are used to decide who the winner of the game is in case that players tie in **glory points**.

When preparing leagues, tournaments, campaigns, etc, it is recommended to use the **blood points** as a tie breaking system for players who obtained the same amount of **glory points**.

### Heroes

If a **hero** ends the game with half his wounds or less, half of his **band points** (included consumables) are counted, rounding down. Therefore, if a hero has a total of five wounds, he must end the game with two in order for him to be counted for **blood points** by his enemy.

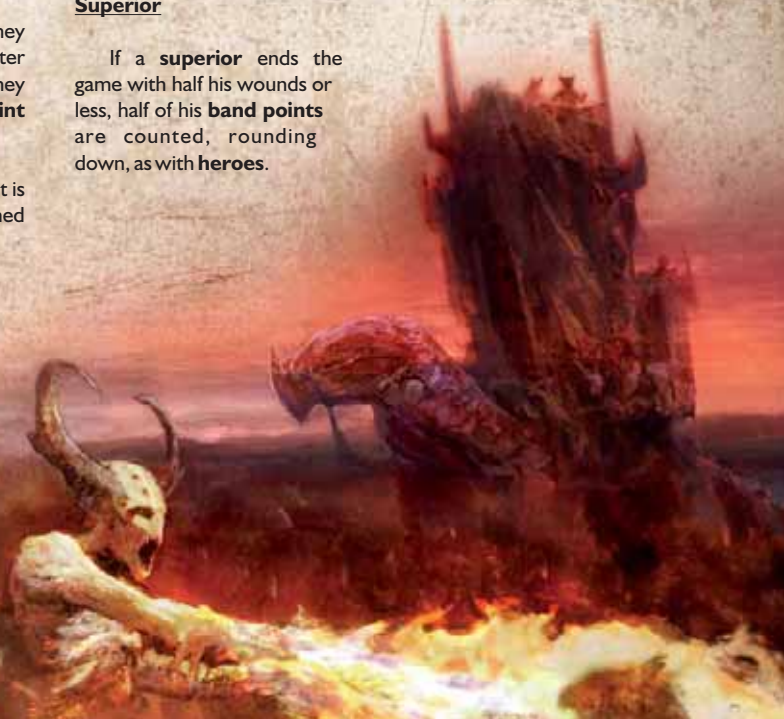
### Fighters

A fighter's **band points** are counted if he is dead or fleeing at the end of the game. If he has at least one wound left, it is not counted for blood points, not even half of his band points.

Some **fighters** are part of **groups, packs, squads**, etc. **Blood points** are then counted by dividing the group's total **band points** between the number of fighters making it up, rounding down. The resulting number is each of the fighters' individual **band points**.

### Superior

If a **superior** ends the game with half his wounds or less, half of his **band points** are counted, rounding down, as with **heroes**.





## GLORY POINTS CHART

The **glory points chart** is shown below. It is used to apply the difference between the **mission points** awarded to each player. After that, **glory points** earned for both, the band with more **mission points** and that with less, are awarded.

The difference in **mission points** must be cross-indexed with the **game size** played.

DIFFERENCE IN MISSION POINTS	Scout Game Up to 499 band points		Skirmish Game From 500 to 749 band points		Sovereign Game From 750 to 999 band points		Epic Game From 1000 band points on	
	More mission points	Less mission points	More mission points	Less mission points	More mission points	Less mission points	More mission points	Less mission points
From 0 to 49	1	1	1	1	1	1	1	1
From 50 to 99	2	1	1	1	1	1	1	1
From 100 to 149	3	0	2	1	1	1	1	1
From 150 to 199	4	0	3	0	2	1	1	1
From 200 to 299	4	0	4	0	3	0	2	1
From 300 to 399	4	0	4	0	4	0	3	0
From 400 on	4	0	4	0	4	0	4	0

The Legion of the One Hundred Hearts has played an Epic Game against the Regor Cult of the Scions of Kurgan. The first ones have achieved 202 mission points and 490 blood points; the other side has obtained 433 mission points and 429 blood points. The difference in mission points is 231 in favour of the Regor Cult, so the Legion of the One Hundred Hearts side is awarded 1 glory point and 490 blood points, while the Scions of Kurgan side obtains 2 glory points and 429 blood points. The winner, despite having obtained less blood points, is the player with the Scions of Kurgan, since he has achieved more glory points.



# ADVANCED RULES

The additional rules set that will make of you a great **SphereWars** strategist can be found in the sections below. Knowing how they work is easy, mastering them is a task for war masters.

## ORDERS

In **SphereWars**, the leaders and messengers are able to issue fast and precise orders which can destabilise the opponent's strategy. The constant tactic is served by means of the orders!

To issue orders is a small game within the game, a brief moment of negotiation to see how the opponent reacts. It is the moment when you see the face of your opponent and you force him to waste useless orders which he will need later; the moment when your mind overcomes your rival's or succumbs to it.

### Orders

Orders are used to make small and subtle changes at any point in the game.

Each **band** has as many **orders** as its **leader's command**.



Tir'Abe the Beast has Command 2, so he will be able to give two orders each turn.

Rodanes Metal Arm has Command 4, so he will be able to give up to four orders each turn.

Avernal Lance has Command 3, so he will be able to give up to three orders each turn.

Shaogi the Boar Man has Command 3, so he will be able to give up to three orders each turn.

### Leaders and Messengers

**Leaders** and **messengers** are usually the only combatants able to issue orders. However, there are some other **combatants** who can also issue **orders** by using **unique abilities**, although these **combatants** are not considered **leaders** or **messengers**.

The **orders** form a common pool for the band, so a **leader's orders** can be used by a **messenger** even if he is on the opposite side of the **battlefield**.

There can never be more messengers than a leader's command in a band.

### Death or Fleeing of a Leader or Messenger

If a **leader dies**, all the orders disappear at once and are never recovered for the whole game. **Messenger** in the band will not be able to issue orders anymore.

If a leader is fleeing, neither the leader nor messengers in the band will be able to issue orders. If a messenger is fleeing, the band leader can issue orders.

There are no orders in the **scout games**, since they are played without leaders.

### Updating Orders

**Orders** are used. Each time one of them is issued, it is deducted from the band's pool.

However, during the **updating segment** in each **turn**, the whole pool is available again (as many orders as the **leader's command**).

At the beginning of the game, a common pool is created for each side with as many **orders** as the **leader's command** attribute.

If during an **updating**, a leader is **fleeing** or **paralysed**, the spent orders are not recovered.

### Issuing Orders

**Orders** can be issued at any moment during the **turn**, even by interrupting the enemy round, but never in the middle of a **combatant's** –either friendly or enemy- **action**. They must be issued before or after it.

Note that this is very important. For example, a **Relocate!** order cannot be given in the middle of a **run**, **speed up**, **charge** or **engage action**; it must be given always before or after a miniature **acts**. The same happens during a **shooting** or a **hand-to-hand combat**: from the moment the **precision** or **dexterity roll** is made, **no order** can be issued until the action ends.

As a general rule, **orders** can only be issued by the **band's leader or messenger**, even if they are fighting in **hand-to-hand combat**.

Several **orders** can be given in a row, but always to different **combatants**.

Avernal Lance has interrupted the turn to issue the **To the death!** order to the Stevedore and the **Relocate!** order to an Imp and a Blowpiper. He has issued both orders at the same time.





It is not necessary to have **total** or **partial sight**: even when there is **no sight** a **leader** or **messenger** can issue an **order**.

Both a **leader** and a **messenger** can issue an **order** while **moving**, but they will **NEVER** be able to issue an order in the **middle of an action**.

### Receiving Orders

An order can be received even by the leader or messenger themselves, or by any **friendly combatant**, even if in hand-to-hand combat.

Every **combatant** can be issued a maximum of one order per round, either **friendly** or **enemy**. Therefore, he will be able to receive two orders per turn, but **NEVER** in the middle of an action.

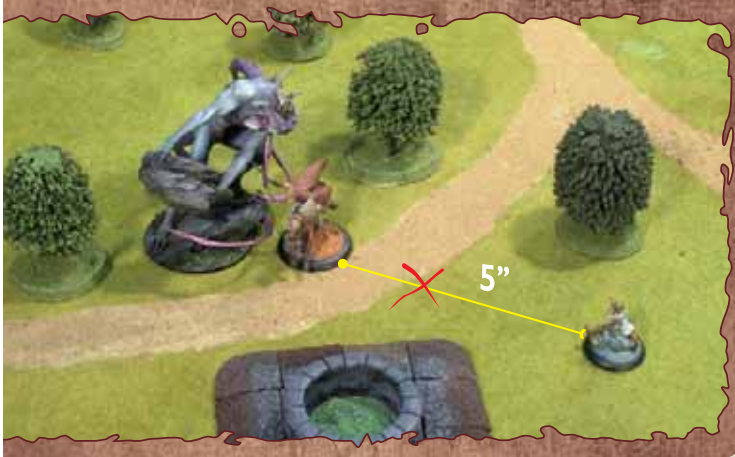
### Distance and Measuring in Orders

As a general rule, orders can be given up to a maximum of 5" from the **leader** or **messenger** up to the **target combatant**. If after declaring the order, this does not reach, it is lost.

When measuring to know if the target is within the order's reach, it is done from the **leader** or **messenger**. There can never be a distance bigger than (exactly) 5" between the ordering combatant's base and the **target combatant**.

Note that it is important to measure from the leader or messenger up to the order target and that only a maximum of 5" can be measured and never further.

The Alliance Postman has tried to issue a Hold Your Ground! Order to the Ranger, but he was not in range. The measurement has been done this way.



### Generic Orders

The generic orders which all the races can use are explained below. Apart from them, each race has a specific order.

#### Hit the Dirt!

The **difficulty to shoot** with a **mundane shot** at a combatant who has been given this order is **increased to 6**. If the difficulty was already 6, then it becomes 7, if it was 7, it increases to 8, and so on.

If the shooter has the **expert shooter** or **inexpert shooter universal ability**, the difficulty to hit the target is increased or decreased from 6 respectively. The same applies if the target combatant has some passive ability, deed or spell that either increases or decreases the **movement** when being shot at.

No flying combatants or those with large or superior height can be issued this order.

#### When can it be used?

Only before the precision roll.

#### To the Death!

If the combatant target of this order is fighting in hand-to-hand, he will add one die to his **dexterity roll**.

#### When can it be used?

Only before the dexterity roll.

It has to be made clear that this added damage can be removed by the effects of fatigue, arcane artefacts, spells, etc, since it no increases dexterity, but adds a die to the dexterity.

#### Hold Your Ground!

The combatant target of this order will pass a **morale roll** without rolling any dice.

This order will also regroup a fleeing combatant. After receiving it, he may act normally; i.e., when activated, he will have no penalties.

#### When can it be used?

Only before the morale roll, never after it. Also after a pursuing roll, if the combatant has not been caught, and in any moment a combatant is fleeing.

#### Relocate!

The target combatant who is given this order will be **moved 2" or less** in any direction.

The combatant is not considered to have moved. Also the defence areas of any enemy combatant are ignored, as well as the thickness of any piece of scenery, as long as it is not **impassable**.

#### When this order CANNOT be issued?

In order to touch base to base an enemy during an enemy round, while being paralysed, during the hide power gems phase when casting a spell, during a pursuing and when fleeing.

#### Relocate Before Combat!

It is **very important** to ask the opponent if he is going to issue some **Relocate!** order before performing a **charge** or **engage** action, and not to touch the acting miniature before both sides have issued orders.







## DEFENCE AREA

In **SphereWars**, every combatant can rush forward or jump to a side to intercept an enemy.

### Defence Area

The **defence area** is used to avoid a combatant passing with impunity close to an enemy.

The **defence area** is the space surrounding a combatant. This space is determined by placing a base of the same size than the combatant's base touching this.

### Simultaneous Orders

It is possible for both players to **issue orders** simultaneously. Therefore, if a player issues a **Relocate!** order to reach an enemy, and the other player issues the same order to his **combatant** in order to avoid the first one to reach him, they will not finally end engaged in hand-to-hand combat, since both orders will have been carried out at the same time.

If a player confirms to be issuing an order, the player must do the corresponding action. However, if the player says that will not be issuing an order, he/she may change his mind later and finally issue it.



Avernal Lance and Nirlem the Paladin are fighting. It is the Alliance round. Before the dexterity roll, this dialogue takes place:

Alliance Player: Are you going to issue any order?

Packs of Urueh Player: No, and you?

Alliance Player: Yes, I am.

Packs of Urueh Player: Then I will do it too.

### Exclusive Orders

According to the race a player is playing with, some rules regarding orders may change. Besides, each race has a **specific order**, described in its **race orders** section.

### Arcane artefacts and Consumables

There are a lot of arcane artefacts in **SphereWars** such as jewels, staffs, cloaks, etc, and also consumables such as scrolls, papyri, potions, etc, which can improve or harm **orders**.

If a player has some **permanent arcane artefact**, then will be able to use it for as long as its bearer keeps alive (even if he is **fleeing** or in some **state**). However, if the **arcane artefact** must be activated, it can only be used if the bearer is not **fleeing** or in some detrimental **state**.

### Universal Abilities

**Combatants** with the **insubordinate** universal ability **cannot be given orders**.



The Fiend's defence area is superior to the Lookout's.

So, the bigger a base, the bigger the **defence area** is.

Note that **defence areas** are only exerted during the **enemy round**.

### Sight

The **defence area** is only used when an enemy physically passes close to a combatant, but it **will never hinder sight**. No defence area affects, then, to a **line of sight**.

### Jumping

The word "**jumping**" is used to define the reaction of a **combatant** applying their **defence area**. It will be used from now on to define this kind of **movement**.

In the combat phase of the **acting** combatant, after a jump, he will have to perform a **hand-to-hand combat** as if he had engaged.

In the combat phase, Nirlem the Paladin and the Ripper will have to fight in hand-to-hand.

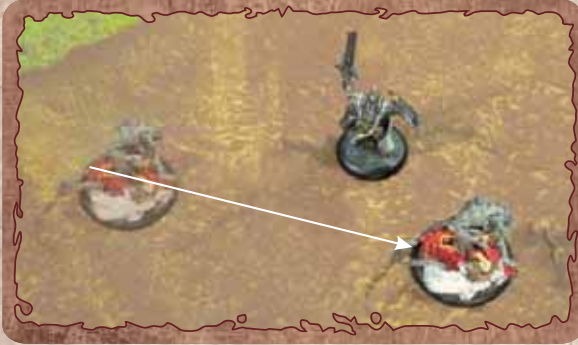




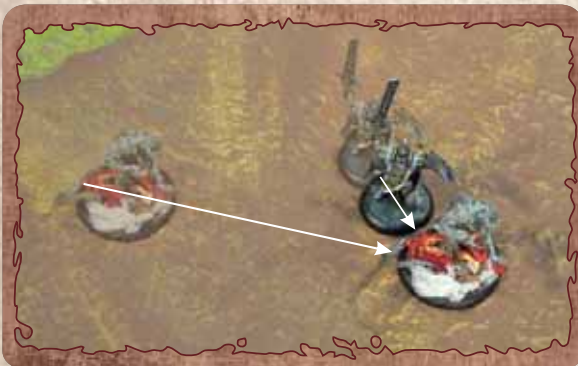
## Entering a Defence Area

When an **enemy combatant** enters a **defence area**, the miniature which exerts it may allow the enemy to pass by or it may **jump**.

Allowing an enemy to pass you by is, as can be seen in the example, just to let the enemy continue the move action without hindering it.



In the opposite case, the combatant performs a **jumping reaction**. The enemy's action can be hindered if reaches anywhere within the miniature's defence area.



The **jump** is correct in both cases.

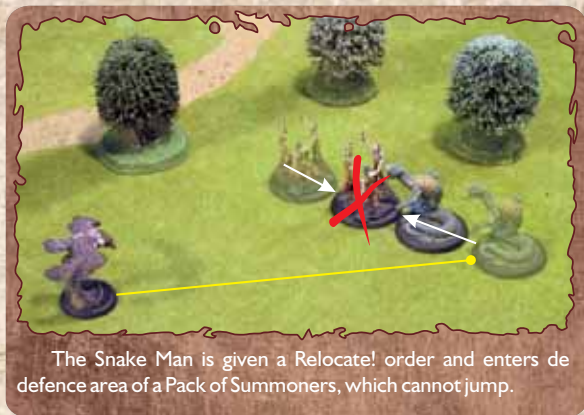
## Losing the Defence Area

If a **combatant** has finished his movement within a **defence area** and the **combatant** exerting it refused to **jump**, it will not be able to do it with that same combatant again, but the choice of doing it with others who pass close to it, can be taken later.



In other words, if a **combatant** is **activated** inside one or more **defence areas**, the enemies exerting that area cannot jump anymore due to this activation.

A **combatant** who is in the **friendly round** and who has performed an **annihilation**, has **pursued**, has **fled**, has been issued a **Relocate!** order or has been moved because of any other effect does not trigger a **jump** reaction when entering an enemy's defence area because these actions are considered to be too sudden.



The Snake Man is given a Relocate! order and enters the defence area of a Pack of Summoners, which cannot jump.

A **combatant** who is in the **enemy round** and who has performed an **annihilation**, has **pursued**, has **fled**, has been issued a **Relocate!** order or has been moved because of any other effect cannot perform a "linked" movement due to his defence area. That is, combatants lose their **defence area** after any of these situations and until the next **friendly round**.



The Pack of Mongoose Boys were given a Relocate! order which makes the Stevedore to end within their defence area, but they cannot jump.



The **defence area** is lost while fighting in **hand-to-hand combat**.



The Moray Man and the Miz Rider have no defence area while fighting hand-to-hand.

It is also lost when an enemy **joins combat** with a miniature. The activated combatant will decide where to place the miniature, without exceeding his allocated movement, and the enemy combatant will not be able to jump.



The Rider has joined combat with the Werelynx, who loses his defence area. However, the Goat Man still exerts his normally.



The Rider has joined combat with the Werelynx and the Goat Man at the same time, both Adepts of Malesur lose their defence area.

The defence area is also lost while **paralysed** or **frightened**.

### Joining Combat Crossing a Defence Area

When you are joining a combat crossing a defence area or passing close to it, you must follow these steps:

1<sup>st</sup>: Draw the trajectory of the movement with the finger from the **friendly combatant** to the **enemy combatant**.



The Adepts of Malesur's Werelynx wants to join combat against the Mercenary Lookout.

2<sup>nd</sup>: The Relocate before joining combat! Rule is applied.

### Relocate Before Joining Combat!

It is **very important** to ask the opponent before a **charge** or **engage** action if he wants to issue a **Relocate!** order, and not to touch the acting miniature before any orders from both sides have been issued.

3<sup>rd</sup>: If due to a **Relocate!** there is now some other enemy in the middle of the trajectory, the **acting combatant** is placed beside the one who has been issued the order.



The Mercenary Guardian has been issued a Relocate! order and has blocked the Adepts of Malesur Werelynx's trajectory.

4<sup>th</sup>: If no enemy blocks the trajectory after a Relocate! but the acting combatant passes through some enemy defence area, the player must tell if the combatant is going to exert the defence area and jump towards the acting combatant.

4.1 If the enemy combatant has **jumped**, it is placed next to the **acting combatant**. This will be considered an engagement, and the new target has to be fought.





4.2 If the acting combatant has **not** passed through a **defence area**, or although passing through some, the enemy did not **jump**, the distance is measured, and if the acting combatant reaches the enemy combatant, they are placed base to base. If the acting combatant does not reach the enemy, it is just placed at the end of its whole movement.



Note that, if a miniature tries to **engage** but does not reach the enemy, it makes a complete **run** movement if it was not able to **speed up** at the beginning of the action. If it was able to speed up, a complete **speed up** movement will be done.

### Jumping to Join a Combat

When **charging**, other **enemy combatants** may join a combat by **jumping**. In such a case, the **activated combatant** can fight the initial target as if he had charged it or choose another **combatant** as if he had **engaged** him. Of course, if the intention was to **engage** from the first moment, he can do it so.

The Moray Man has joined combat against the Amazon. He has entered the defence areas of two Near Hearts during the movement, and they jumped. The Moray Man will be able to choose who is going to fight with.



Note that hand-to-hand supports are allowed after these jumps.

### Limits of the Defence Area

Knowing the limits of a **defence area** is very easy; you only have to place one or more bases when in doubt. You can ask the opponent to place the bases required to mark the **defence areas** at any point in the game.

You can also declare that you want to avoid crossing the **defence areas** of the opponent if the available movement of the combatant allows it.

## **SUPPORT**

In **SphereWars**, it is often possible for several combatants to fight in the same combat. Of course, this will give an advantage to the side with more of them.

### Supporting

To represent this advantage, any **combatants** other than those fighting hand-to-hand are considered **supports**.

For game purposes, each **support** will add a die to the dexterity roll of his **friendly combatant**.



Nek'Org the Impaler will have one more die in the dexterity roll thanks to the Battler's support.

A **support** is, then, any **friendly combatant** base to base with the **enemy combatant** the activated miniature is going to fight in hand-to-hand combat. Of course, the **combatants** supporting a hand-to-hand combat cannot support themselves.



The Amazon has the support of a Postulant, while Nek'Org the Impaler has the support of the Battler and the Ripper.

The **support limit** in a **hand-to-hand combat** is **three**. Even if there are more combatants supporting, they are disregarded.

The Amazon has the support of the Postulant, the Near Heart, the Guardian and the Tax Collector, but she can only use three of them.





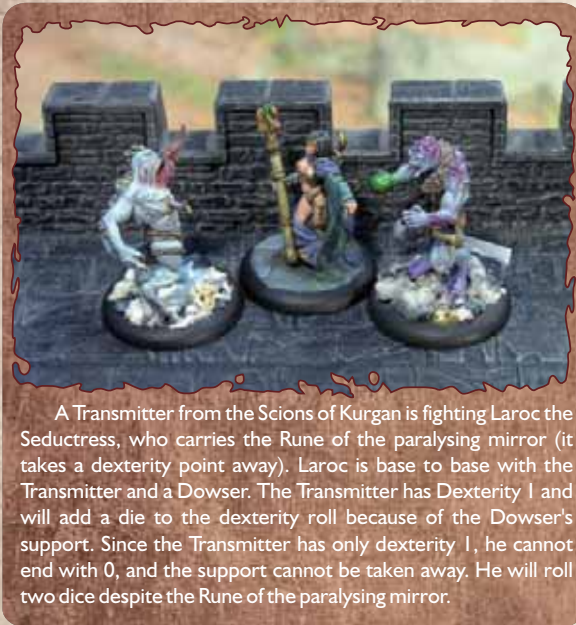
A **combatant** who is base to base with a **supporting enemy combat** does not cancel the support of the latter (and does not support him).



The Werelynx will be supported by the Moray Man and Liehhan the Werebear. The Miz Rider will be supported by Igniis the Flame.

### Support Dice

As previously stated, **supports** add dice to the **dexterity roll**, not to the dexterity attribute. This means that **fatigue** and other effects that subtract points to the attribute do not affect the **support dice**.



A Transmitter from the Scions of Kurgan is fighting Laroc the Seductress, who carries the Rune of the paralysing mirror (it takes a dexterity point away). Laroc is base to base with the Transmitter and a Dowser. The Transmitter has Dexterity 1 and will add a die to the dexterity roll because of the Dowser's support. Since the Transmitter has only dexterity 1, he cannot end with 0, and the support cannot be taken away. He will roll two dice despite the Rune of the paralysing mirror.

### States

Depending on their state, the combatants may not be able to support or to receive support. See the **states** section.

### Universal Abilities

A combatant with the **insignificant universal ability** cannot support others. However, he can be supported.

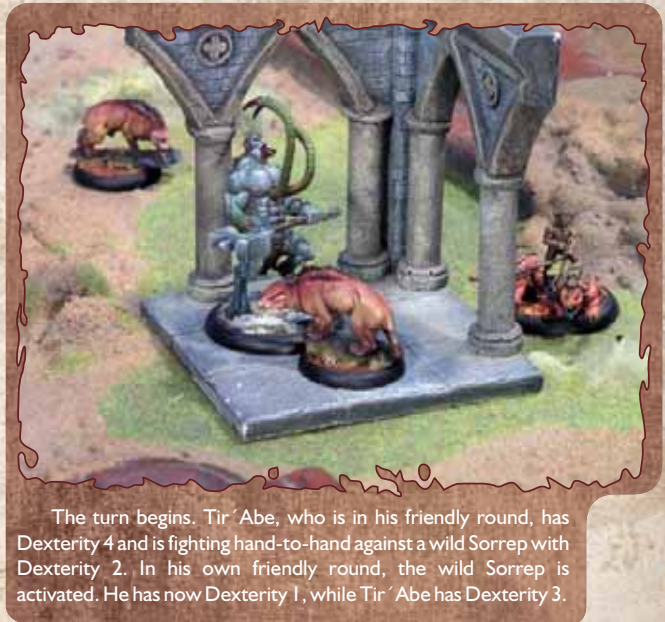
## FATIGUE

In **SphereWars**, the combat is constant and one has to be always alert before the enemy's aggressiveness. Because of so many fights, combatants can suffer the effects of fatigue.

### Fatigue

The effects of **fatigue** are only applied when a **combatant** fights in hand-to-hand combat.

**Fatigue** affects a **combatant's dexterity attribute**. After each hand-to-hand combat he fights, he will lose a dexterity point for the following combat in the same turn.



The turn begins. Tir 'Abe, who is in his friendly round, has Dexterity 4 and is fighting hand-to-hand against a wild Sorrep with Dexterity 2. In his own friendly round, the wild Sorrep is activated. He has now Dexterity 1, while Tir 'Abe has Dexterity 3.

### Minimum Dexterity

As previously stated, no **combatant** can have a **dexterity** of 0, so the minimum will always be 1 for any fighter. A **hero's** minimum dexterity due to **fatigue** will be 2, but this value can be reduced to 1 due to other effects like deeds, spells, arcane artefacts, etc.

Another Sorrep is activated and fights against Tir 'Abe. The latter's Dexterity is now 2, since he has already fought twice in hand-to-hand during this turn. Now, a Rider is activated and also fights Tir 'Abe, who despite having fought three times this turn cannot have less than Dexterity 2 due to the fatigue effects. However, his Dexterity 2 could decrease due to the effect of some spell, deed, arcane artefact, etc.

It has to be made clear that if some equipment adds a **die to the dexterity roll**, it does not increase the dexterity attribute, so this die will not affect fatigue. **It only affects the Dexterity attribute.**



## Updating Fatigue

**Fatigue** effects are removed in the **updating** segment of the turn. All the combatants recover any **dexterity** points they may have lost due to this reason.

During the updating segment of the turn, Tir 'Abe and the rest of combatants recover all the dexterity points they have lost due to fatigue. On the next turn, they will be able to fight normally.

## Universal Abilities

Combatants with the **unimportant universal ability** will not do their enemies to get tired, but they can get tired by other.

A combatant with the **tireless universal ability** will never get tired, and so he will ignore the rules described in this section.

## ATTACK TYPES

In **SphereWars**, different kind of damages can be dealt according to the nature of the attack. Depending on the type of armour carried, a combatant can be more or less protected against ones or the others.

This part is very important for a good strategist, for controlling it can make the player to be the winner or loser in games.

When a combatant is making a **damage roll**, he will do it against a predetermined attack.

Combatants can be dealt two types of attacks, and their **constitution** can vary depending on the kind. They are:

### Mundane Attacks

They are the most frequent. They are all those made with a **weapon –either mundane or arcane-, offensive passive abilities or a deed**.

The **enemy combatant's constitution** to use will be the first value listed in the **attributes**.

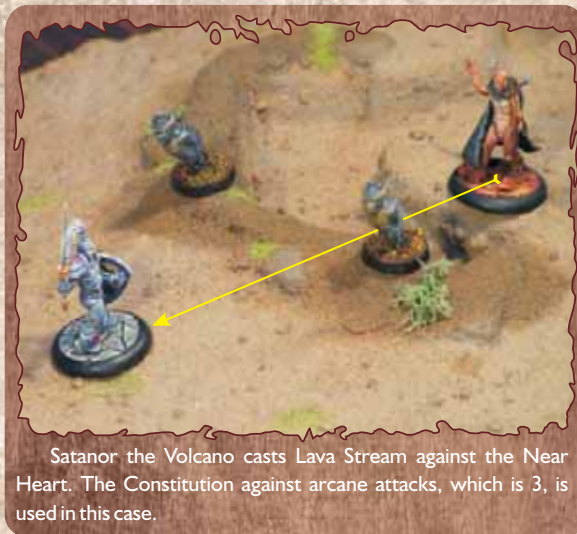
Note that arcane weapons' shots are not considered arcane despite of their nature.

Avernal Lance fights hand-to-hand against a Near Heart. The Leader of the Packs of Urueh wins a dexterity roll. Then, he will roll three dice –his strength- and must roll 5 or more, which is the Near Heart's constitution against mundane attacks.



## Arcane Attacks

They are those caused **only by spells and staffs' special abilities** (staffs' damage is considered a mundane attack in combat). The second value in the **enemy combatant's constitution** is used.



Satanor the Volcano casts Lava Stream against the Near Heart. The Constitution against arcane attacks, which is 3, is used in this case.

## Unique Constitution Value

If a **combatant's constitution** has only one value, it is used with both, mundane and arcane attacks.

## ANNIHILATION

In **SphereWars**, any combatant is able to destroy an enemy, either by means of a well-aimed shot, by blowing him full in the temple or with a destructive spell.

### When Is an Enemy Annihilated?

A combatant annihilates a base to base enemy by killing him in a **hand-to-hand combat** or by means of a **deed**.

Killing an enemy with a **ranged shot**, with a **spell** or with a **ranged deed** is not considered **annihilation**.

**Annihilation** can be made both in the **friendly** and in the **enemy rounds**.

The **annihilation movement** cannot be performed if, after killing an enemy, the combatant is base to base with another enemy.

### Annihilation Movement

**Annihilation** consists of performing a **2" or lower movement** in the direction wished by the **annihilating combatant**. It is entirely optional, and the combatant can choose to move less or even not to move at all.



The **annihilation movement** can be made in a straight or curved line.



After killing the Blowpiper, the Lackey performs an annihilation movement in a straight line. After killing the Imp, the Ripper performs an annihilation movement in a curved line.

If, after the **annihilation movement**, the combatant is base to base with a new enemy, this is considered as an **engagement**, never a **charge**.

Once measured the **annihilation movement**, the chosen direction cannot be changed.

Enemy **defence areas** and scenery modifiers are ignored when performing an **annihilation movement**. Of course, this movement does not allow passing impassable terrain.



Shaogi the Boar Man has killed the Lackey. He will ignore the Ripper's defence area and will be able to enter the wood without penalty.

### Several Annihilations

There is no limit to the number of **annihilations** which can be made in a **turn**. Therefore, an **annihilation movement** can be made as many times as an enemy is killed according to the previous rules.

It is possible to kill an enemy by means of a deed, and this will allow an **annihilation movement**. If another enemy base is reached, further deeds and hand-to-hand combats can be made.

If a combatant, after killing an enemy in a hand-to-hand combat and performing the **annihilation movement**, engages other enemy combatant, he cannot fight in **hand-to-hand** again.



Tir'Abe the Beast has killed the Igneous Guard with the Stings deed. After the annihilation movement, he has killed a Blowpiper with the Hilt Blow deed, and then again, he has made an annihilation movement in order to join combat against an Imp. After this new combat, he has killed the Imp and made a further annihilation movement in order to join combat with Ignis the Flame, but he will not be able to fight him, since he had already done it with the Imp.

### Universal Abilities

The **hardened attacker** and **assault universal abilities** cannot be used after an **annihilation movement**.

## CRITICAL HITS

Some attacks, either due to their physical strength, their abilities or just by sheer luck, are able to penetrate most armours and harm even the toughest enemy.

For game purposes, these special blows are considered **critical hits** (or just "criticals").

### When Is a Critical Hit Obtained?

They are obtained by rolling **two or three Spheres** in the **strategic, precision, mechanical precision, dexterity or damage rolls**.

Depending on when the **critical hit** has been achieved, its effect is different. Therefore, and according to the roll the critical was obtained with, it will have one or another effect. It is explained below.

#### Strategic Roll

A **critical** in the **strategic roll** grants a **brilliant strategy**, which allows adding one or two more orders to your pool during a **turn**.

#### Dexterity and Precision Roll

A **critical** in the **precision, mechanical precision or dexterity roll** grants a **precise blow**, which allows adding one or two points to the strength of the combatant who obtained the **critical** to his next **damage roll**.



### Damage Roll

A **critical** in a **damage roll** grants either a **brutal blow**, which allows adding one more wound to those obtained, or a **deadly blow**, which instantly kills the target.

### Dexterity and Damage Roll Together

If a **critical** is obtained during the **dexterity roll**, and later another one is obtained for the **damage roll**, a **perfect blow** will be got.

### Critical Types

The effects of critical rolls are explained below.

#### Brilliant Strategy

If during a **strategic roll**, the player rolls **double sphere**, regardless of who wins the roll, **one more order** will be granted to him for the **turn**. A **triple sphere** will grant **two more orders** for the **turn**. Those orders are lost at the end of the turn if they have not been used.



**One More Order**



**Two More Orders**

If the **strategic roll** has to be re-rolled, all critical rolls are lost, but you can obtain new ones in the new roll.

Note that both players can obtain a critical in the same turn, regardless of who won the strategic roll.

#### Precise Blow

If during a **precision**, **mechanical precision** or **dexterity roll**, the player rolls **double sphere**, he will be granted **one more point** to his **strength** for his next **damage roll**. A **triple sphere** will mean **two more points** instead of one.



**One more point Strength**



**Two more points Strength**

This **critical** allows modifying the **strength**, so if the combatant is carrying a **blunt weapon**, it will be affected.

A Stevedore with Strength 3 and a blunt weapon fights Nek'Org. He rolls a double sphere (a precise blow) and wins the dexterity roll. The Stevedore will have Strength 4 when rolling for damage. Nek'Org's constitution is 5, but it is reduced two points because of the Stevedore's Strength 4. Therefore, the Stevedore will cause a wound for every 3 or more with the dice.



Note that, if a combatant loses the dexterity roll, will not roll for damage, and, therefore, any double or triple sphere obtained by the loser will be ignored.

### Brutal Blow

If, while rolling for the **damage** due to an **arcane**, **mundane or mechanical shot or a ranged deed**, the player rolls **double sphere**, he will get **one** additional die to those obtained with the **damage roll**.



**An additional wound**

If, after a **damage roll**, a combatant is base to base with an enemy, either in **hand-to-hand combat** or performing a **deed**, the combatant will be able to choose between the **brutal blow** (an **additional wound**) or the **exclusive critical** for his race, which is described in the appropriate section.



**An additional wound or exclusive critical**

### Deadly Blow

A **triple sphere** obtained in a **damage roll**, either if the combatants are in a hand-to-hand combat, or if it is the result of a ranged shot, it will mean an **automatic death**, regardless of the **constitution** or the **wounds** of the target.

The **deadly blow** cannot be replaced by the **brutal blow**. After a **deadly blow**, a combatant who was base to base with the defeated enemy may perform an **annihilation movement** as normally.



**Automatic Death**

### Perfect Blow

If a **precise blow** is linked with a **brutal or deadly blow** while in a **hand-to-hand combat**, the **perfect blow** is performed. It means an **additional wound** and the **exclusive critical** at the same time.

### Exclusive Critical

According to the race being played, some of the previously described rules may vary. Besides, each race has an **exclusive critical**, described in the **race criticals** section.

### Difficulty 7 or more

It is possible to have to match or pass a Movement 7 in a **precision roll** or a Constitution 7 in a **damage roll**. If the player gets a **critical** in one of these cases, its effect is applied and it is not necessary to match the difficulty.





The Goat Man from the Adepts of Malesur has won the dexterity roll while facing a Leviathan from the Scions of Kurgan. He will roll for damage with three dice, since his Strength is 3. The difficulty is 7, the constitution of the Leviathan. He rolls S, S and 5, obtaining a brutal blow and causing 3 wounds. He does not have to roll the Ss again in order to match the difficulty of 7.

However, it has to be made clear that if he only gets one **Sphere**, he must re-roll to match or pass the difficulty of 7 or more.

Following with the previous example, the Goat Man gets S, 5 and 5 instead of S, S and 5, so he gets no critical and must repeat the S. He gets a 2, causing one wound to the Leviathan.

### Deeds

Some **deeds** wound the target. Some of them cause straight wounds by rolling just the **deed roll** without any **damage roll**. In such cases, **criticals** are not applied.

Yenay, the Mantis Woman, leader of the Adepts of Malesur, has the Stalking Mantis deed, which causes a straight wound to the opponent for every Sphere rolled in it, for a maximum of two. In this case, rolling two spheres is not considered a critical.

However, in other **deeds**, the **damage roll** is made after the **deed roll**. **Criticals** are applied then.

The Fiend from the Scions of Kurgan has fury 3 and is about to perform the Stings deed, which grants a Strength 1 mundane blow for every 5 or more. He rolls three dice and gets S, 5 and 5. He will roll three dice for damage. The target is a Near Heart with a Constitution 5 against mundane attacks. Three dice are rolled and the Fiend gets S, S and S, causing a deadly blow and killing the Near Heart. Besides, the Stings deed heals a wound to the Soimi for every S he rolls, so the Fiend not only kills his target, but he also heals three wounds.

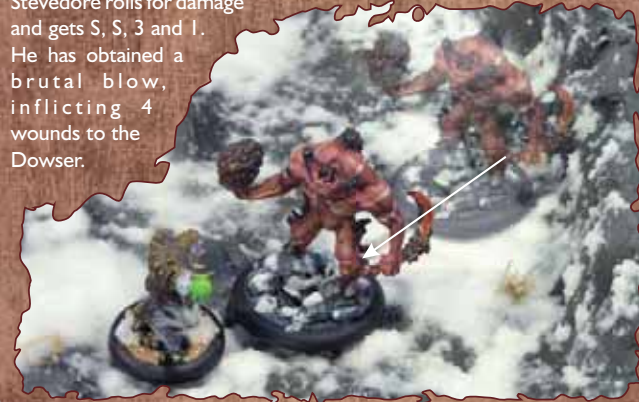


### Passive Abilities

There are some **passive abilities** performed through a **dexterity**, a **precision** or a **damage roll**. **Criticals** are applied in such cases.

The Stevedore from the Packs of Urueh has the passive ability Sulphuric Rock, which allows him to inflict a Strength 4 damage roll in the first combat he fights. He has charged against a Dowser, whose Constitution against mundane attacks is 3. The Stevedore rolls for damage and gets S, S, 3 and 1.

He has obtained a brutal blow, inflicting 4 wounds to the Dowser.



It must be noticed that **criticals** by means of **passive abilities** are only possible if this is stated in their descriptions or if it is stated that some of the above rolls must be made.



The Snake Man from the Adepts of Malesur has the passive ability spitting venom. He must roll the dice and, if he matches or passes the mundane constitution of his target, will cause him a wound. He rolls the dice and gets S and S against the Rider's Constitution 4. The Rider receives only one wound, since it was neither a precision nor a damage roll. However, this passive ability also stuns the target besides wounding him.

### Spells

Any spell whose effect was to inflict wounds and requiring a **damage roll** can obtain **criticals**.

### Arcane artefacts and Consumables

There are arcane artefacts in **SphereWars** such as attack runes, jewellery, etc that affect **criticals**. (See the **arcane artefacts** section).

There are also **consumables** such as potions, papyri, concoctions, brews, etc. which can also affect **criticals**. (See the **consumables** section).



## UNCONTROLLED POWER

Using **power** in excess may have consequences, either positive or negative for the spell and the spellcaster. This situation is called **uncontrolled power**.

When **casting a spell**, these **uncontrolled powers** may happen during the **final outcome**, i.e., before removing any die.

### Indestructible Superior Power

A sorcerer who gets a triple **Sphere** while casting a spell recovers all the gems he used for it, and also his spell cannot be dispelled in any way. The rest of the dice is disregarded.



If both, an **indestructible superior power** and an **uncontrollable superior power** are obtained, an **opposed power** takes place. See below.

### Indestructible Inferior Power

A sorcerer who gets a double **Sphere** while casting a spell recovers one **power gem** and his spell can be dispelled normally, even with consumables.



If both, an **indestructible superior power** and an **uncontrollable inferior power** are obtained, both take place.

### Uncontrollable Superior Power

A sorcerer who gets a triple **I dies**, and the **spell** fails, whatever the result of the dice is.



If both, an **indestructible superior power** and an **uncontrollable superior power** are obtained, an **opposed power** takes place. See below.

### Uncontrollable Inferior Power

A sorcerer who gets a **I** receives an automatic **wound**, but the spell works (the rest of dice are used) and can also be dispelled normally.



If both, an **indestructible inferior power** and an **uncontrollable inferior power** are obtained, both take place.

## Unstable Power

Any dice roll resulting in a triple other than **Spheres** and **Is** makes the sorcerer to suffer a **concussion**. The spell can be cast normally, and even the dice which cause the **concussion** are used and can be also dispelled



If an **unstable power** and any other **power** are obtained, both take place.

## Opposed Power

If both, an **indestructible superior power** and an **uncontrollable superior power** are obtained, the **spell** succeeds and cannot be dispelled, but the sorcerer dies.



## Arcane artefacts and Consumables

Some **arcane artefacts** and **consumables** can modify the effects of any kind of **uncontrolled power**.

## MORALE

In **SphereWars**, combatants have to put to the test their mental strength in some dangerous situations or in the face of frightening sights. Although this rarely happens, since fighters are ready to fight to the death, refusing a combat can a band make to lose his entire strategy.

### Morale Roll

The **morale roll** is made with only one **SphereWars** die. It is a roll to a **target number**.

The difficulty to match or pass depends on the kind of combatant making the **morale roll**.

- A **Hero** must roll 3 or more
- A **Messenger** must roll 5 or more.
- Any **Troops** must roll 4 or more.
- A **Superior** must roll 3 or more.

Some **morale levels** can change the **difficulty** of this roll. See below.





## Morale Levels

There are four **morale levels**. Each combatant's level is listed in the **traits** section of his **profile**. The four possible levels are:

**Unbreakable:** this combatant always overcomes any morale roll, so it is not necessary to make them.

**Brave:** the **morale roll's difficulty** is reduced in one point.

**Common:** the **morale roll's difficulty** is the standard.

**Coward:** the **morale roll's difficulty** is increased in one point.

Note that if the combatant has a Brave level and, for any reason, in the morale roll the combatant has to be considered Coward at the same time, both morale levels will be ignored and, therefore, the combatant will have a common level. If the combatant was already coward, nothing happens.

## Firm

When a combatant with this universal ability has to make a morale roll and fails, the player can roll again, but only just once for each failed morale roll.



A Wild Sorrep must roll for morale. He rolls a die and gets a 2, so he fails. Due to the firm ability, he rolls again, and gets a 1. He has not passed the roll and cannot roll a second time.

## Hold Your Ground! Order

This order allows a combatant to pass a **morale roll** automatically.

## Leader Presence

A **leader** within 5" of a friendly combatant, who has to roll for **morale**, decreases the difficulty in one point.

The **leader** himself cannot benefit from this modifier.

**Measuring** in order to know if the **leader** is within range is made from his base's edge and up to a maximum of 5" towards the combatant having to roll for **morale**, not in the opposite way.

Taem the Butcher is close to a Postman who has to make a morale roll. As a general rule, the Postman, which is a messenger, will have to roll 5 or more with the die. However, as he has a leader within 5", the difficulty becomes 4. In this specific case, the Postman is brave, so the difficulty is reduced one more point, to 3.



It has to be made clear that combatant with the **insubordinate universal ability** will not receive the leader's positive modifier.

## Arcane artefacts and Consumables

Some **arcane artefacts** and **consumables** can modify the **morale levels** or can make a combatant pass a **morale roll** automatically.

## Situations Requiring a Morale Roll

There are several situations which require a morale roll to be solved. They are these:

### Receiving Blood in hand-to-hand

If, after losing a **dexterity roll**, the enemy inflicts **one or more wounds** and the winner's **fear level** is higher than the loser's, the latter has to make a **morale roll**.

When inflicting **wounds** to an enemy in a hand-to-hand combat, he has **received blood**.

Note that an enemy who is damaged with a deed this is not considered as having received blood, and the morale roll is not needed.

Previously, the **fear level** difference must be calculated in order to know if there is some modifier to apply.

- If the winner's **fear level** is only one level higher than the loser's, there is no modifier.
- If the winner's **fear level** is two levels higher than the loser's, the **morale roll** difficulty will be increased in one point.
- If the winner's **fear level** is three levels higher than the loser's, the **morale roll** difficulty will be increased in two points.

There are four **fear levels**. Each combatant has its level listed in the **traits** section of each **combatant profile**. From the lower to the higher, they are: common, respectable, frightening and terrifying.

The Postulant is common.  
The Werelynx is respectable.  
The Miz Rider is frightening.  
The Leviathan is terrifying.



### Tied Fear Levels

If the **fear levels** of the combatants are the same, but the winner's **height level** is higher, the **morale roll** is also made, this time without any modifier.



A Stevedore loses his dexterity roll against Nek 'Org the Impaler and also suffers one wound in the roll. Both the Stevedore and Nek 'Org have the same fear level (Frightening), so their height will be regarded. Both have common. Had Nek 'Org been Large, the Stevedore would have had to make a morale roll to avoid fleeing.



Note that if the combatant who suffers wounds has a higher fear level than his enemy, no fleeing roll is made even if the enemy's height is superior.

**Receiving blood in hand-to-hand** can happen several times in the same **turn**, so the **morale roll** must be made as many times as necessary. If it is failed, the **combatant must flee**, and the enemy may **pursue** him as explained in the **fleeing** and **pursuit** sections.

#### While Fleeing

When a **fleeing combatant** is activated, a **morale roll** must be made. If it is failed, the combatant will continue fleeing. Otherwise, the combatant **regroups**. A **fleeing combatant** may benefit from the **leader's presence**.

The **Hold your ground!** order may also be issued for a **fleeing combatant** to **regroup**, but before rolling the dice. If the order is given before activating the **fleeing combatant**, he will automatically regroup and it will be possible to activate him in the usual way.

#### Leader's Death

In the exact moment when the **leader** dies, every friendly combatant on the table not **fighting in hand-to-hand combat** has to make a **morale roll**. If it is failed, the combatant will flee as indicated in the **fleeing** section. Otherwise, combatant will stand in the same position, without any penalty.

A **combatant** already **fleeing** does not have to roll again nor perform a **fleeing movement**.

#### Other Situations

It may be possible to have to make a **morale roll** due to spells, deeds or specific situations. If it is failed, unless otherwise stated, the combatant must flee. If the roll is successful, the combatant stands immutable.

## FLEEING

If the combatant panics, is fear-stricken, or is affected by a spell that forces him to flee, it will run away, terrified by whatever caused the situation.

#### Flight Movement

Every **flight movement**, whatever its cause, works the same way.

Any fleeing combatant ignores **defence areas** and the pieces of scenery's **density** unless impassable.

The combatant will flee for a distance equal to its total movement attribute.

The first **flight** must be made in the opposite direction to what made the **combatant flee**. Some examples are listed below:



In cases 1 and 2, the Postman and the Hedgehog Girl flee after receiving caused by the Goat Man and the Shaman respectively. They will flee in the opposite direction to that of their enemies, as shown in the image.

In case 3, the Miz Rider kills Taem the Butcher, who was leading the Alliance band. The Guardian fails the morale roll and will flee in the opposite direction to that of the Miz Rider.

In case 4, Ignis the Flame has killed Taem the Butcher with a shot (assuming they were not in hand-to-hand combat). Should the Guardian fail the morale roll, she would flee in the opposite direction to that of Ignis.

The second and further **flights** will be towards the nearest edge. If the combatant reaches it, it is removed from the **battlefield** and the enemy is awarded its **band points** value.

#### Obstacles in Flights

If a combatant meets an enemy along his **fleeing movement**, he is **trapped**. See the **trapped** section.





The Ranger is fleeing and has met Liehhan the Werebear in his trajectory. He is trapped and dies immediately.

If there is a **friendly combatant** or a **piece of scenery** in the fleeing combatant's trajectory, it must be first reached and then skirted. Of course, this surrounding movement counts towards its maximum. The obstacle can be skirted by any side chosen by the **fleeing combatant**



The Rider is fleeing and meets an impassable piece of scenery in his trajectory, which he must skirt round the side he chooses. The maximum movement will be 4", which is the Rider's movement when fleeing.

If the obstacle is a **friendly combatant**, but there are **enemy combatants** at both sides of him blocking the pass, the **fleeing miniature** will remain beside the **friendly combatant**.

The Wild Sorrep is fleeing and meets another Sorrep in its trajectory. It should skirt it, but then it would contact the Lackey or the Ripper, so it ends beside the other Sorrep, which does not flee.



For any purpose, it must be clarified that a fleeing combatant will consider any hand-to-hand fight it meets as if it were an impassable piece of scenery, and so, it will have to skirt it.

## Hold Your Ground! Order

If a **combatant** is **fleeing**, it can only receive a **Hold Your Ground!** order.

## Arcane artefacts

A **combatant** who is **fleeing** cannot use **arcane artefacts** that have to be activated, but it can use **permanent arcane artefacts**.

## Mundane Shots

A **fleeing combatant** who is the target of a **mundane shot** grants the shooter one more die for its **precision roll**.

## Fleeing at the End of the Game

When a **combatant** is **fleeing** it will can regroup in two ways:

### REGROUPING

Any combatant who is **fleeing** will have two different ways to **regroup** and stop fleeing:

- Receiving a **Hold your ground!** Order and acting normally after that.
- Once **activated**, in its **movement phase**, it will have to make a **morale roll**. If it fails, will continue **fleeing**, if it succeeds, it will **regroup** and will end its activation, not being able to do any other thing in that round.

### PURSUIT

When fighters see their enemy turning away from them, they rush toward it in order to deal it a deadly blow. After that swift and agile movement, it is possible for the combatant to trap its enemy, or for the latter to dodge and to flee.

## When Is Pursuing Possible?

As already stated in the **morale** section, after failing a **morale roll** due to a **bleeding in hand-to-hand combat**, a combatant must **flee**.

The **combatant** who wounded the other may **pursue** in order to trap it, assuming the first has no other enemies base to base.

## Pursuing Movement

The **pursuing movement** consists in moving the pursuing **combatant 2"** towards the direction the enemy is **fleeing**, no matter if he reaches him or not. (See below).

After this **pursuing movement**, the **pursuing combatant** may act normally.

The **pursuing movement** ignores **defence areas** and the **density** of any pieces of scenery as long as they are not impassable.



## Pursuing Sequence

A **pursuit** consists of three parts, as explained below:

1<sup>st</sup> A combatant is wounded in **hand-to-hand combat** and does not pass the **morale roll**. See the **morale** section.

2<sup>nd</sup> If the winner of the combat is base to base with any other enemy, the winner cannot **pursue** its enemy. Otherwise, he may choose to do it or not.

Note that the **fierce universal ability** forces the combatants with that ability to **pursue** whenever possible.

3<sup>rd</sup> If the combatant wants to pursue, it makes a **pursuing roll**. Otherwise, the **fleeing combatant** is moved as many inches as his movement attribute in the opposite direction to that of the miniature causing him to flee.

### Pursuing Roll

An **opposed roll** is made with each involved combatant's **movement** attribute.

If the pursuer wins the roll, it **traps** the **enemy combatant** and will be moved 2" towards the **fleeing enemy's** direction.



The Summoners Pack has lost the pursuing roll, so the Mongoose Boys have trapped them and are moved 2".

If the pursuer loses the roll, it will be moved 2" towards the **fleeing enemy's** direction. The **fleeing combatant** will be moved as many inches as its **movement** in the opposite direction of its pursuer.

The Summoners Pack has won the pursuing roll, so the Mongoose Boys did not trap them. The Summoners are moved 4" (the Summoners movement) and the Mongoose Boys 2".



Note that a combatant with movement 2" is always trapped when fleeing.

## Flying Movement

If a combatant –either, pursuing or fleeing– has **flying movement**, it will roll as many dice as its **movement** attribute. The **non-flying combatant** –either, pursuing or fleeing– will only roll one die, regardless of its **movement** attribute.

## Joining Combat While Pursuing

If a combatant, after its **pursuing movement** –either if the fleeing combatant was trapped or not– is base to base with an enemy, it has **engaged in combat**.

Since this happens after having pursued a fleeing enemy due to a **hand-to-hand combat**, the combatant will not be able to fight again until his next activation.



The Tax Collector has lost the pursuing roll, so the Leviathan has trapped her and it is moved 2"; however, while doing it he meets the Amazon and it is considered as if he had engaged in combat.

## Relocate! Order

The Relocate! Order cannot be issued until the **pursuing sequence** is totally finished, and can only be given to the **pursuer**, since a **fleeing combatant** cannot receive any other order but **Hold your ground!**

If, after this order, it is base to base with the **fleeing combatant**, he has trapped him.

## Hold Your Ground! Order

The **Hold your ground!** can be issued to a **fleeing combatant** who has not been **trapped**.

Of course, it can only be issued to fleeing combatant, since the **pursuing combatant** does not need it.

After receiving the order, it will **regroup** and will be able to act normally.

## Universal Ability

The **fierce universal ability** always forces a combatant to pursue.



## TRAPPING

When a warrior turns its back to another, the most probable is that the one who was fleeing terrified stops doing it suddenly after receiving a vicious blow on its nape.

### Trapping

When a **combatant** is base to base with a **fleeing enemy**, it will kill him immediately, regardless of its **constitution** or **wounds**.

Note that defence areas are ignored when fleeing.

### Engaging in Combat in Order to Trap

When a **combatant** is activated in order to **trap** a **fleeing enemy**, it must **charge** or **join combat**. Thus, after having **trapped** the enemy, it will not be able to perform any further **action**, since it has already used it to kill the **enemy combatant**.

### Annihilation

After **trapping** an **enemy combatant** who was **fleeing** it cannot perform an **annihilation movement**.

### Relocate! Order

It is not possible to use the **Relocate! order** to **trap** a **fleeing enemy**.

## STATES

In **SphereWars** there are frequent occasions that can make a warrior or sorcerer to act against their will. The sight of a terrifying creature can make combat faculties to harden when fighting it, an abuse of power when casting a spell can make the sorcerer to lose control, etc.

There are some **states** which force a **combatant** to obey certain conditions. It is possible to get into a **state** in several ways, but the effect is the same regardless of this.

### States Types

All the states in **SphereWars** and their effects are described below:

#### Stunned

It is possible to enter this state in several ways. Mighty blows able to stun a combatant's mind, the poison from some attack, etc.

When a **combatant** is **stunned**:

- will only be able to stand still during its next **activation's movement phase**. Therefore, it will not be able to **run**, **speed up**, **charge** or **engage**.

- will have no penalties to **dispelling**, **casting spells** or to **update power gems** for a **stunned** combatant. **Power gems** are not lost when entering this **state**.

- will have no penalties to perform **deeds** either.

- is considered as having the **inexpert shooter universal ability** if combatant shoots. There is no extra modifier if it already had that ability. A **stunned combatant** who is the **target** of a shot grants the shooter an **extra die** to the **precision roll**.

- is considered as having the **inexpert combatant universal ability** if combatant fights in hand-to-hand. There is no extra modifier if it already had that ability.

- cannot support hand-to-hand combats, but it can be supported.

- will not be able to perform an **annihilation movement**.

- exerts **defence area** normally and it can be given orders, but stunned combatants cannot issue orders.

- performs **Updating** normally.

Combatants stop being stunned and lose all related penalties at the end of the following activation phase to that in which the combatant entered in a **stunned** status.

Note that a stunned combatant can be moved whenever the target of some deed or spell allowing it.

#### Paralysed

There are several ways to enter in this state. The sight of some terrifying warrior can freeze the blood of any fighter, or the impact of a magic ball, etc.

When a **combatant** is **paralysed**, it will only be only able to stand still during its next **activation's movement phase**. Therefore, it will not be able to **run**, **speed up**, **charge** or **engage**.

A **paralysed combatant**:

- cannot **dispel**, **cast spells** or **update power gems**.

- cannot perform **deeds** or shoot either. A **paralysed combatant** who is the **target** of a shot grants the shooter an **extra die** to the **precision roll**.

- must **fight in hand-to-hand combat** if combatant is base to base with an enemy, but it will roll only one **SphereWars die** in the **dexterity roll**, ignoring any **mundane or arcane equipment** which may be adding dice to its roll. The die will only allow him to tie, i.e. when wining the **dexterity roll**, it is considered just a tie. This die represents the chance for the enemy to fail its blow. If combatant is equipped with a long weapon, he can be **charged** normally.

- can be moved whenever the target of a deed or spell allowing it.

- cannot receive **supports** in **hand-to-hand** combat.

- cannot perform **annihilation movement**.

- does not exert **defence area**.



-cannot be given **orders** nor issue them himself. It cannot update **orders** either.

A **paralysed combatant** stops being paralysed and loses all related penalties at the end of the **following activation** to that in which the combatant entered in the **paralysed** status.

Note that a paralysed combatant can be moved whenever the target of some deed or spell allowing it.



### Fearful

There are several ways to enter in this state. The sight of some fierce warrior can make any arm to shake, the guttural cry of an enemy can make any combatant to hesitate, etc.

When a **combatant** is **fearful**, it cannot **engage in a new combat** in its **movement phase**, it will only be able to **run, speed up, or stand still** according to generic rules.

#### A fearful combatant:

-can **dispel and cast spells** normally. it can also **update power gems** with no penalty. **Power gems** are not lost when entering this **state**.

-can perform **deeds**.

-can shoot. A **fearful combatant** who is the target of a shot grants no benefit to the shooter.

-If combatant is base to base with an enemy, it must **fight in hand-to-hand combat**, but if it wins the **dexterity roll**, it is considered a tie.

-cannot **support** in hand-to-hand combats, but can be supported.

-cannot perform **annihilation movement**.

-does not exert **defence area**.

-can be given **orders** and update them. Fearful combatants can also issue **orders**.

A **fearful combatant** stops being fearful and loses all related penalties at the end of the following activation to the one in which the combatant entered in the fearful status ends.

### Concussion

There are not many ways to enter this state. Sorcerers try to control power as they please, but this not always works as expected. There are also other ways to be concussed.

Only **combatants** with **power** can enter this state.

#### A concussed combatant:

-is able to perform its **movement phase** normally.

-cannot **dispel or cast spells**. It cannot **update** his **power gems** either.

-can perform **deeds**.

-can shoot. A **concussed combatant** who is the **target** of a shot grants no benefit to the shooter.

-must **fight in hand-to-hand** normally if it is base to base with an enemy.

-can **support** in hand-to-hand combat and be supported.

-can perform the **annihilation movement**.

-exerts **defence area**.

-can be given **orders** and update them. Concussed combatants can also issue **orders**.

A concussed combatant will exit this **state** after finishing the following activation to the one in which the combatant was **concussed**. From that moment the combatant loses all the penalties related to this state.

Note that only combatants with power can enter this state.

### Two States at the Same Time

If a combatant is in a **state** and enters again in that same state, there are no additional effects. However, each of them is removed separately following the usual rules.

A combatant who is in a **state** and enters a different one will suffer the effects of both, and each of them is removed separately following the usual rules.



Laroc the Seductress is in stunned state. However, Sull Mindripper, after the sensory scream, makes her entering in the concussed state. Laroc is stunned and also concussed until the end of her next activation.



## RANDOM MOVEMENT

In **SphereWars**, some combatants move in a random fashion, either because of their low movement capacity or because of their lack of discipline.

There are two types of **random movement**: the **variable movement** and the **clumsy movement**

Both are governed by the following rules:

### Variable Movement

If a **combatant** has **variable movement**, it will have a **V (Variable)** in his **movement attribute**.

In order to be moved over the battlefield, **two dice are rolled and added together** during its **movement phase**. The result will be the maximum amount of inches it can move. The direction of the **movement** can be decided after rolling the dice and it can be in a straight or curved line in order to avoid obstacles.

If it gets base to base with an enemy, it cannot **charge**. It will be considered as if it **engaged combat**.

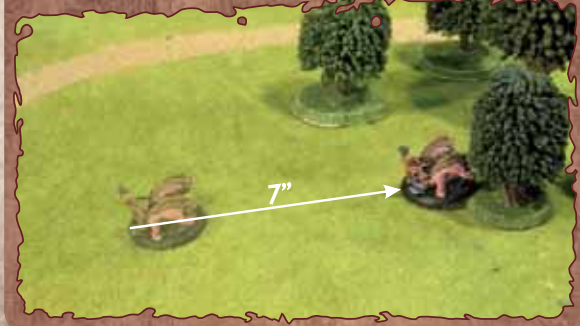


The Rider rolls two dice and gets 5 and 4, so he can be moved up to a maximum of 9" in any wished direction, either in a straight or curved line, following the standard rules.

Its Movement is considered **4"** to **flee, pursue** or to determine the difficulty when being shot.

To enter, pass by or leave a piece of scenery with **light or dense density**, the best result in the roll is chosen to move the miniature. If with this die it does not reach the piece of scenery it intended to enter, the other die is added and the miniature is stopped just at the point of entrance, leaving it with half the base outside and half the base inside.

The Rider intends to enter a wood at 7". He rolls two dice and gets 5 and 5. He reaches the wood, but he ends half inside it and half outside.



### Clumsy Movement

If a **combatant** has **clumsy movement**, it will have a **C (Clumsy)** in its **movement attribute**.

In order to be moved over the battlefield, **one die is rolled**. The result will be the maximum amount of inches it can move. The direction of the **movement** can be decided after rolling the die and it can be in a straight or curved line in order to avoid obstacles.

If it gets base to base with an enemy, it cannot **charge**. It will be considered as if it **engaged combat**.

Its Movement is considered **3"** to **flee, pursue** or to determine the difficulty when being shot.

To enter, pass by or leave a piece of scenery with **light or dense density**, a die is also rolled, and the result will be the maximum amount of inches it can be moved.

Naturally, a **combatant** with **variable** or **clumsy movement** can always choose not to move.

## FLYING MOVEMENT

In **SphereWars**, combat can take place at ground level or in the air. Some combatants have the ability to fly.

In this case, his **movement (MOV)** attribute will be substituted by **flying (FLY)** on the profile.

### The differences are these:

-A flying combatant can **pass over any obstacle**, included other combatants, without any penalty. However, it will not be able to end its movement over an **impassable piece of scenery**.

Both, when **joining combat** and when **passing by an enemy**, it will **ignore the defence areas**. However, the **flying combatant** himself has a **defence area** as usual.

Note that, in order to fight in hand-to-hand, a flying combatant's base must fit in the physical space beside the base of the enemy miniature.

**Joining combat** with a **flying combatant** is performed like with any other combatant. They can see and be seen from any point of the battlefield, i.e. it will have **full sight**.

When **shooting** at a **flying combatant** with **mundane weapons**, its **movement** is increased in one point, and the shot's **strength** is decreased in one point.

When a combatant intends to **pursue** a **flying enemy**, it will only roll one die, regardless of its **movement**.

When a combatant wants to **flee from** a **flying combatant**, it will **roll only one die**, regardless of its movement.

If both the pursuing combatant and the fleeing combatant have **flying movement**, as many dice as their movement attribute will be rolled.

Note that combatants with **flying movement** are always moving until they are in hand-to-hand combat with an enemy. Even though, they cannot be over any other miniatures friendly or enemy.



## UNIVERSAL ABILITIES

In **SphereWars**, there are certain abilities which define the combatants. Some of them, the rarest and most exceptional, are described in each race or faction's Manuscripts. The most common can be owned by combatant of different races.

The **universal abilities** of each combatant are described on his **combatant profile**.

All the **universal abilities** are described below:

### Ambidextrous

A combatant with **Ambidextrous** ability in every **dexterity roll**, just after doing it, the best result obtained will be increased in one point until a maximum of 6.

### Aquatic

A combatant with **aquatic movement** does not suffer any penalty for passing through **aquatic** and **deep aquatic pieces of scenery**. However, this kind of combatant cannot pass through **red-hot** or **deep red-hot** pieces of scenery.

These combatants do not suffer the effects of a **stormy weather**. However, with a **suffocating weather**, they will suffer its effects and the stormy weather's effects at the same time.

### Assault

When a combatant who is moving **joins combat** against an enemy, it will add one die to the dexterity roll.

This ability cannot be used after a Relocate! order, after an annihilation or after jumping due to a defence area. It can only be used after **charging** or **engaging**.

Note that this die is not lost due to the fatigue effects.



The Werelynx has joined combat against a Guardian. During his combat phase, the Werelynx adds a die to the dexterity roll due to his ability.

### Bodyguard

A combatant with this ability supporting a friendly combatant in a hand-to-hand combat grants the other with the **expert combatant** ability.

However, the combatant with the bodyguard ability himself is not granted the expert combatant ability unless being supported by another friendly miniature which also has the bodyguard ability.



Miuhalo the Owl Man, a Lookout, an Amazon and a Guardian are fighting in hand-to-hand. When the turn for the Lookout to fight arrives, she will have the expert combatant ability due to the Guardian having the bodyguard ability and being supporting, but the Guardian herself does not have it unless supported by another friendly miniature with the bodyguard ability.

### Channelling

If a **sorcerer** with this ability stands still during his movement phase, he will generate a power gem which will be added to the band's pool. This power gem can be used by any sorcerer in the band to either casting spells or to dispelling them.

Note that, once the turn is over, the power gem obtained through the channelling is not recovered during the updating.



Laroc the Seductress has been activated and stands still during her movement phase, so she will add a power gem to her band's pool.

### Counterattack

When a combatant loses a **dexterity roll**, it can re-roll its second best result. It can use this ability in as many hand-to-hand combats as it fights, and any dice roll can be re-rolled regardless of its source (dexterity, conventional weapons, orders, arcane artefacts, etc.)

**Criticals** are disregarded if obtained through this ability.

Note that if there is a tie in the dexterity roll, the combatant with the counterattack ability will not be able to use the counterattack. If only one die is used in the **dexterity roll**, it can be repeated.





The Rider is fighting a Battler in a hand-to-hand combat. He gets 4, 4 and 2, while the Battler gets 5, 4 and 4. The Rider has the counterattack universal ability and has lost the dexterity roll, but he can re-roll his second best result. He rolls one of the 4s again and gets 5, so he finally obtains 5, 4 and 2. He wins the dexterity roll.

When two **combatants with counterattack** fight each other, both abilities cancel each other out and no die can be re-rolled.

### Expert Combatant

If a combatant with this ability matches its enemy's two best results in a dexterity roll, wins regardless of the rest of dice.



Nek'Org the Impaler is fighting in a hand-to-hand combat against Taem the Butcher. Both make a dexterity roll. Nek'Org gets 5, 4, 1 and 1, while Taem gets 5, 4 and 4. The winner would have been Taem, but Nek'Org is an Expert combatant, so he wins.

When two expert combatants fight each other, both abilities cancel each other out. In this case, the rest of the dice are taken in consideration.

If an **expert combatant** fights an **inexpert combatant** and they tie in the best result, the **expert combatant** wins regardless of the rest of the dice.

### Expert Shooter

When a combatant with this ability shoots a **mundane shot**, its target's movement is reduced by one.

The difficulty to shoot while **speeding up**, or a **shoot against a charge** or against a target who has been given the **Hit the dirt! order** is also reduced in one point.

### Fear of Combat

When a combatant with this ability **joins combat** with an enemy who was not already in hand-to-hand combat, it must make a **morale roll**. If it fails this roll and then succeeds in the **dexterity roll**, it is anyway considered a tie and will inflict no damage.

When an enemy combatant **joins combat** with a combatant with this ability who was not already in hand-to-hand combat, the latter must make a **morale roll**. If it fails this roll and then succeeds in the **dexterity roll**, it is anyway considered a tie and will inflict no damage.

When two **combatants with fear of combat** fight each other, both abilities cancel each other out and no morale roll is made.

Note that the difference in levels of fear has no influence in this roll.

### Fierce

When a combatant with this ability makes its **enemy flee** after **receiving blood in hand-to-hand combat**, it must pursue the fleeing enemy.

Note that a combatant can only pursue if he is not base to base with another combatant.

A Dowser flees from Shaogi the Boar Man after a hand-to-hand combat. Shaogi must pursue him even if he does not want to.

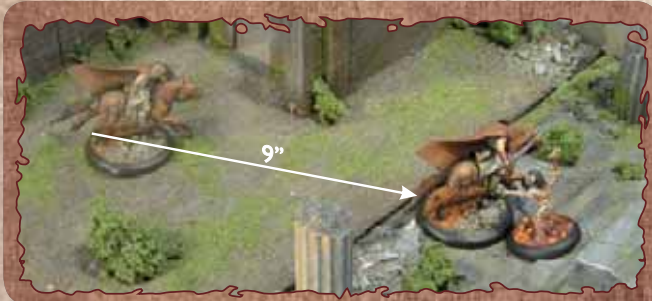




### Hardened Attacker

When, in its movement phase, the combatant **engages an enemy in combat**, it is considered as if it had **charged** instead of **engaged**.

This ability cannot be used after a Relocate! order, after an annihilation, after jumping due to a defence area, etc. In all, it can only be used after **engaging**.

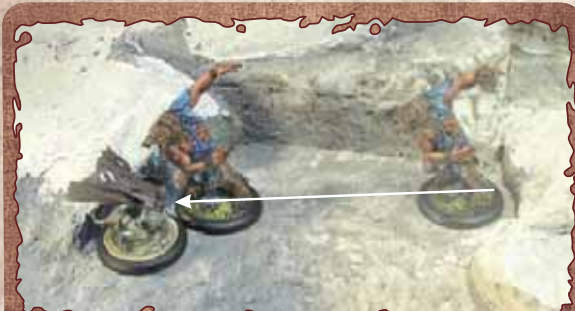


The Ranger, with Movement 6, has been activated and is going to join hand-to-hand combat against an Imp 9" away. He has then engaged in combat, but as he has the Hardened attacker universal ability, it is considered a charge.

When a hardened attacker **joins combat** against another **hardened defender**, both abilities cancel each other out, and the **charge** or **engagement** action is used normally.

### Hardened Defender

An enemy loses the **charging** modifier of one more strength point when **charging** a combatant with this ability.



The Shaman is a hardened defender and is charged by Liehhan the Werebear. The latter loses the modifier for charging.

When a hardened attacker **joins combat** against a **hardened defender**, both abilities cancel each other out, and the **charge** or **engagement** action is resolved normally.



### Impetuous

A combatant with this ability who is activated and is within range to **join hand-to-hand combat** must do it. The combatant should **engage** the nearest enemy by following the shortest trajectory towards it.



The Fiend is activated. A Pack of Mongoose Boys is within reach to be joined in combat, so he must head toward it necessarily.

The combatant must do it even if it has **no sight** or it has to **speed up** in order to reach the enemy, and in these cases it will be considered as if it **engaged in combat**. If it is within **charge** distance, it will **charge** instead.

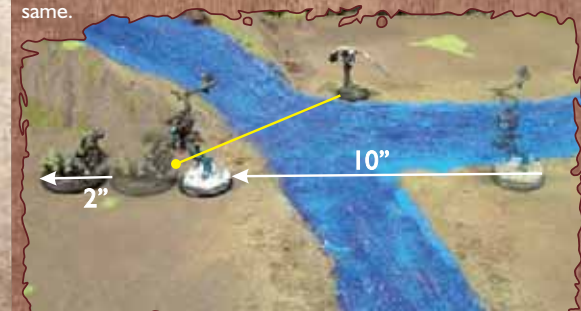
However, if the nearest enemy is surrounded and there is no physical space for the **impetuous combatant** to fit base to base with him, it will **join combat** against the next nearest enemy. If this is out of reach, the impetuous combatant can act normally.



The Fiend is activated. The nearest enemy within range to join in combat with is the Mongoose Pack, but it is surrounded and the Fiend can be physically placed. He will then join combat against the Goat Man, since he is the nearest combatant within range for this.

When an **impetuous combatant** joins combat against an **enemy**, the latter can be given the **Relocate! order** to keep away from being reached engaging combat. In this case, the impetuous combatant will have to be moved twice its **movement attribute** even if it does not **join combat**.

The Fiend is activated and must head for the Pack of Mongoose Boys, since it is nearer than the Eagle Man. The Mongoose Boys are given a Relocate! order, ending outside the Fiend's reach. In spite of that, the Fiend must be moved just the same.





Note that this is an exceptional case, and the maximum distance to join combat can be measured. It will be done from the **impetuous** combatant up to the estimated nearest combatant, and only the maximum distance to engage in combat is measured, never the distance between the involved combatants.

Note that if the combatant is at same distance from several enemies, the **impetuous** miniature's owner will pick the direction towards which enemy it moves.

An **impetuous combatant** can be given the **Relocate!** order normally, either before or after the **impetuous** movement.

Military engineering works are considered combatants despite being inanimate objects.

### Inexpert Combatant

A combatant with this ability loses a **dexterity** roll even if it matches the **enemy's** two best results. The rest of the dice are disregarded.



When two **inexpert combatants** fight each other, both abilities cancel each other out, so the rest of the dice are taken in consideration.

When an **expert combatant** fights an **inexpert combatant** and they match for the best result, the **inexpert combatant** loses regardless of the rest of the dice.

### Inexpert Shooter

When a combatant with this ability shoots a **mundane shot**, its target's movement is increased by one.

The difficulty to shoot while **speeding up**, of a **shoot against a charge** or against a target who has been given the **Hit the dirt!** order is also increased in one point.



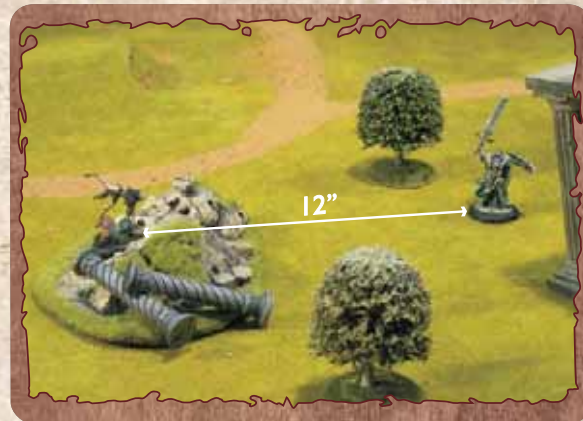
The Leviathan from the Scions of Kurgan is going to shoot his projectile weapon to Laroc the Seductress, avatar of the Mercenary Women of Isha.

A 4 or more should be normally obtained when shooting a mundane shot against Laroc, since that is her movement. However, the Leviathan has to get 5 or more.

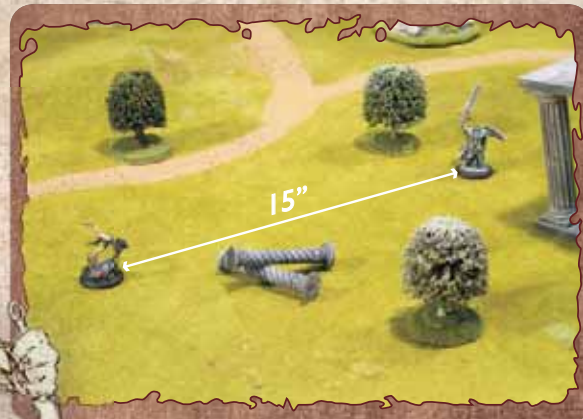
### Infiltrator

Combatants with this universal ability are deployed after all the other combatants have already done it.

If an **enemy combatant** has **no or partial sight** to an **infiltrator combatant**, i.e., it is within or behind a piece of scenery, the infiltrator can be deployed 12" away or more from the nearest enemy.



However, if the nearest enemy has **total line of sight**, the **infiltrator combatant** must be placed 15" away from it or more.





If several sides have **infiltrator combatants**, an **opposed roll** must be made with just one die, and the winner will decide if he/she deploys first or his/her opponent does it. Ties are re-rolled. If the band leader is also an **infiltrator**, that player will roll 2D6 instead of 1D6.

All the **infiltrator combatants** in a band are deployed at the same time, but each of them can be deployed at a different place.

Note that, the infiltrator combatant to deploy must be chosen before measuring, and also the place where it will be deployed and the enemy combatant from which the distance will be measured. After this, measuring is allowed.

### **Insignificant**

A combatant with this ability does not cause the effects of **fatigue** to its **opponents** when fighting hand-to-hand.



The Ranger is going to fight in a hand-to-hand combat against a Stevedore. The Legion of the One Hundred Hearts' fighter has already fought the Blowpiper, the Imp and the Igneous Guard, all of them base to base with him. As all of them are insignificant, the Ranger will fight the Stevedore without decreasing his dexterity due to fatigue.

### **Insubordinate**

A combatant with this ability cannot benefit from a **leader's presence** when **rolling for morale**.

A combatant with this ability does not have to roll **morale** due to the **leader's death**

A Lackey must make a morale roll. Tir 'Abe the Beast is beside him and he would normally be able to benefit from his presence, but as Tir 'Abe is a Soimi and the Lackey is a Regor, the latter becomes insubordinate, and cannot benefit from the leader's modifier.



### **Intimidation**

When a combatant with this ability **joins combat** with an enemy who was not already in hand-to-hand combat, the latter must make a **morale roll**. If it fails this roll and then succeeds in the **dexterity roll**, it is anyway considered a tie and will inflict no damage.

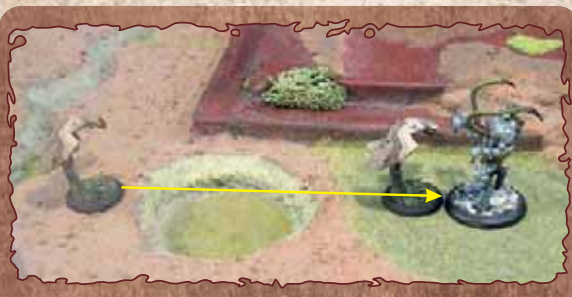


Tir 'Abe the Beast, leader of the Soimi Cult of Enur 'Anar joins combat against the Lookout, forcing her to make a morale roll.



Tir 'Abe the Beast joins combat against the wild Sorrep from the Packs of Urueh, which was already fighting a Dowser. The Sorrep does not have to make the morale roll.

When an enemy combatant **joins combat** with a combatant with this ability who was not already in hand-to-hand combat, the first must make a **morale roll**. If it fails this roll and then succeeds in the **dexterity roll**, it is anyway considered a tie and will inflict no damage.



The Eagle Man from the Adepts of Malesur must pass a morale roll to join combat against Tir 'Abe the Beast.

When two **combatants with intimidation** fight each other, both abilities cancel each other out and no morale roll is made.

It has to be made clear that the difference in levels of fear has no influence in this roll.



### Red-Hot

A combatant with this ability does not suffer any penalty for passing through **red-hot** and **red-hot pieces of scenery**. However, this kind of combatant cannot pass through **aquatic** or **deep aquatic** pieces of scenery.

These combatants do not suffer the effects of a **suffocating weather**. However, with a **stormy weather**, they will suffer this and the suffocating weather's effects at the same time.

### Stealth

When a combatant with this ability is activated, and always before its **movement phase**, it can roll 2D6 and pick the highest result. This will be the maximum distance in inches it can move as an *additional movement*. Next, it can act normally, but if it used **stealth**, it cannot **speed up** or **engage**. However, if its stealth roll was a double, it **CAN speed up** or **engage** in the usual way.

Any **group of miniatures** such as the Packs of Imps and Blowpipers, Ignis and the Igneous Guards, etc, whose combatant are within 2" one of each other, has only to make one roll as long as all of them keep together and go in the same direction. Any miniature wishing to follow another direction must make an individual roll.

The extra **stealth** movement does not suffer any penalty due to **pieces of scenery**, and also ignores the enemies' **defence areas**.

Any combatant with this ability –either if it uses it or not– may be given the Relocate! order, may carry arcane artefacts which help to move, use consumables affecting movement, etc.

Ignis the Flame rolls two dice before his movement and gets a double 4. He is moved 4 inches and then he activates normally, and can even speed up or engage combat.



### Strategist

When the **leader** matches the two best results with the enemy **leader** in the **strategic roll**, he will win regardless of the rest of dice.

When two **strategist leaders** fight each other, both abilities cancel each other out, so the rest of the dice are taken in consideration.

Rodanes Metal Arm makes a strategic roll and gets, 4, 3, 2 and 1; Avernall Lance gets 4, 3 and 3. Avernall Lance would normally be the winner, but Rodanes has the strategist ability, so he wins.



### Tireless

A tireless combatant does not suffer the fatigue effects due to hand-to-hand combat. It will always have its total dexterity as listed in its profile.

Note that the dexterity can be reduced due to other causes such as deeds, spells, etc.



The Miz Rider has been activated and is going to fight in hand-to-hand. He has already fought twice. His dexterity should be now 1, but as he has the tireless ability, he still keeps his original dexterity of 3.

### Tough

A combatant with this ability who makes a **damage roll** subtracts one point from its enemy's **constitution**.



The Wild Sorrep is fighting hand-to-hand with the Near Heart. It wins the dexterity roll and gets a Sphere, so he uses the Sorrep fury, getting the tough ability for the next damage roll. The Near Heart's Constitution against mundane attacks is 5, but the Sorrep will only need 4 or more to inflict wounds on him.

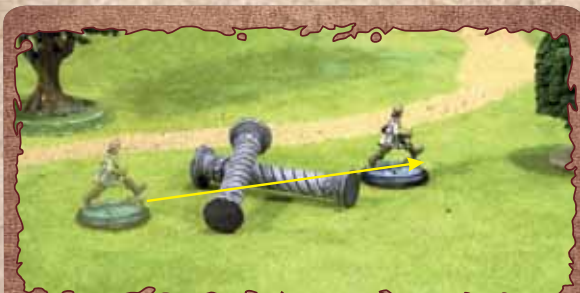
Note that the effects from a blunt weapon, arcane artefacts, etc, can be added.





### Tracker

A combatant with this ability who enters, crosses or leaves a **piece of scenery** ignores any **movement penalty**.



The Postman is crossing the ruins and he should subtract one movement point, but since he has the tracker universal ability, he has no negative modifier.

This ability cannot be used with **aquatic, deep aquatic, red-hot or deep red-hot pieces of scenery** unless the combatant has any of the universal abilities allowing ignoring the effects of these types of terrains.

### Uncontrolled

A combatant with this ability who is activated and is not fighting in hand-to-hand combat must make a **morale roll** before its **movement phase**. It cannot benefit from a **leader's presence** or the **Hold your ground!** order to avoid this.

If it succeeds, it is activated normally. If it fails, it is moved towards the nearest enemy even if it had **no sight** on each other. It will move its entire allowance if necessary and must **speed up** even if it has an enemy within 5".



The Ripper is activated. Since he is an uncontrolled combatant, he must first pass a morale roll. He gets 2, so he must head for the nearest enemy, which in this case is the Near Heart.

It will be able to **join combat** normally with this movement.

However, if the nearest enemy is **surrounded** and there is no physical space for the **uncontrolled combatant** to fit base to base with the enemy, it will **join combat** with the next nearest enemy.

Note that if the combatant is at same distance from several enemies, the **uncontrolled** miniature's owner will pick the direction towards which enemy it moves.



The Ripper did not pass his morale roll, so he must head for the nearest enemy, in this case the Near Heart. However, he is not able to reach him because he is totally surrounded, so he must head for the Postulant. In this example, he will get to contact and engage him.

### Undisciplined

The combatant cannot be given any **order**.



The Rider is being shot. Ignii the Flame is near him and could normally issue a **Hit the dirt!** order, but the Rider cannot be given orders due to his being undisciplined.

### Unimportant

A combatant with this ability does not add dice when supporting a **hand-to-hand combat**.



An Amazon is base to base with Satanor the Volcano, an Imp and a Blowpiper. She is going to combat Satanor. The Avatar from the Packs of Urueh will not have support from the Imp or the Blowpiper, since they are unimportant.



## Weak

When a weak combatant is making a **damage roll**, its target increases constitution value in one point.



A Summoners Pack has won the dexterity roll against Nirlem the Paladin. The difficulty for the damage roll will be 7, since Nirlem has a Constitution 6 against mundane attacks. Since the Pack is weak, their opponent will add +1 to his constitution.

## MUNDANE EQUIPMENT

In **SphereWars**, most of the combatants are equipped with different weapons and armour, from big broadswords to small daggers, and from heavy plate armours to a mere cloth or even nothing.

Equipment is really important in the game, since depending on the weapon or armour carried, the strategy to take changes completely.

Some **combatants** can be equipped with different weapons, and this is stated in their **combatant profiles** with an “**E**” beside their **band points**. In this case, the combatant must be equipped with some of the options on its **profile** and add the chosen equipment's points to the band total. If the combatant is **not** equipped with some of these options, it will have **one less point in both, dexterity and strength attributes**.

Any **mundane hand-to-hand or ranged weapon** may have engraved one **attack rune**, while any **mundane shield or armour** may have engraved one **defence rune**.

(See the **arcane artefacts** section.)

The different mundane equipment options which can be chosen are described below.





## Mundane Hand-to-hand Weapons

There is a large variety of hand-to-hand weapons in **SphereWars**. Each one provides some specific advantage in combat.

All of them are included in five categories, described below:

### Light

These are weapons such as knives, daggers, short words, etc.

For game purposes, these weapons do not provide any modifier, positive or negative. Generally, unless otherwise specified and some other weapon described on a combatant profile, it will be considered to carry a **light weapon**.



### Conventional

These are weapons such as swords, hatchets, etc.

For game purposes, a combatant carrying this weapon adds **one more die to the dexterity roll**.



Note that these weapons do not add a point to the combatant's dexterity, so it cannot be reduced due to **fatigue, deeds or spells** that modify dexterity.

### Blunt

These are weapons such as broadswords, combat axes, war hammers, scimitars, etc.

For game purposes, these weapons reduce the target enemy's constitution against mundane attacks. If the bearer has **strength 3 or less it will subtract one point to the** attacked combatant's **constitution against mundane weapons** when rolling to damage him. If its **strength is 4 or more, it will subtract two points from the** attacked combatant's **constitution against mundane weapons**.



Note that strength can vary due to charges, deeds, spells, etc, so a combatant's strength can be different each time. The appropriate constitution is used according to this.

### Long

These are weapons such as spears, pikes, halberds, etc.

For game purposes, a combatant carrying this weapon does not **grant the +1 Strength modifier to enemies charging at the bearer**, but it also loses it when the bearer is **charging**.



These weapons also cancel the **hardened attacker universal ability**.

### Long with Mount

These are weapons such as spears, pikes, halberds, etc, but they are grasped by combatant mounted on horses or similar animals.

For game purposes, a combatant carrying this weapon does not **grant the +1 Strength modifier to enemies charging at the bearer**, but it does not lose it when **charging** on other enemies.

These weapons also cancel the **hardened attacker universal ability**.

### Two Hand-to-hand Weapons

When a combatant is equipped with two hand-to-hand weapons, the effects from both are applied.



Raggarth the Reaper carries two jagged swords, and both are identical **conventional** weapons. He will add 2 dice to his dexterity rolls.

The only exceptions are those combatants with two **blunt weapons**. In such cases, the **enemy combatant** will reduce his **constitution** twice, but the bearer of the weapons will have one less die to the dexterity roll. Those combatant with two **light weapons** add one die to their **dexterity roll**.

## Mundane Ranged Weapons

There is a large variety of hand-to-hand weapons in **SphereWars**. Each one provides some specific advantage in combat.

All of them are included in five categories, described below:

Note that ranged weapons have no ammunition limit, so they can be shot on every activation.

### Light Tension

These are weapons such as slings, blowpipes, short bows, etc.

These weapons have a range of 6" and have the **ranged weapons characteristics** *shot against charge, shot while moving and bearer strength*.



### Tension

These are weapons such as bows, etc.

These weapons have a range of 8" and have the **ranged weapons characteristics** *shot against charge, shot while moving and bearer strength*.





### Light Mechanical

These are weapons such as hand crossbows, etc.

These weapons have a range of 10", they have **strength 2** and have the **ranged weapons characteristics** *shot against charge* and *partial penetration*.



### Mechanical

These are weapons such as crossbows, repeating crossbows, etc.

These weapons have a range of 12", they have **strength 3** and have the **ranged weapons characteristic** *total penetration*.



### Light Powder

These are weapons such as pistols, hand guns, etc.

These weapons have a range of 8", they have **strength 3** and have the **ranged weapons characteristic** *partial penetration*.



### Powder

These are weapons such as rifles, blunderbusses, etc.

These weapons have a range of 14", they have **strength 3** and have the **ranged weapons characteristic** *total penetration*.



### Projectile Weapons

These are weapons such as daggers, spears, etc, which can be used as ranged weapons by some combatants.

These weapons have a range of 4", and they have the **ranged weapons characteristics** *shot against charge*, *shot while speeding up*, *shot while moving* and *bearer strength*. They also add one point to the bearer's strength.

### Two Ranged Weapons

Few combatants have the ability to shoot two ranged weapons in the same **combat phase**. Only those equipped with two ranged weapons can do this. They can shoot both against the same target or each one against a different target.

(See the **Shooting** section).

### Ranged Weapons Characteristics

In **SphereWars**, ranged weapons have certain specific characteristics determining their output. They are:

#### Shot Against Charge

In general, all the **light tension**, **tension**, **light mechanical** and **projectile** ranged weapons have this characteristic.

When the bearer of one of these weapons is going to be **joined in hand-to-hand combat**, either by means of a **charge** or by an **engagement**, it will be able to shoot against its enemy, unless they were already in hand-to-hand combat, in which case it is not able to shoot. Also, it won't be possible to shoot against charge if the **engagement fails**.

The combatant being **charged** will roll as many dice as its **precision**. Only the **modifiers** for height (flat, small, large and huge) are applied. It will be needed a **Sphere** for the shot to hit. If this happens, the **damage roll** is made normally. If the combatant's movement is **6** when the **shot is being shot**, the difficulty will be increased to 7.

If the shot has been made by a combatant with the **expert shooter** or **inexpert shooter universal ability**, the difficulty is decreased or increased from 6, respectively. The same happens due to the effect of a **flying combatant**, **passive ability**, **deed** or **spell** decreasing or increasing the target's movement.



The Leviathan is charged by the Eagle Man. He must match or pass a difficulty equal to the Eagle Man's movement, 6, which automatically becomes 7. The Eagle Man has also flying movement and Nature's Camouflage and the Leviathan is an inexpert shooter too, so the final difficulty will be 10.

If some **ranged weapon** with the **total or partial penetration** characteristic has been shot, its effect is also applied.

The **shot against charge** allows obtaining **criticals**.

If a combatant **joins combat** against several enemies equipped with ranged weapons and who have this characteristic, all of them can **shoot against the charge**.

Note that if a combatant with a ranged weapon with this characteristic receives a **Relocate!** order and ends up being **joined in combat**, it can **shoot against the charge**.



### Shot While Speeding Up

Generally, only projectile weapons have this characteristic.

The bearer of such weapons can perform a **speed up action** and **shoot** while doing this in its **combat phase**.

The combatant **shooting while speeding up** will roll as many dice as its **precision**. Only the **modifiers** for height (flat, small, large and huge) are applied. It will be needed a **Sphere** for the shot to hit. If this happens, the **damage roll** is made normally.

If the combatant's movement is **6** when the **shot while speeding up** is made, the difficulty will be increased to 7.

If the shot has been made by a combatant with the **expert shooter or inexperienced shooter universal ability**, the difficulty is decreased or increased from 6, respectively. The same happens due to the effect of a **flying combatant**, **passive ability**, **deed** or **spell** decreasing or increasing the target's **movement**.

If the target of this shot is being given a **Hold your ground!** order, the difficulty for the shooter increases in one additional point.

Once the **shot while speeding up** is made, the **combatant** in his **friendly round** will keep on acting normally.

The **shot while speeding up** allows obtaining **criticals**.

Any effect due to the **ranged weapon** having the **partial** or the **normal penetration** characteristic is applied.

### Total Penetration

The target reduces one point its **constitution against mundane shots**.

### Partial Penetration

The target reduces in one point its **constitution against mundane shots** from which it is within half the range of the weapon or less.

### Shot in Movement

Combatants with such ranged weapons will be able to **run** in their movement phase and shoot in the combat phase without penalty for having **moved** the combatant.

### Bearer Strength

The weapon's strength is that of the bearer using it.

## Armours

There is a large variety of armours in **SphereWars**. Each one provides some specific advantage in combat.

Unlike weapons, armours are not optional unless otherwise stated. The armour carried by each combatant will be described on its profile. Any modifier to **Constitution** or **Movement** due to armour is already applied to the **attributes**.

All of them are included in five categories, described below:

### Cloth

Fabric pieces which protect from the cold or give privacy to its bearer. As regards gameplay, they are not considered protection.

### Leather

All kinds of armour which, due to their composition, protect the combatant against **arcane attacks (only)** by increasing its **constitution in one point**.



### Chainmail

This kind of armour increases the combatant's **constitution against mundane attacks in one point**, not against arcane attacks.



### Plates

The stuff this armours are made of is stronger, and the **protection against mundane attacks is increased by two points**.



However, they are very heavy armours, and decrease the combatant's **movement by one point**. Deep aquatic pieces of scenery also become **impassable** to those combatants wearing plate armour.

### Shields

Combatants carrying shields increase the combatant's **constitution against both, arcane and mundane attacks, in one point**.



Note that the first constitution value is against mundane attacks and the second against arcane attacks. If there is only one, it can be used for both kind of attack.









## ARCANE ARTEFACTS

In **SphereWars**, some combatants, usually heroes, can be equipped with artefacts with arcane effects which influence the combatant's performance in combat or which allow them to carry out different or unusual actions.

### Combatant's Arcane Power

The Combatant's Arcane Power is used to equip a combatant with the arcane artefacts which will increase his value on the battlefield.

A **combatant** who does not have **arcane power** cannot carry **arcane artefacts**.

If combatants have this ability, benefit from it and equip them with staffs, gowns, runes and other arcane artefacts, since this does not increase their **band points** value: **arcane power** is already included in their cost.

The kind of **arcane artefacts** each **combatant** can carry is clearly stated on its **profile**, in the **equipment** section.

### Arcane Power of an Artefact

Each **arcane artefact** has an **arcane power** determined by a number from 1 to 15. Those **combatants** able to carry **arcane artefacts** will have the maximum number of arcane power they are able to control specified on their profile, so the adding of all the **arcane artefacts** they may carry cannot be higher than that number.

### Arcane Artefacts Levels

The **arcane artefacts levels** are three, which are:

#### Enchanted

Arcane artefacts with an arcane power of one or two.

#### Legendary

Arcane artefacts with an arcane power of three or four.

#### Epic

Arcane artefacts with an arcane power of five.

### Arcane Artefact Types

The different **arcane artefacts types** which can be carried are:

#### Attack Runes

These are inscriptions, engravings, carvings, etc, which made the weapons to acquire some arcane effect, but this is still considered mundane damage.

These runes improve the bearer's performance when fighting in hand-to-hand or shooting.

#### Defence Runes

These are inscriptions, engravings, patches, etc, inscribed on armours and shields.

These runes are similar to the attack runes, but are used for defence.

#### Cloaks

Any gown, tunic, cloak, cassock, cape, etc with some arcane effect.

They are used by sorcerers and once in a while by some hybrid or warrior. Their characteristic is generally to improve magic or to hinder the enemy's ability to damage its bearer.



#### Staffs

Staffs, poles, croziers, staffs, etc with arcane effects.

These objects are reserved to sorcerers and seldom to some hybrid. Generally, they can be activated and have different effects.



#### Jewellery

Rings, amulets, pendants, bracelets, medallions, etc. with some arcane effect.

They usually improve the combatant's attributes or affect situations which does not have direct incidence in hand-to-hand combat.



### Arcane Artefacts Limitations

Every **combatant with arcane power** may have a maximum of an artefact of each type, unless otherwise indicated on its race's manuscripts, and as long as it can carry that kind of artefact according to its **profile**.

In general, unless otherwise indicated on a race's manuscripts, an **arcane artefact** cannot be repeated in the same band.

**Attack runes** can only be engraved on **mundane weapons**. If a combatant has two weapons, he can have an **attack rune** on each of them and use both effects. Of course, if one is a hand-to-hand weapon and the other a ranged weapon, their effects are not added together.

**Defence runes** can only be engraved on **mundane armours and shields**. If a combatant has an armour and a shield, he can have a **defence rune** on each of them and use both effects.

Note that a combatant can have an attack rune engraved on its weapon, a defence rune on its shield and another defence rune on its armour as long as he has enough arcane power to do it. If a combatant has an exclusive arcane artefact, no rune can be engraved on it.

Some **combatants** have **unique arcane artefacts**. In this case, the **arcane power** of those items will have been already subtracted from the combatant's **arcane power**.





### Activated/Permanent Arcane Artefacts

Every **arcane artefacts** will be either **permanent** or can be **activated**.

A **permanent artefact's** effect is always working, even if the bearer is **fleeing, concussed, stunned, paralysed**, etc. These artefacts do not need to be activated in order for them to work.

If an artefact can be **activated**, the way to activate it will be explained on its description. Usually, the combatant must make a roll during its **concentration phase** in order for the artefact to work. If the bearer is **fleeing, concussed, stunned, paralysed**, etc, it will not be able to use it.

### Movement While Using Arcane Artefacts

A **sorcerer** who is activated and **speeds up** or **engages in combat** cannot **activate arcane artefacts**. On the opposite, he can do it while **running** or **charging**.

### Opposing Arcane Artefacts

If two **arcane artefacts** oppose each other, the opponent with a higher **arcane power** prevails. If both have the same **arcane power**, they cancel out each other.

### Arcane Artefacts Effects

If some arcane artefact grants an ability which the bearer already had, there is no additional effect.

If some **arcane artefact** cause the enemy to have some negative ability or trait, and it has another ability or trait which opposes that effect, that ability or trait is decreased in one level.

Any **arcane artefact** affecting the **movement attribute** also works with a **flying combatant** in the same way.



### Common Arcane Artefacts

There are **arcane artefacts** in **SphereWars** which are common enough for combatants of any race to carry them.

All of them are governed by the rules above. They are the following ones:

#### Attack Runes

#### **Rune of the Skilful I Arcane Power**

The bearer will have the **expert combatant** and **bodyguard universal abilities**.

#### **Rune of Vigour I Arcane Power**

The bearer will have the **assault universal ability**.

#### **Skinripper Rune I Arcane Power**

*This rune can only be used in Blunt weapons.*

If the bearer with the rune is charged by an enemy who has **constitution 6 or more against mundane attacks** and/or is **extremely difficult to kill**, the bearer will have the **hardened defender universal ability**. It will also add a die to any **dexterity roll** against that enemy. **Criticals** will work the usual way.

#### **Skin Penetrating Rune I Arcane Power**

*This rune can only be used in conventional, long and light weapons.*

If the hand-to-hand target of the bearer with the rune has **constitution 6 or more against mundane attacks** and/or is **extremely difficult to kill**, it will have its **constitution** decreased by two points. **Criticals** will work in the usual way.

#### Defence Runes

#### **Rune of Unbreakable Courage I Arcane Power**

The bearer will have the **unbreakable morale trait**.

#### **Rune of Doubt I Arcane Power**

The bearer will have the **hardened defender universal ability**.



### Protecting Skin Rune I Arcane Power

This rune cancels the skinripper and skin penetrating runes, the skinscorcher and skinburner lavas and the skinripper and skin penetrating favours.

#### Cloaks

### Arcane Defence Cloak I Arcane Power

At the beginning of the **enemy's round**, the cloak will generate a **power gem** which can only be used to dispel spells. The gem is removed at the end of the **enemy's round**.

### Arcane Attack Cloak I Arcane Power

At the beginning of the **friendly round**, the cloak will generate a **power gem** which can only be used to cast spells. The gem is removed at the end of the **friendly round**.

#### Staffs

### Staff of the Thousand Eyes I Arcane Power

This item grants its bearer the **channelling universal ability**. If it already has it, it will generate two **power gems** instead of one.

### Staff of the Wayfarer I Arcane Power

Activated Artefact. The bearer will roll 1D3 and the result will be the extra inches it can be moved in addition to its movement. This staff cannot be used while fighting in hand-to-hand.

#### Jewellery

### Fang of Fury I Arcane Power

The bearer's **fury attribute** is increased in one.

### Tactical Ring I Arcane Power

*Leaders only.* The bearer can re-roll its best die in the **strategic roll**.

## Unique or Race Arcane Artefacts

Each race has exclusive **arcane artefacts** with specific rules to use them. Those rules prevail over the ones above.

**Unique arcane artefacts** cannot have runes engraved on them.

## Attacking with Arcane Artefacts

When attacking with arcane weapons, the opponent's constitution against mundane weapons is used anyway. The **constitution against arcane attacks** is only used when the blow comes from a **staff** containing some **spell**.

## CONSUMABLES

Besides the arcane artefacts, potions, papyri, ointments, scrolls, etc. can be found in **SphereWars**. All of them provide some kind of arcane effect which has a temporary influence on the combatant consuming them.

## Consumable Typologies

There are **consumables** which have the same effect, but with a different time length or intensity. These **consumables** have the same typology.

They are very easy to identify, since all of them share the same name and only the first word changes: *inferior*, *superior* or *sublime*. In some cases, some other word in their name may vary.

The inferior, superior and sublime vigour potions are of the same typology.

The inferior, superior and sublime mist scrolls are of the same typology.

The inferior, superior and sublime healing potions and the healing ointments are of the same typology.

Note that those consumables of the same typology are grouped together.

## Consumable Limitations

All **consumables** are one use only. After being used, they cannot be used again.

Usually, **heroes** can have a maximum of three of them, and most of the rest of **combatants** can have none. However, some **fighters** may have **consumables**. Those cases will be specified in the appropriate manuscript.

Every **consumable** has a **band points** cost detailed in its description, and this must be paid to get the **consumable**. Any **consumable** affecting the **movement attribute** works also with **flying combatants** too.

A **combatant** can only have one **consumable** of the same typology. However, different combatants in a band can have repeated **consumables** of the same typology, and even of the same length and intensity.

## Using a Consumable

There is a large variety of effects provided by **consumables**. Because of that, each **consumable** must be taken in a different moment. When it can be taken is specified in the **consumable** description.

There are no limits when taking **consumables**, so a combatant can take one, two or three at the same time unless otherwise stated. However, two **consumables** which increase the same **attribute** cannot be taken together. Apart from this exception, several **consumables** can be taken together.



## Common Consumables

There are **consumables** in **SphereWars** which are common enough for combatants of any race to carry them. They are governed by the rules above, and are the following ones:

### Strategic Papyrus 1 Point

A leader is granted the **strategist** ability for this turn.

*Leaders only.*

**When?** Before the **strategic roll**.

### Inferior Mist Scroll 1 Point

If the user is the target of a **mundane shot** or a **spell** requiring **line of sight**, 1D6 will be rolled. If the result is 5 or more, another target must be chosen.

### Superior Mist Scroll 2 Points

If the user is the target of a **mundane shot** or a **spell** requiring **line of sight**, 1D6 will be rolled. If the result is 3 or more, another target must be chosen.

### Sublime Mist Scroll 4 Points

If the user is the target of a **mundane shot** or a **spell** requiring **line of sight**, another target must be chosen.

*The mundane or arcane target changing rule will be applied in all the cases.*

**When?** Before the **precision roll** and after the **spell designation**.

### Inferior Vigour Potion 1 Point

It adds one point to the user's **Strength** for the next combat.

### Superior Vigour Potion 2 Points

It adds one point to the user's **Strength** for the round it is taken.

### Sublime Vigour Potion 4 Points

It adds one point to the user's **Strength** for the current turn.

**When?** Before the **precision or dexterity roll**.



### Inferior Stamina Potion 2 Points

It adds one point to the user's **Constitution** for the next combat.

### Superior Stamina Potion 3 Points

It adds one point to the user's **Constitution** for the round it is taken.

### Sublime Stamina Potion 5 Points

It adds one point to the user's **Constitution** for the current turn.

**When?** Before the **precision or dexterity roll**, **deed** or after the **spell designation**.

### Inferior Dispelling Papyrus 2 Points

After the **spell designation**, one **power gem** is added to the band's pool. This gem must be used to dispel that **spell**.

### Superior Dispelling Papyrus 4 Points

After the **spell designation**, two **power gems** are added to the band's pool. These gems must be used to dispel that **spell**.

### Sublime Dispelling Papyrus 8 Points

After the **spell designation**, three **power gems** are added to the band's pool. These gems must be used to dispel that **spell**.

**When?** Before the **spell designation**.

### Inferior Enchantment Papyrus 2 Points

After the **spell designation**, one **power gem** is added to the band's pool. This gem must be used for the enchantment.

### Superior Enchantment Papyrus 4 Points

After the **spell designation**, two **power gems** are added to the band's pool. These gems must be used for the enchantment.

### Sublime Enchantment Papyrus 8 Points

After the **spell designation**, three **power gems** are added to the band's pool. These gems must be used for the enchantment.

*Power gems from these papyri count towards the minimum amount to cast the spell. Only sorcerers.*

**When?** After the **spell designation**.

### Attack Potion 3 Points

It grants its user the **Hardened Attacker** universal ability until the end of the **turn**.

**When?** Before the **movement to engage**.

### Defence Potion 3 Points

It grants its user the **Hardened Defender** universal ability until the end of the **turn**.

**When?** Before the **dexterity roll**.

### Potion of Courage 3 Points

The combatant automatically passes any one **morale roll**.

**When?** Before any **morale roll**.



**Inferior Agility Potion 3 Points**

It adds one point to the user's **dexterity** for the next combat.

**Superior Agility Potion 4 Points**

It adds one point to the user's **dexterity** for the current round.

**Sublime Agility Potion 6 Points**

It adds one point to the user's **dexterity** for the current turn.

**When?** Before a **dexterity** roll.

**Inferior Speed Potion 3 Points**

It adds one point to the user's **movement** until the end of the turn.

**Superior Speed Potion 3 Points**

It adds two points to the user's **movement** until the end of the turn.

**When?** In the user's activation, just before the **movement** phase.

**Inferior Command Scroll 3 Points**

The user can issue an order following the standard rules.

**Superior Command Scroll 6 Points**

The user can issue an order to a combatant who has already been given another. However, it should be a different order.

**Sublime Command Scroll 10 Points**

The user can issue an order to a combatant who has already been given another. The order can be the same the combatant has been given.

*Each scroll counts towards the order it will grant. Even with these scrolls, no combatant can be given two orders at the same time. Only leaders.*

**When?** At any moment of the **turn**, but according to the specific rules of each **order**.

**Inferior Cancellation Papyrus 7 points**

It cancels a **spell** automatically. If an **uncontrollable power**, **indestructible power** or **unstable power** takes place, the papyrus does not have effect.

**When?** After the **Visible Casting and Dispelling**.

**Sublime Cancellation Papyrus 12 points**

It cancels a **spell** automatically. If a superior **uncontrollable power** takes place, the papyrus does not have effect.

**When?** After the **final outcome**.

**Inferior Healing Potion 7 points**

It heals one **wound**.

**Superior Healing Potion 14 points**

It heals two **wounds**.

**Inferior Healing Potion 21 points**

It heals three **wounds**.

**Healing Potion 14 points**

It recovers 1D3 wounds. This ointment belongs to the same typology than the healing potions.

**When?** After a **precision**, **dexterity** or **deed** roll, after **hiding the power gems** or after a **damage** roll.

**Inferior Tactical Papyrus 7 Points**

It adds one die to the **strategic** roll.

**Superior Tactical Papyrus 14 Points**

It adds two dice to the **strategic** roll.

**Sublime Tactical Papyrus 21 Points**

It adds three dice to the **strategic** roll.

*Leaders only.*

**When?** Before the **strategic** roll.

**Inferior Combat Potion 7 Points**

It adds one point to the user's **strength** and **dexterity** for the next combat.

**Superior Combat Potion 10 Points**

It adds one point to the user's **strength** and **dexterity** for the current round.

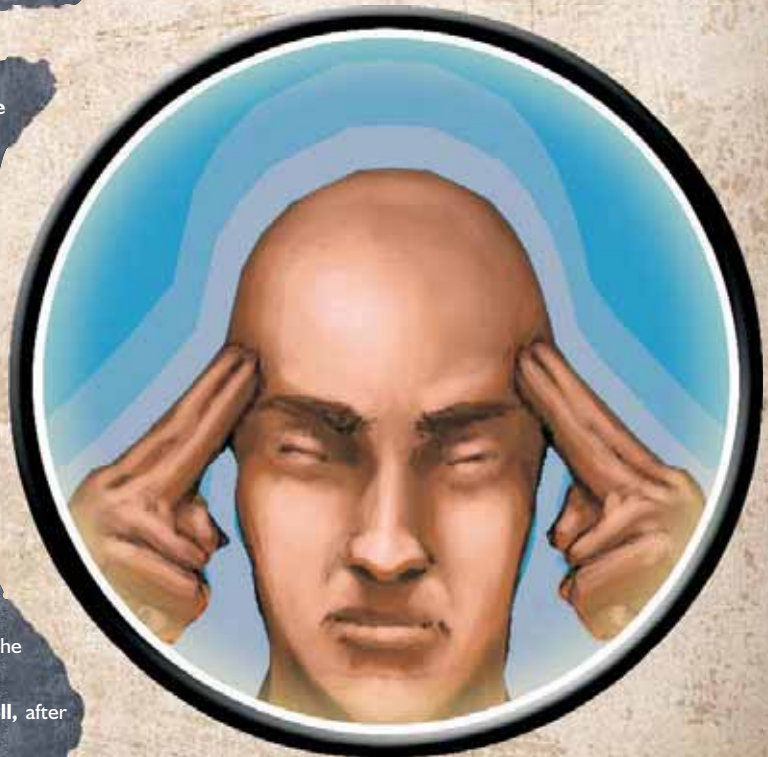
**Sublime Combat Potion 7 Points**

It adds one point to the user's **strength** and **dexterity** for the current turn.

**When?** Before the **dexterity** or **precision** roll.

**Race Consumables**

Each race has exclusive **consumables** which have specific rules. Those rules will always prevail over the ones above and are described in each race's manuscript.





# APPENDIX

In the sections below you will find several rules and tools which will be very useful for your games to run smoothly.

It is recommended to have always summary sheets with the rules and the races together with the alphabetic index.

## PLAYING FAIR

In any wargame, some uncomfortable situations can arise while playing, such as moving a miniature and then rectify, measuring to shoot and also rectify, etc. Most of the times, this is made with no bad intentions, but in the middle of the game, when some rules on this matter have been agreed, it can arouse suspicions. Some useful tips are listed below.

### Measuring and showing before touching!

If a miniature is touched in order for it to end its movement base to base with another, and the distance has not been correctly measured, that miniature will be placed 1" away from the combatant he intended to touch, and the **Relocate!** order cannot be given to it.

*After all, this rule will not be used if you play well.*

### Touching after hesitating!

If a player touches a miniature, hesitates about what to do with it, then moves it from its starting place and places it back where it was, the player must leave the miniature and it is considered as if it had **stood still** during its movement phase. For game purposes, the combatant is considered to have hesitated for too long and has not known what to do. Then, he can **act** normally.

Of course, this rule is not applied if you only touch the miniature, only if you move it.

*After all, this rule will not be used if you play well.*

### Is this an opposed roll?

As inferred by its name, when an **opposed roll** is made, both players roll your dice at the same time. It is a moment of tension, dynamism and excitement when none of you know what is going to happen with the dice.

However, that same nervousness may lead to the indecision and to the delay of some rolls, or maybe one of you always wants to see what the other player got. In such cases, this will be the rule to follow: the player who is currently in the **friendly round** will be the first to roll the dice.

## MULTIPLAYER GAMES

As previously seen, the chances of fun in **SphereWars** are limitless. This section is a new proof of it.

Besides playing games confronting another opponent with no aim but killing up to the last enemy, or playing missions packed with strategy and tactics, you can also play **multiplayer games** where several players will fight at the same time in two confronted groups.

Playing **multiplayer games** is easy. The following modification must be implemented:

### Sides

According to the **SphereWars** background, some alliances between races are impossible. However, no limitation is applied on this matter, and a **band** can be formed by any combination of races. Being true to the **Saphir** background is up to the players.

Three or more players are necessary for **multiplayer games**. Two **sides** must be formed among all the players, and each **side** will have the same amount of **band points** and the same amount of **bands**. That is, regardless of the number of players on each **side**, there must be the same number of **bands** (and **leaders**) and the same number of **band points**, so if three players are playing, the two of them in the same side should form a 500 points band each one, and the enemy player should have two 500 points bands.

From now on, the word **side** will be used to define a group formed by allied **bands**. It is important to note that the word **band** refers to one of the lists forming a **side**.

### Allies

All the bands on the same **side**, regardless of their race, are considered **allies**. There is no modifier, neither positive nor negative, for different races on the same side, nor for bands of the same race on the same side.

### Band organisation

When playing **multiplayer games**, no modification is applied to the **organising a band** rules. However, it is totally illicit for those players in a same **side** to plan a strategy prior to the band organisation in order to have them compensated.



### Turns

Turns are played as usual, and every **side** is equal to a player in one-versus-one games when determining turns.

### Strategic roll

As in games with two players, a **strategic roll** must be made at the beginning of the turn. Each **leader** will roll it as usual, and **criticals** can be obtained too.

Then, the dices from each **band** will be grouped as if only one roll had been made, and the winner of the roll will be checked normally.

If there is a tie, the winner will be the side with more **leaders** with the **universal strategist** ability. If there is a tie or no leader has the ability, game proceeds as usual.

### Friendly and enemy round

As in two player games, there will be a **friendly round** for each **side** when the **allied bands** will **activate** their **combatants** without any mandatory order, in such a way that combatants in a same side but from different bands can be activated alternately. Once all the combatants in a **side** have been **activated**, the **friendly round** ends.

### Leader

No **leader** is more important than other in the same band. If a **leader** dies, only those combatants in its band must make the **morale roll** caused by their **leader's death**.

If some mission grants **glory points** for killing the **leader**, all **leaders** in a side must be killed in order to grant that **glory point** to the opponent side.

Any **allied combatant** can benefit from the presence of both, its own band's leader and that of an allied band.

### Orders

**Orders** follow all the rules described in the manuscript.

An **allied leader** can issue **generic orders** to an **allied combatant** within 5", regardless of any race ability, but never the exclusive order.

A **messenger** cannot issue **orders** to an **allied combatant**

### Spells

As with one versus one games, a **common pool** for each **side** is created, and all the rules in the **spells** sections are followed.

A **spell** is cast as usual, and **allied sorcerers** can support it.

The **effects** of a **spell** benefiting or affecting to a **friendly combatant** cannot be used with **allied combatants**, even if they are of the same race.

### Uncontrolled power

When an **uncontrolled power** takes place, the effect only affects to the **sorcerer** casting the **spell**, even if **power gems** from an **allied band** were used.

### Support

**Allied combatants** can **support** each other following the usual rules.

### Tiredness

The rules do not change. If a **combatant** fights an enemy in hand-to-hand combat and gets tired, the effect is active, and cumulative, if it later fights another enemy. The **tiredness** disappears in the next **updating**.

### Deployment

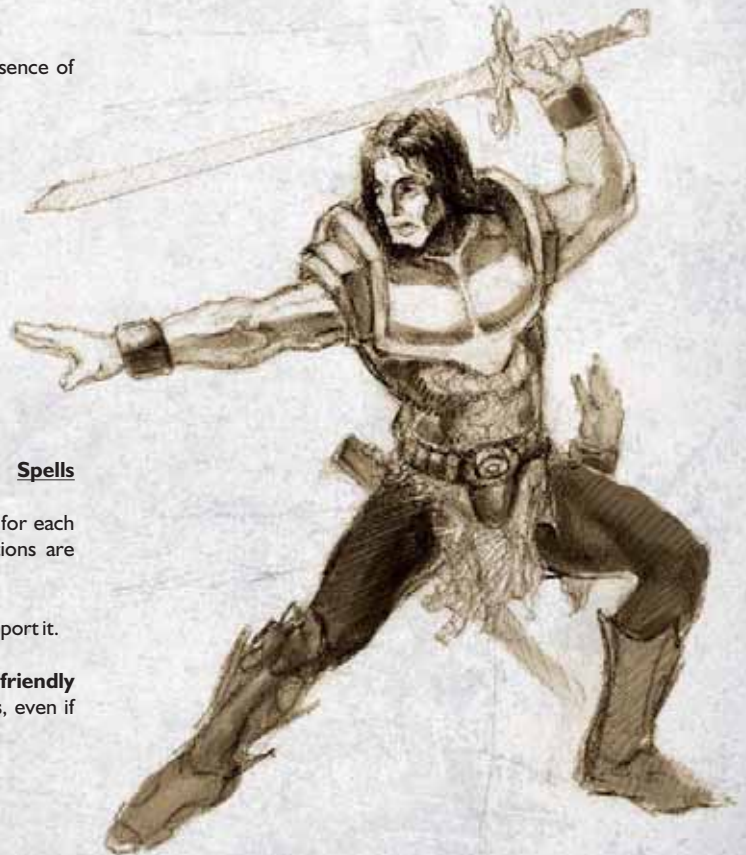
All the standard rules for **generic or special deployments** are used as described in this manuscript.

As many **deployment options** can be placed in a **generic deployment** as the addition of all the opponent leaders' **command**

### Arcane artefacts and consumables

The effect of any arcane artefact or consumable only affects to the bearer's band, never to the **allied band**.

However, some **arcane artefacts and consumables** generate **power gems** which can be used to support the **allied sorcerer**.





## RULES SUMMARY

### SIGHT

**Angle of sight:** every combatant has a 360° angle of sight.

**Line of sight:** a straight line must be drawn from the centre of the base to any point of the opponent's base. If the whole base can be seen, it is full sight; if only part of the base can be seen, it is considered partial sight; if the base cannot be seen, there is no sight. In the last case, the height of combatants and obstacles is compared, for this could allow partial sight.

### TURNS

**One turn:** the steps below are followed in order.

**Strategic roll:** opposed roll with the leaders' command. The winner chooses who acts first. It is made at the beginning of all the turns.

**Activations round:** the players' combatants are activated. Each of you players performs a whole round, one player first and then, when all activations are finished, the other.

**Updating:** orders and spent power gems are recovered. A weather roll is made, and the tiredness is removed.

### ACTIVATIONS

**One activation:** the following steps are performed in order. Once you have finished an activation, you activate another combatant and so on until you have activated all the combatants in your band.

**Movement phase:** run, speed up, charge, engage or stand still. Only one of these actions can be done.

**Concentration phase:** deeds, spells and activation of arcane artefacts. You can perform all these actions in any order and even alternating them.

**Combat phase:** shoot or hand-to-hand combat. You have to pick only one of these actions to be done.

### MOVEMENT

**Run:** you move each combatant a maximum of as many inches as its movement attribute. After this action, it can cast spells, activate arcane artefacts, perform deeds or perform worldly shoots.

**Speed up:** you can move the combatant twice its movement attribute. Only deeds can be performed after this action.

**Charge:** you can move the combatant a maximum of as many inches as its movement attribute in order to end touching an enemy. Contact must be done by the nearest side and the combatants must have partial or full sight. If you win the dexterity roll, it will have one more strength point. After this action, it can cast spells, activate arcane artefacts, perform deeds and fight in hand-to-hand.

**Engage:** to move the combatant twice its movement attribute in order to end touching an enemy, reaching it by a side different from the nearest or touching an enemy with no sight. Even if you win the dexterity roll, it will have no modifier. Only deeds and hand-to-hand combat can be performed after this action.

### DEEDS

**Fury:** only those combatants with fury can perform deeds. This attribute determines the number of available dice for deeds that can be used in each activation.

**Deed roll:** a roll to a target number using the fury dice in which you must match or beat the deed difficulty.

**Two or more deeds:** the same deed cannot be performed twice in the same activation. Other deeds can be performed, as long as the combatant has available fury dice.

### SPELLS

**Power:** only those combatants with power can cast spells. This attribute determines the number of available dice to cast spells that can be used in each activation.

**Power gems:** they are used to "bet" against the enemy when casting or dispelling spells. For game purposes, each gem is equal to a die.

**Two or more spells:** the same spell cannot be cast twice in the same activation. Other spells can be cast, as long as the combatant has available power gems.

**Liturgy:** it is used to cast spells. The steps below are followed:

**Designation:** the spell to be cast and its target are named.

**Hide Power Gems:** players pick their power gems.

**Hidden Casting and Dispelling:** both players decide how many gems they are going to use to cast or to dispel the spell. Once chosen it won't be possible to change them.

**Visible Casting and Dispelling:** players show the power gems they want to use.

**Final Outcome:** each power gem is equal to a die, and players make an opposed roll. Each compared superior result of the spell caster is a success. Each spell requires a different number of successes to work.

**Measurement:** only if the spell works, the distance is measured in order to check if it reaches the target.

**Latent spells:** these spells last since they are cast until the sorcerer's next friendly round.

### HAND-TO-HAND COMBAT

**Performing a hand-to-hand combat:** first, an opposed roll between both combatants' dexterity will take place. If you win, you'll have to roll to a target number by using your miniature's strength to determine the number of dice to roll, and the opponent's miniature constitution against worldly attacks will be the difficulty.

### SHOTS

**Performing a worldly shot:** first a roll to a target number will be made using the shooter's precision to determine the number of dice to roll and the target's movement will be the difficulty. If the shooter hits, a new roll to a target number will be made using the weapon's strength to determine the number of dice to roll and the target's constitution against worldly attacks will be the difficulty.

**Shooting modifiers:**

+2 dice if the target has a **huge size**.

+1 die if the target has a **large size**.

+1 die if the target is **stunned, paralysed or fleeing**.

-1 die if the shooter **has moved** in its **movement phase**.

-1 die if the target is further than 8" from the shooter, i.e. the shoot is at long range.

-1 die if the shooter has **partial sight** with the enemy.

-1 die if shooting to **different targets**.

-1 die if the target has a **small height**.

-2 die if the target has a **flat height**.

### ORDERS

**Issuing orders:** each order can be given at a specific moment. Leaders and messengers can issue orders, both to themselves or to friendly combatants within 5". The number of orders available in each turn is determined by the leader's command. Issued orders are recovered during each updating segment.

**Generic orders:** There are four, described below. Each race also has an exclusive order.

**Hit the dirt!:** if it is given to the target of a shot, the difficulty will be 6.

**To the death!:** the combatant has one more dexterity die.

**Hold your ground!:** one morale roll is automatically passed.

**Relocate!:** the combatant can be moved up to 2" in any direction.

### DEFENCE AREA

**Defence area:** it only works during the enemy round. It is the distance that a base of the same size of the combatant's would occupy around him. If an enemy invades a defence area, the combatant can block its movement. Even if in the enemy round, if a combatant has annihilated or has been given the Relocate! order, it will not exert defence area.

### SUPPORT

**Supporting:** when fighting in hand-to-hand combat, every friendly combatant base to base with the target enemy combatant will add a die to the dexterity roll of the attacker. A maximum of three combatants can add support.

### TIREDNESS

**Effects of tiredness:** every hand-to-hand combat performed by a combatant will subtract a dexterity point from it. Heroes can never have less than dexterity 2, while the rest of combatants can never have less than 1. The effect disappears in each updating.



## ATTACK TYPES

**Worldly attacks:** they are performed with both worldly and arcane weapons, offensive passive abilities and deeds. The worldly constitution of miniatures is used.

**Arcane attacks:** they are performed with spells and special abilities from staffs. The arcane constitution of miniatures is used.

## ANNIHILATION

**Annihilation movement:** after inflicting a base to base enemy its last wound, and if the combatant is not base to base with any other enemies, it can be moved 2" in any direction.

## CRITICAL HITS

**Obtaining criticals:** if two or more **Spheres** are rolled in the strategic, dexterity, precision or damage roll, additional effects are obtained. Each race has also an exclusive critical.

**Strategic roll:** the player gets one or two more orders.

**Dexterity and precision roll:** the player adds one or two more strength points.

**Damage roll:** one additional wound is inflicted, and even the direct death of the enemy.

## UNCONTROLLED POWER

**Getting uncontrolled powers:** if two or more **Spheres**, two or more **1**s or a triple are rolled, additional effects take place.

**Indestructible superior power:** if a triple **Sphere** is rolled, all the power gems are recovered and the spell cannot be dispelled.

**Indestructible inferior power:** if a double **Sphere** is rolled, one power gem is recovered, but the spell can be dispelled.

**Uncontrollable superior power:** if a triple **1** is rolled, the sorcerer dies and the spell does not work.

**Uncontrollable inferior power:** if a double **1** is rolled, the sorcerer is inflicted an automatic wound, but the spell can be cast and dispelled as usual.

**Unstable power:** any roll with a triple, except for **Spheres** and **1**s, makes the sorcerer to concuss. The spell can be cast and dispelled as usual.

## MORALE

**Morale roll:** it is made to a target number with one die. A hero must roll 3 or more, a fighter 4 or more, and a messenger 5 or more.

**Leader presence:** if the leader is within 5" of the combatant checking for morale, the values are decreased in one point.

**Situations:** there are several situations forcing a combatant to check for morale. Generally, if the roll is unsuccessful, the combatant must flee.

**Receiving blood:** when a combatant is inflicted one or more wounds and the enemy has a higher fear level.

**Fleeing:** when activating a miniature that is fleeing.

**Death of the leader:** when the leader dies, unless being in hand-to-hand combat.

## FLEEING

**Fleeing movement:** the first movement is made in the opposite direction to that of the miniature that caused it, the next ones are made towards the nearest edge of the board. The distance is the movement attribute of the fleeing combatant.

## PURSUIT

**Pursuit roll:** an opposed roll between the two combatants is made. If the fleeing miniature loses, it will be trapped at 2" from its original place. If it wins the roll, it will be moved as many inches as its movement in the same direction, and the pursuer will be moved 2" in the same direction.

## TRAPPING

**Being trapped:** when a combatant is fleeing and an enemy miniature gets in contact with it base to base, it will be automatically killed, regardless of its remaining number of wounds.

## STATES

**Types of states:** there are several types of states the combatants can have, and those will influence the combatant's performance. There are different ways to enter in these states, with different effects. These states are: stunned, paralysed, fearful and concussed.

## RANDOM MOVEMENT

**Variable movement:** 2D6 are rolled and added together. The result is the maximum distance in inches the combatant can be moved. When fleeing, pursuing or being shot at, combatants with random movement are considered to have movement 4.

**Clumsy movement:** 1D6 is rolled. The result is the maximum distance in inches the combatant can be moved. When fleeing, pursuing or being shot at, combatants with clumsy movement are considered to have movement 3.

## FLYING MOVEMENT

A flying combatant can pass over any obstacle. Defence areas are ignored, and it always has full sight. The difficulty to shoot a worldly shot on a flying combat is increased in one point, and the strength of the shot is reduced in one point. When pursuing or being pursued, the enemy will only be able to roll one die.

## WORLDLY EQUIPMENT

**Hand-to-hand worldly weapons:** they have the effects below:

**Light:** no modifier.

**Conventional:** it adds one die to the bearer's dexterity.

**Blunt:** it subtracts one constitution point from the enemy if the bearer of the blunt weapon has strength 3 or less, and two points if it has strength 4 or more.

**Long:** the bearer of a long weapon does not have the modifier when charging but enemies will not have it either when charging the bearer.

**Long with mount:** the enemy has no modifier when charging to the user of this weapon, but the user does have the modifier when charging.

**Worldly ranged weapons:** they have the effects below:

**Light tension:** range of 6", shot against charge, shot while moving and bearer strength.

**Tension:** range of 8", shot against charge, shot while moving and bearer strength.

**Light mechanical:** range of 10" and strength of 2, shot against charge and partial penetration.

**Mechanical:** range of 12" and strength of 3, partial penetration.

**Light powder:** range of 8" and strength of 3, partial penetration.

**Powder:** range of 14" and strength of 3, total penetration.

**Projectile:** range of 4", shot against charge, shot while moving, shot while speeding up and bearer strength.

**Ranged weapons features:** according to the weapon, shots can be made in some special ways.

**Shot against charge:** the miniature with this weapon can shoot when it is charged or engaged into hand-to-hand combat. A roll to a target number with the shooter's precision has to be done where the difficulty is **Sphere** (6).

**Shooting while speeding up:** the miniature can speed up and shoot. A roll to a target number with the shooter's precision has to be done where the difficulty is **Sphere** (6).

**Total penetration:** it decreases the target's constitution in one point.

**Partial penetration:** it decreases the target's constitution in one point if it is at half the weapon's range or closer to the shooter.

**Bearer strength:** the weapon's strength is the same of the bearer's.

**Armours:** they have the effects below:

**Cloth:** no modifier

**Leather:** it adds one point to the bearer's constitution against arcane attacks, but not against worldly attacks.

**Chainmail:** it adds two points to the bearer's constitution against worldly attacks, but not against arcane attacks.

**Plates:** it adds one point to the bearer's constitution against worldly attacks, but not against arcane attacks. It also reduces the movement attribute in one point.

**Shield:** it adds one point to the constitution against both, arcane and worldly attacks.

## ARCANE ARTEFACTS

Every arcane artefact has an arcane power value. The total of arcane artefacts a hero may carry can never be higher than its arcane power. There is a large diversity of arcane artefacts.

## CONSUMABLES

Each hero may carry up to three consumables, which must be of different typologies. They can be used as indicated in their descriptions.

**Typologies:** Two or more consumables will be of the same typology when their effect is the same, but their intensity or duration are different.



## ALPHABETICAL INDEX

### ADVANCED RULES.....65

<b>ANNIHILATION</b> .....72
Annihilation Movement.....72
Several Annihilations.....73
Universal Abilities.....73
When Is an Enemy Annihilated?.....72

<b>ARCANE ARTEFACTS</b> .....96
Activated/Permanent Arcane Artefacts.....97
Arcane Artefact Types.....96
Arcane Artefacts Effects.....97
Arcane Artefacts Levels.....96
Arcane Artefacts Limitations.....96
Arcane Power of an Artefact.....96
Attack Runes.....96
Attacking with Arcane Artefacts.....98
Cloaks.....96
Combatant's Arcane Power.....96
Common Arcane Artefacts.....97
Defence Runes.....96
Enchanted.....96
Epic.....96
Jewellery.....96
Legendary.....96
Movement While Using Arcane Artefacts.....97
Opposing Arcane Artefacts.....97
Staffs.....96
Unique or Race Arcane Artefacts.....98

<b>ATTACK TYPES</b> .....72
Arcane Attacks.....72
Mundane Attacks.....72
Unique Constitution Value.....72

<b>CONSUMABLES</b> .....98
Common Consumables.....99
Consumable Limitations.....98
Consumable Typologies.....98
Race Consumables.....100
Using a Consumable.....98

<b>CRITICAL HITS</b> .....73
Arcane artefacts and Consumables.....75
Brilliant Strategy.....74
Brutal Blow.....74
Critical Types.....74
Damage Roll.....74
Deadly Blow.....74
Deeds.....75
Dexterity and Damage Roll Together.....74
Dexterity and Precision Roll.....73
Difficulty 7 or more.....74
Exclusive Critical.....74
Passive Abilities.....75
Perfect Blow.....74
Precise Blow.....74
Spells.....75
Strategic Roll.....73
When Is a Critical Hit Obtained?.....73

<b>DEFENCE AREA</b> .....67
Defence Area.....67
Entering a Defence Area.....68
Joining Combat Crossing a Defence Area.....69
Jumping to Join a Combat.....70

Jumping.....67
Limits of the Defence Area.....70
Losing the Defence Area.....68
Relocate Before Joining Combat!.....69
Sight.....67

<b>FATIGUE</b> .....71
Fatigue.....71
Minimum Dexterity.....71
Universal Abilities.....72
Updating Fatigue.....72

<b>FLEEING</b> .....78
Arcane artefacts.....79
Fleeing at the End of the Game.....79
Flight Movement.....78
Hold Your Ground! Order.....79
Mundane Shots.....79
Obstacles in Flights.....78

<b>FLYING MOVEMENT</b> .....83
The differences are these.....83

<b>MORALE</b> .....76
Arcane artefacts and Consumables.....77
Firm.....77
Hold Your Ground! Order.....77
Leader Presence.....77
Leader's Death.....78
Morale Levels.....77
Morale Roll.....76
Other Situations.....78
Receiving Blood in hand-to-hand.....77
Situations Requiring a Morale Roll.....77
Tied Fear Levels.....77
While Fleeing.....78

<b>MUNDANE EQUIPMENT</b> .....91
Armours.....94
Bearer Strength.....94
Blunt.....92
Chainmail.....94
Cloth.....94
Conventional.....92
Leather.....94
Light Mechanical.....93
Light Powder.....93
Light Tension.....92
Light.....92
Long with Mount.....92
Long.....92
Mechanical.....93
Mundane Hand-to-hand Weapons.....92
Mundane Ranged Weapons.....92
Partial Penetration.....94
Plates.....94
Powder.....93
Projectile Weapons.....93
Ranged Weapons Characteristics.....93
Shields.....94
Shot Against Charge.....93
Shot in Movement.....94
Shot While Speeding Up.....94
Tension.....92
Total Penetration.....94
Two Hand-to-hand Weapons.....92
Two Ranged Weapons.....93

<b>ORDERS</b> .....65
Arcane artefacts and Consumables.....67
Death or Fleeing of a Leader or Messenger.....65
Distance and Measuring in Orders.....66
Exclusive Orders.....67
Generic Orders.....66

Hit the Dirt!.....66
Hold Your Ground!.....66
Issuing Orders.....65
Leaders and Messengers.....65
Orders.....65
Receiving Orders.....66
Relocate Before Combat!.....66
Relocate!.....66
Simultaneous Orders.....67
To the Death!.....66
Universal Abilities.....67
Updating Orders.....65

<b>PURSUIT</b> .....79
Flying Movement.....80
Hold Your Ground! Order.....80
Joining Combat While Pursuing.....80
Pursuing Movement.....79
Pursuing Roll.....80
Pursuing Sequence.....80
Relocate! Order.....80
Universal Ability.....80
When Is Pursuing Possible?.....79

<b>RANDOM MOVEMENT</b> .....83
Clumsy Movement.....83
Variable Movement.....83

<b>STATES</b> .....81
Concussion.....82
Fearful.....82
Paralysed.....81
States Types.....81
Stunned.....81
Two States at the Same Time.....82

<b>SUPPORT</b> .....70
States.....71
Support Dice.....71
Supporting.....70
Universal Abilities.....71

<b>TRAPPING</b> .....81
Annihilation.....81
Engaging in Combat in Order to Trap.....81
Relocate! Order.....81
Trapping.....81

<b>UNCONTROLLED POWER</b> .....76
Arcane artefacts and Consumables.....76
Indestructible Inferior Power.....76
Indestructible Superior Power.....76
Opposed Power.....76
Uncontrollable Inferior Power.....76
Uncontrollable Superior Power.....76
Unstable Power.....76

<b>UNIVERSAL ABILITIES</b> .....84
Ambidextrous.....84
Aquatic.....84
Assault.....84
Bodyguard.....84
Channelling.....84
Counterattack.....84
Expert Combatant.....85
Expert Shooter.....85
Fear of Combat.....85
Fierce.....85
Hardened Attacker.....86
Hardened Defender.....86
Impetuous.....86
Inexpert Combatant.....87
Inexpert Shooter.....87
Infiltrator.....87



Insignificant.....	88
Insubordinate.....	88
Intimidation.....	88
Red-Hot.....	89
Stealth.....	89
Strategist.....	89
Tireless.....	89
Tough.....	89
Tracker.....	90
Uncontrolled.....	90
Undisciplined.....	90
Unimportant.....	90
Weak.....	91

## APPENDIX ..... 101

<b>MULTIPLAYER GAMES.....</b>	<b>101</b>
Allies.....	101
Arcane artefacts and consumables..	102
Band organisation.....	101
Deployment.....	102
Friendly and enemy round.....	102
Leader.....	102
Orders.....	102
Sides.....	101
Spells.....	102
Strategic roll.....	102
Support.....	102
Tiredness.....	102
Turns.....	102
Uncontrolled power.....	102

<b>PLAYING FAIR.....</b>	<b>101</b>
Is this an opposed roll?.....	101
Measuring and showing before touching! ..	101
Touching after hesitating!.....	101

<b>RULES SUMMARY.....</b>	<b>103</b>
---------------------------	------------

## BASIC CONCEPTS ..... 18

<b>ATTRIBUTES.....</b>	<b>29</b>
0 Value Attributes.....	30
Arcane Power (AP).....	29
Attributes Without a Numerical Value..	30
Band Points (BP).....	29
Command (COM).....	29
Constitution (CON).....	29
Dexterity (DEX).....	29
Fury (FUR).....	30
Movement (MOV).....	29
Power (POW).....	29
Precision (PRE).....	29
Special Attributes.....	30
Strength (STR).....	29

<b>BASES.....</b>	<b>19</b>
-------------------	-----------

<b>COMBATANTS.....</b>	<b>24</b>
Average Troop.....	25
Elite Troop.....	25
Fighters.....	25
Heroes.....	25
Messengers.....	25
Regular Troop.....	25
Superior.....	25
The Avatar.....	25
The Leader.....	25

<b>COMBATANT PROFILE.....</b>	<b>28</b>
-------------------------------	-----------

<b>DICE ROLLS.....</b>	<b>18</b>
At Least One Die.....	19
Damage Roll.....	19
Dexterity Roll.....	19
Heroic Deed Roll.....	19
Life Dice.....	18
Morale Roll.....	19
Opposed Roll.....	18
Precision Roll.....	19
Pursuit Roll.....	19
Situations Requiring Dice Rolls.....	19
Strategic Roll.....	19
Successes.....	19
Target Number Roll.....	18
Target numbers of 6 and over.....	19
The SphereWars Dice!.....	18
Unclear Results.....	19

<b>GAME TABLE.....</b>	<b>22</b>
------------------------	-----------

<b>ORGANISING A BAND.....</b>	<b>25</b>
Avatar.....	26
Band Lists.....	27
Band Points.....	25
Epic Game.....	27
Equipment.....	26
Game Size.....	25
Leader.....	26
Mandatory Troops.....	26
Recruiting the Rest of Combatants ..	26
Scout Game.....	27
Skirmish Game.....	27
Sovereign game.....	27

<b>SCENERY.....</b>	<b>22</b>
Aquatic.....	23
Building.....	23
Characteristics.....	23
Deep aquatic.....	23
Deep lava river, lava lake, etc.....	24
Deep red-hot.....	23
Deep River, lake, swamp, etc.....	24
Dense.....	23
Density.....	23
Elevation.....	23
Hedges, walls, fences, etc.....	24
Height.....	23
Hill, mountain, boulder, etc.....	24
House, stable, farm, etc.....	24
Impassable.....	23
Leafy Woods, jungles, etc.....	24
Lineal.....	23
Red-hot.....	23
Rubbles, ruins, etc.....	24
Shallow lava river, lava pool, etc.....	24
Shallow river, stream, mire, marsh, etc.	24
Size.....	23
Sparse.....	23
Special features.....	23
Tower, watchtower, etc.....	24
Types of scenery.....	23
Vertical.....	23
Wood.....	24

<b>SIGHT.....</b>	<b>20</b>
Angle of Sight.....	20
Final combatant.....	21
Full sight.....	20
Hand-To-Hand Combat as an Obstacle..	22
Height.....	21
Levels of Sight.....	20
Line of Sight.....	20

No sight.....	20
Obstacle.....	20
Partial sight.....	20
Scenery Pieces as Obstacles.....	22
Starting combatant.....	20
The Elements.....	20
Width.....	21

<b>TRAITS.....</b>	<b>30</b>
Height Level.....	30
Wound Level.....	32
Morale Level.....	32
Fear Level.....	31

## GAME RULES ..... 33

<b>ACTIONS AND REACTIONS.....</b>	<b>34</b>
Actions.....	35
Reactions.....	35

<b>ACTIVATIONS.....</b>	<b>34</b>
A complete activation.....	34
Combat Phase.....	34
Concentration Phase.....	34
Movement Phase.....	34

<b>HAND-TO-HAND COMBAT 44</b>	
<b>ADVANCED RULES.....</b>	<b>45</b>
Annihilation in Hand-to-hand.....	46
Arcane Artefacts and Consumables ..	46
Attacking in Hand-to-hand.....	45
Charging.....	45
Critical Hits in Hand-to-hand.....	46
Damage Roll.....	45
Dexterity Roll.....	45
Fatigue.....	46
Hand-to-hand Combat with Two Weapons.	46
Minimum Dexterity.....	45
Multiple Combats.....	45
Performing a Hand-to-hand Combat..	44
Supports.....	46
Universal Abilities.....	46
Weapons in Hand-to-hand.....	46

<b>SHOOTING.....</b>	<b>47</b>
<b>ADVANCED RULES.....</b>	<b>49</b>
Annihilation in Shots.....	49
Arcane Artefacts and Consumables ..	50
Attacking by Shooting.....	49
Critical Hits in Shots.....	49
Shooting Two Ranged Weapons.....	50
Damage Roll.....	48
Distance Measuring.....	48
Minimum Precision.....	49
Mundane Target Changing.....	49
Precision Roll.....	47
Ranged Weapons.....	50
Relocate! Order.....	47
Shooting a Mundane Shot.....	47
Shooting at a Hand-to-hand Combat ..	49
Shooting at Two Different Targets.....	50
Shooting Modifiers.....	48
Shooting while moving.....	49
Sight.....	49
Special Shots.....	50
The obstacle is a friendly combatant ..	48
The obstacle is a piece of scenery that entails no sight.....	48
The obstacle is a piece of scenery which renders the sight partial.....	47
The obstacle is an enemy combatant....	47
The obstacle is out of the range of the shot.....	48
Universal Abilities.....	50



<b>DEEDS.....</b>	<b>38</b>
ADVANCED RULES .....	39
Annihilation in Deeds .....	39
Arcane Artefacts and Consumables ..	39
Attacking in Deeds .....	39
Critical Hits in Deeds .....	39
Deeds Range .....	38
Difficulty of Deeds .....	38
Fury .....	38
Performing a Deed .....	38
Performing Deeds while Moving .....	38
Successes in Deeds .....	38
Two or more Deeds .....	38

<b>SPELLS .....</b>	<b>39</b>
ADVANCED RULES .....	44
Annihilation with Spells.....	44
Arcane Artefacts and Consumables ..	44
Arcane Target Changing.....	43
Attacking with Spells.....	44
Casting and Dispelling Spells .....	41
Casting Spells after Moving.....	41
Critical Hits in Spells .....	44
Distance Measuring .....	43
Final Outcome .....	43
Hidden Casting and Dispelling .....	43
Hidden Sorcery.....	39
Hiding Power Gems .....	42
Latent Spells .....	44
Liturgy.....	41
Loss of Power .....	40
Power Gems.....	40
Power .....	39
Powerless Bands .....	40
Relocate! order.....	41
Spell Designation .....	41
Spells and Sorcerers.....	39
Spells Difficulty and Success .....	40
Spells Range.....	40
Successes .....	43
The obstacle is a friendly combatant .....	42
The obstacle is a piece of scenery which provides no sight.....	42
The obstacle is a piece of scenery which renders the sight partial.....	42
The obstacle is an enemy combatant.....	41
The obstacle is out of the range of the spell .....	42
Two or More Spells .....	40
Uncontrolled Power .....	44
Updating Power.....	40
Visible Casting and Dispelling .....	43

<b>WOUNDS .....</b>	<b>50</b>
Death of a combatant .....	50
Ephemeral.....	51
Healing Wounds.....	51
Life Die .....	50
Straight Death.....	50
Suffering Wounds.....	50

<b>MOVEMENT .....</b>	<b>35</b>
Being shot while joining a combat .....	38
Charging.....	36
Engaging.....	37
Failed engagement .....	37
Going Round the Battlefield.....	35
Inches and Centimetres .....	35
Joining a combat .....	37
Joining combat with several enemies.....	37
Move actions.....	36
Random and Flying movement.....	38
Running .....	36
Speeding up .....	36
Types of Movement.....	35

<b>TURNS.....</b>	<b>33</b>
Activation Rounds.....	33
Opening the Game .....	33
Strategic Roll .....	33
Updating .....	33

## START PLAYING ....52

<b>DENSITY .....</b>	<b>60</b>
Common Density.....	60
High Density .....	60
Low Density .....	60

<b>GAME SIZE.....</b>	<b>60</b>
Epic Game .....	60
Scout Game .....	60
Skirmish Game .....	60
Sovereign Game .....	60

<b>GENERATING THE BATTLEFIELD.....</b>	<b>61</b>
Darlime Village .....	61
Eastern Woods .....	61
Golothar Roads.....	62
Technocrat City.....	61
Unuk Glaciers .....	61
Volcanic Entrances.....	61

<b>GENERIC DEPLOYMENT ....</b>	<b>62</b>
Deployment Options .....	63
Groups, Packs, Hosts, etc.....	63
Infiltrator Combatants .....	63

## GLORY POINTS CHART .....64

<b>MISSIONS .....</b>	<b>53</b>
Battlefield Drawing .....	53
Battlefield Special Characteristics .....	53
Blood, Mission and Glory Points .....	53
Density .....	53
Deployment .....	53
Game Size .....	53
Objective.....	53
Scenario .....	53
Special Glory Points .....	53
Special Rules .....	53
Title and background .....	53
Turns.....	53
Weather .....	53

<b>PREPARING A GAME .....</b>	<b>52</b>
Creating the Battlefield.....	52
Density .....	52
Game Size .....	52
Mission .....	52
Scenario .....	25
Weather .....	52

<b>SCENARIO.....</b>	<b>60</b>
Darlime Village .....	60
Eastern Woods .....	60
Golothar Roads.....	61
Technocrat Cities.....	61
Unuk Glaciers .....	61
Volcanic Entrances.....	60

## THE CRASH.....58

## THE DEATH OF THE ENEMY ....54

<b>THE DESTRUCTION OF THE CAMP.....</b>	<b>56</b>
<b>THE DOMINATION OF THE DOLMENS .....</b>	<b>55</b>

## THE LAST SURVIVOR.....59

## THE SACKING OF THE RELICS .....

<b>WEATHER.....</b>	<b>62</b>
Clear/Cloudy .....	62
Rainy.....	62
Starting Weather .....	62
Stormy .....	62
Suffocating .....	62
Sunny .....	62
Variable Weather .....	62
Weather Types .....	62

<b>WINNING THE GAME.....</b>	<b>63</b>
Blood Points.....	63
Fighters .....	63
Glory Points .....	63
Heroes.....	63
Mission Points .....	63
Superior .....	63





# CREDITS

The dream of SphereWars: Another World has come true thanks to the unceasing and enthusiastic work of a huge number of people who have striven to give the best of themselves.

## Creators and Designers

Daniel García  
Daniel Muñoz  
Jordi Cañellas

## Project Managers

Daniel Gómez  
Jordi Cañellas

## Managing Editor

Jordi Cañellas

## Creative and Artistic Director

Jordi Cañellas

## Sculpting Director

Pedro Fernández

## Painting and Scenography Director

Ángel Giráldez

## Art Director

Antonio José Manzanedo

## Background Director

Jordi Cañellas

## Graphic Design Director

Toni Puentes

## Photography Director

Toni Puentes

## Sculptors

Aragorn Marks  
David Rivero  
Diego Diz  
Edgar Ramos  
Israel González  
Jose Luis Roig  
Leonardo Escobar  
Michael Jenkkins  
Vladd Jünger

## Painters

Borja García  
Enrique Velasco  
Jaime de Garnica

## Artists

Diego Diz  
Jose Manuel Triguero

## Writers

Greg Smith  
Joaquín Sanjuán

## Reviewers

Òscar "Osukaru" Lechago  
Thel

## Photographers

Ángel Giráldez  
Toni Puentes

## Decorative Titles

Domingo Domínguez  
Sergi Pocoví

## Game Testers

Albert Badosa  
Antonio Roset  
Asier Blanco  
Daniel Fernández  
Enrique Barrau  
Joaquim Brugués  
Jorge Sarabia  
Miguel Ángel Sánchez  
Moises Rosa  
Pol Ruzafa  
Rubén Lecha  
Sergi Pocoví

## Other Contributors

Adolfo Castellano  
Carlos García  
Carlos Lapiáz  
Cristian Beltrán  
Cristian Cantero  
Daniel Puentes  
David Esbrí  
Diego Diz  
Emil Castro  
Gavin Moorcroft  
Juanjo Peña  
Madrona Ramia  
Marc Calzado  
Marc Roig  
Marco Jové  
María Chovares  
María Hernández  
Mario García  
Miguel Olivella  
Ramón Atar  
Rogue Marechal  
Rubén Orihuela  
Santiago Luque  
Sergio Jiménez  
Sergio Horta

and

Agares	Licantropunk
Amacius	Norman
Athrur	Orelinde
Blut	Osukaru
Bisho	Pasku
Conan	Pautus
Dabla	Raven
Davana96	Samunosuke
Errtu	Tlaxtlan
Falym	Vargavinter
Kaymi	Vlad
Kenny Lucas	Zak
Lestat	And many more

We wish to thank our wives, children, parents, siblings and friends for their patience and understanding.

Lastly, we want to dedicate the fruit of our labour and passion to our dearly departed, and hope to make them proud wherever they may be.