

The background of the entire cover is a dense, monochromatic red scene filled with various miniature figures. At the top center, the word "BLOODFIELDS" is written in a stylized, gothic font within a metallic, blood-splattered frame. The scene below is a chaotic battle or a display of numerous miniature figures, including skeletons, demons, and warriors, all rendered in shades of red and orange. The figures are arranged in a way that suggests a large-scale conflict or a collection of diverse units.

BLOODFIELDS

RULEBOOK

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CREDITS

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PREPARATION

1. PREPARE ROSTERS

- In order to play, each player needs to create a roster. This can be done with a web app on bloodfields.net.
- Each unit has a blood point cost.
- The sum of blood points in each roster cannot exceed a number agreed upon by players or set by a scenario limit.
- All units are divided into realms and lines. In a roster, units can be added from different lines within a realm. However, if all units come from the same line, they receive a Loyalty Bonus that is different for each line.
- Prepare all miniatures and unit cards for units that will be used in the battle.

2. PREPARE A SCENARIO

- Pick a scenario from the Scenario Book. Scenarios have different objectives, restrictions, duration, and special rules.
- Set up terrain as described in the scenario's setup.
- For the game, you will also need Dice, Measuring Tools, Inspire and Damage Tokens.
- Additionally, check the rosters for units that may require dedicated tokens.

THE BATTLE ROUND

1. INITIATIVE

At the beginning of each round, the player with the **Initiative Token** decides which player will be **the starting player**. The starting player is the first to activate one of their units in a round.

- If the player with the Initiative Token chooses himself as the starting player, then he or she **passes** the Initiative Token to the opponent. The opponent will be deciding who is the starting player in the next round.
- If the player with the Initiative Token chooses the opponent to be the starting player, the player **keeps** the Initiative Token. The same player will again be deciding who is the starting player in the next round.

2. INSPIRATION

- Once the starting player is chosen, the players distribute Inspire Tokens to their units. First, the starting player distributes all Inspire Tokens available to them and then the opponent does the same. Inspire Tokens can be placed next to the models or on the unit cards but they have to always be visible to all players.

Typically, the number of Inspire Tokens that can be distributed by a player is equal to the number of their alive units. Some scenarios and army bonuses may change this number. Players may distribute the Inspire Tokens among their units in any way they see fit (each unit can have one, multiple or no Inspire Tokens at all).

During the round, units may spend Inspire Tokens to pay for attacks and abilities or to improve their attack and defense rolls. At the end of the round, all unused Inspire Tokens are removed from all units.

START OF THE GAME

1. ROLL FOR SIDES/INITIATIVE

Each player rolls a 2D6. The one with the higher result can either choose to:

- receive an Initiative Token,
- pick their side of the battlefield.

Once the player makes his or her choice, the other player gets the remaining option.

2. DEPLOY YOUR TROOPS

- Each battlefield has two sides in which each player can deploy their units.
- The player with the Initiative Token is the first to choose one of the units from their roster and place it in the deployment zone on their side.
- Deployment zones may vary depending on a scenario.
- Afterwards, the second player places one of their units in the same manner, and the players alternately repeat this process until all their units are on the battlefield. If one player runs out of units, the other simply deploys all of their remaining units.

3. BEGIN THE FIRST BATTLE ROUND

3. UNIT ACTIVATION

- The starting player is the first to choose one of their units and to activate it.
- The activated unit can perform 2 actions, after which the unit's activation (turn) ends.
- The players activate one of their units alternately until all the units on the battlefield perform their turns.
- A unit cannot be activated more than once in the same round.
- If one of the players has more units than the other, he or she simply activates all their remaining units after the opponent is out of units to activate.
- After each unit's activation, turn its unit card sideways to mark that it has already performed its turn in a round.

4. ROUND END

- The round ends after all units have been activated.
- Keep track of any 'at the end of the round' or 'when the round ends' effects and apply them. If two or more effects trigger at the same time at this step, the player with the Initiative Token chooses their order.
- Afterwards, remove all unused Inspire Tokens from all units.

5. SCORING

- After each round score the Victory Points accordingly with the scenario you are playing. In each scenario, you will be rewarded for completing different objectives like defeating enemies, finishing missions, or controlling areas.
- Enter the Victory Point values into the designated boxes in the scenario sheet.
- After scoring, begin a new round, starting with the first step (I - Initiative).

6. END OF THE GAME

- The conditions in which the game ends are specific for each scenario. The game can end after a predetermined number of rounds or when an objective is completed.
- When the game ends, sum up the collected Victory Points and determine the winner!

UNIT CARD

Each unit has a unit card with their individual skills and statistics that make them unique.

UNIT STATISTICS

1. **Name** - unit's title.
2. **Realm Icon** - icon of the unit's realm
3. **Illustration** - unit's appearance.
4. **Traits** - unit's subtypes that apply additional rules.
5. **Blood Points** - unit's cost to play in battle.
6. **Passive** - unit's passive ability.
7. **Melee Mastery (MM)** - used in melee attack actions.
8. **Ranged Mastery (RM)** - used in ranged attack actions.
9. **Arcane Mastery (AM)** - used in magic attacks and magic tests.
10. **Movement (MV)** - used in move action and charge tests.
11. **Morale (MO)** - used in flee action and morale tests.
12. **Armour (AR)** - unit's defense, used in defense rolls.
13. **Health Point (HP)** - used to keep track of a unit's life.
14. **Attacks, Spells and Abilities** - profiles used when performing various actions.



SKILL PROFILES

On a unit's card, you will find its personal skills. Each skill has a type - red are attacks, green are abilities, blue are spells, and yellow are passives.

Pay an extra attention to the following two symbols that can be found next to some skills' names:



Unique Indicator (star icon) - if present, the skill can be used once per turn.

Effortless Indicator (lightning icon) - if present, using the skill does not cost an action.



EXAMPLE PROFILE (COMMON ELEMENTS)

The following are the elements of every skill's profile.

1. **Name and Indicators** - the skill's distinctive title and type (effortless/unique).
2. **Rules** - effects applied by the skill.



MELEE ATTACK PROFILE

Melee attacks are used to deal damage to enemies in combat.

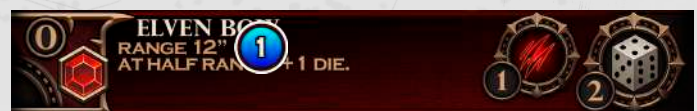
1. **Inspire Cost Value** - the amount of Inspire Tokens that the unit has to spend to use the attack.
2. **Die Icon** - the number of attack dice rolled when the attack is performed.
3. **Damage Icon** - the amount of damage dealt by each unsaved hit.



RANGED ATTACK PROFILE

Ranged attacks are used to deal damage to enemies at range. The ranged attacks have all the same elements as the melee attacks with one important distinction.

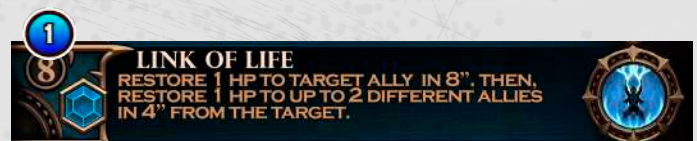
1. **Range Value** - the distance at which the attack can be performed (always in the first line below the **Name**).



SPELL PROFILE

Spells allow Mages to perform a wide range of effects.

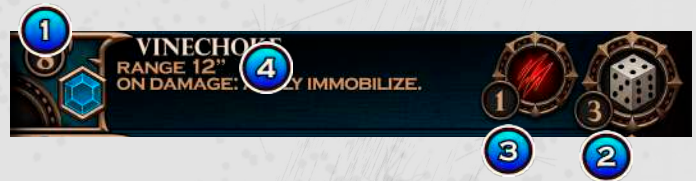
1. **Spell's Difficulty** - the value that has to be passed in the Magic Test in order to cast the spell.



MAGIC ATTACK PROFILE

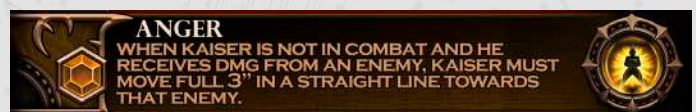
Magic attacks are used by Mages to deal damage. They have the same elements as Spells, with the addition of elements used in Melee and Ranged Attacks.

1. **Spell's Difficulty** - the value that has to be passed in the Magic Test in order to cast the spell.
2. **Die Icon** - the number of attack dice rolled when the attack is performed.
3. **Damage Icon** - the amount of damage each unsaved hit from the attack deals.
4. **Range Value** - if present, it indicates the distance at which the Magic Attack can be performed, making it a Ranged Magic Attack. Otherwise, the Magic Attack is a Melee Magic Attack.



PASSIVE ABILITY PROFILE

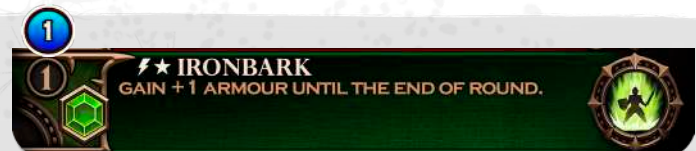
Apart from the main passive on the top of the unit card, units may have additional passive abilities that are applied at all times or in the situations indicated by their **Rules**.



ABILITY PROFILE

Abilities allow performing a wide range of effects.

1. **Inspire Cost Value** - the amount of Inspire Tokens that the unit has to spend to use the ability.



DICE MECHANICS

ATTACK ROLL

When a unit attacks, you need to determine the number of HITS. Roll the number of attack dice indicated by the dice icon in the attack's profile. After all rerolls or dice modifying effects are resolved, each die has to be changed either to a HIT or to a MISS.



Results with a Skull icon are HITS.



Results with a Mastery icon are changed to HITS or MISSES depending on the unit's mastery statistics. Melee attacks use a Melee Mastery Statistic, ranged attacks use Ranged Mastery Statistic, and magic attacks use an Arcane Mastery Statistic.

- **If a unit's Mastery Statistic is 3 or lower** - change all Mastery results to MISSES.
- **If a unit's Mastery Statistic is 4** - change one Mastery result to a HIT, and the rest to MISSES.
- **If a unit's Mastery Statistic is 5 or higher** - change all Mastery results to HITS.



Results with an Inspire icon are changed to HITS or MISSES depending on the unit's inspiration. If, after the roll, a unit has and decides to spend a single Inspire Token, all Inspire results are changed to HITS. Otherwise they are changed to MISSES.



Blank results are MISSES.



ATTACK ROLL EXAMPLE

A unit performs an attack action using the Vicious Strike attack from its unit card. This is a melee attack that uses 6 attack dice, each can deal 1 damage.



The player rolls 6 attack dice. The result are 1 SKULL, 2 INSPIRE and 3 MASTERY.



The attacking unit's Melee Mastery Statistic is 3. This is not enough to change any MASTERY result to a HIT. They are all changed into MISSES instead.



If the attacking unit has an Inspire Token available, it can spend it to change **all** INSPIRE results into HITS.



If the attacking unit doesn't have any Inspire Tokens available or chooses not to spend it, the INSPIRE results are changed to MISSES.



If the attacking unit's Melee Mastery Statistic was 4, the player could change a single MASTERY result into a HIT.



If the attacking unit's Melee Mastery Statistic was 5, the player could change **all** MASTERY results into HITS.



DEFENSE ROLL

After the number of HITS is determined, the defending unit can reduce it with SAVES. Roll a defense die for each HIT. After all rerolls or dice modifying effects are resolved, each die has to be changed either to a SAVE or a FAIL.



Results with a Deflect icon are SAVES.



Results with an Armour icon are changed to SAVES or FAILS depending on the defending unit's armour. The value of the Armour Statistic indicates how many Armour results are changed to SAVES.

- **If a unit has 0 Armour** - change all Armour results to FAILS
- **If a unit has 1 Armour** - change one Armour result to a SAVE, and the rest to FAILS.
- **If a unit has 2 Armour** - change two Armour results to SAVES, and the rest to FAILS.
- **If a unit has X Armour** - change X Armour results to SAVES, and the rest to FAILS.



Results with an Inspire icon are changed to SAVES or FAILS depending on the unit's inspiration. If, after the roll, a unit has and decides to spend a single Inspire Token, all Inspire results are changed to SAVES. Otherwise they are changed to FAILS.



Blank results are FAILS.

DEALING DAMAGE

After the defense roll, for each HIT that was not SAVED, the defending unit receives an amount of damage indicated by the damage icon in the attack's profile. Place the Damage Tokens on the defending unit. If the amount of Damage Tokens is equal or exceeds the unit's HP, it is destroyed.



DEFENSE ROLL EXAMPLE

Let's assume the attacking unit has made 6 HITS. The defending player makes a defense roll with 6 dice. The results are 1 DEFLECT, 2 INSPIRATION and 3 ARMOUR.



The defending unit has an Armor Statistic value of 0. It can't change any ARMOUR results into SAVES. They are changed into FAILS instead.



If the defending unit has an Inspire Token available, it can spend it to change **all** INSPIRE results into SAVES.



If the defending unit doesn't have an Inspire Token available, or chooses not to spend it, the INSPIRE results are changed into FAILS.



If the defending unit's Armor Statistic was 1, the player would change one ARMOUR result into a SAVE.



If the defending unit's Armor Statistic was 3, the player would change all 3 ARMOUR results into SAVES.



CHANGING ARMOUR AND MASTERY RESULTS TO HITS/SAVES

Even if for some reason, it would be more beneficial for a player to not change their Mastery Results into HITS or Armour Results to SAVES, a player cannot choose not to. The Mastery Results and Armour results are changed to HITS/SAVES depending on the unit's corresponding statistic.

UNIT'S TURN

When a player activates a unit, the unit's turn begins and it can **perform up to 2 actions**. Some effect may cause a unit to perform additional actions (gain actions). Effortless actions do not count towards the 2 actions a unit can perform. A unit does not have to use up all available actions. A player can pass a unit's turn before it performs all disposable actions and any remaining actions are lost.



ACTIONS

List of all actions available to a unit.

Actions that can be performed ANY NUMBER OF TIMES per turn:

- **Move Action** - used to change a unit's position or enter combat.
- **Attack Action** - used to deal damage to enemies.
- **Ability Action** - used to perform a wide variety of effects.

Actions that can be performed ONLY ONCE per turn:

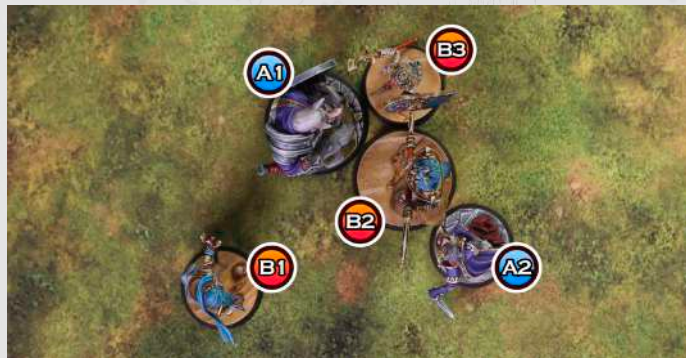
- **Charge Action** - used to move up to an enemy and attack them.
- **Magic Action** - used to cast a wide variety of spells.
- **Flee Action** - used to leave combat.
- **Battle Preparation Action** - used to gain an extra Inspire Token.

COMBAT

When bases of two non-allied units are adjacent (touching each other), the units are in combat. A unit can be in combat with multiple units at the same time.

When in combat:

- a unit can perform melee attacks against units in combat with it



A1 is in combat with B2 and B3; A2 is in combat with B2; B1 is not in combat with anyone; B2 is in combat with A1 and A2; B3 is in combat with A1

COMBAT RESTRICTIONS

A unit in combat cannot:

- use a move action
- move as a result of personal and allied skills with 'move'
- continue movement, if it has entered combat during movement
- use a charge action
- use a ranged attack action
- cast spells that are ranged attacks

PLACING IN COMBAT

A unit may be surrounded by other units or terrain in a way that makes it impossible to place another unit in combat with it. If there is not enough space for another unit's base to become physically adjacent to the unit without moving any other model, then another unit is not allowed to enter combat with it.



A1 wants to charge B1, but cannot because A2, B2 and terrain are blocking the space around B1. A successful charge would require A1 to be able to be legally placed in base-to-base contact with B1.

MOVE ACTION

MOVE ACTION RULES

Using a move action allows changing a unit's position on the battlefield. After using a move action, a unit is allowed to move the number of inches equal to the unit's Movement Statistic.

MOVE RULES

When a unit moves, it has to follow the following rules.

- A unit does not have to move the entire distance available to it.
- A unit does not have to move in a straight line, it can choose any path and make turns.
- A unit cannot move through or finish its move on other units and impassable terrain.
- A unit cannot move when it is in combat.



When measuring movement, start from the front of the model. You cannot move further than this unit's **Movement Statistic**.

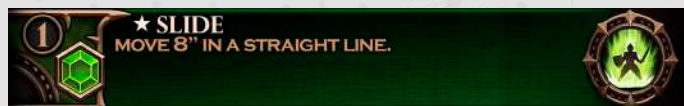


A1 can move 5". It cannot be moved to **B1**, because it cannot move through other models (friend or foe). It can choose to move to **B2**.

SKILLS WITH 'MOVE'

Using a move action is not the only way to move a unit. Units can also move or be moved as a result of skills with a 'move' keyword. Those skills will always state the move's distance.

When a unit is in combat, it cannot move as a result of personal and allied skills with 'move' but even if it is in combat it can be moved as a result of enemy skills with 'move'.



SPECIAL 'MOVE' TYPES

In some skills, 'move' is replaced by a special type. Special types follow all the **MOVE RULES** with certain rule modifications.

Fly

- The unit can fly over other units and impassable terrain.
- The unit cannot enter combat as a result of flying.
- After flying, all charges performed by the unit are 'very hard' until the end of turn.

Blink

- Remove the unit from the battlefield and place it fully within the blink's range.
- The unit can leave and enter combat with blink.
- Can be used when the unit is Immobilized.

Jump

- The unit has to move in a straight line.
- The unit can jump over other units and impassable terrain.
- The unit cannot enter combat as a result of jumping.
- After jumping, all 'easy' charges performed by the unit are 'hard' until the end of turn.

Push

- Can only be used against another unit.
- The unit is moved the entire push's distance.
- Draw a virtual line between the centers of the bases of the pushing and the pushed unit.
- Move the unit in the direction that is an extension of that line, away from the pushing unit.
- If there is another unit, a fence, or impassable terrain on the unit's path, the unit stops the move adjacent to it (in combat if it is an enemy unit) and receives a **Stun Token**. Stun is applied even if the unit is pushed onto an enemy it was already in combat with.
- The pushed unit can leave combat as a result of push.
- A unit can be pushed when it is Immobilized.



A1 uses its actions to attack **B1** and **B2** with an attack that has **Push 3"**. After dealing damage, the players draw the lines which go through the centers of the models and both **B1** and **B2** are moved.

B1 is moved full distance - 3". **B2** stops its move next to the impassable terrain and receives a **Stun Token**.



A1 uses an ability that allows to **Push 2"** an enemy model which is within 3" range. The players draw the line which goes through the centers of the models and move **B1**. **B1** stops its move when it touches **A2** and receives a Stun Token.



CHARGE ACTION

CHARGE ACTION RULES

Charging allows a unit to move and attack in a single action.

Using a charge action:

1. Choose a visible target in a legal range.
2. Determine the charge test's value.
3. Determine the charge's type.
4. Perform a charge test.
5. If the test is passed, move your unit into combat with the target.
6. Perform a melee attack.

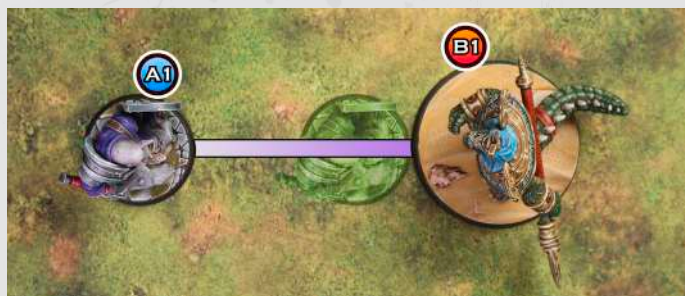
CHARGE TEST'S VALUE

The charge test's value is the distance between the charging and charged unit. Measure the shortest line between their bases.

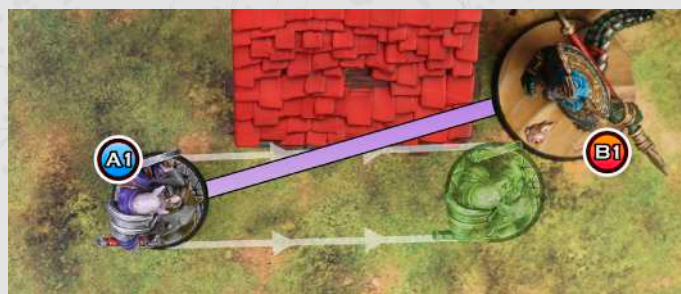


CHARGE TYPE

Easy charge. This is performed when the charging unit can move in a straight, unobstructed line into contact with any point of the charged unit base with no other unit or terrain on the path.

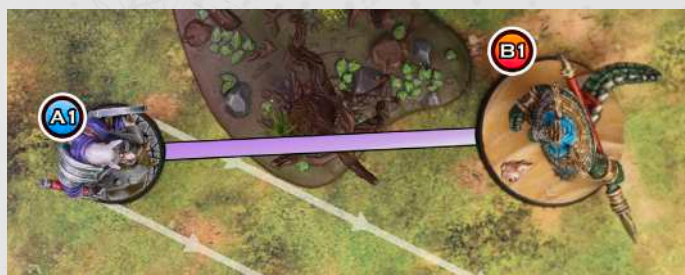


*A1 can draw a straight, unobstructed line to B1 - it will perform an **Easy Charge Test**.*



*Even though B1 is mostly behind terrain, A1 can move in a straight, unobstructed line to get into contact. A1 will perform an **Easy Charge Test**. The Charge Test's value is equal to the shortest distance between the two model's bases (the violet line).*

Hard charge. This is performed when the straight path to the charged unit is obstructed by another unit or terrain.



*A1 cannot move in a straight, unobstructed line to B1 (it is obstructed by the forest). A1 will have to perform a **Hard Charge Test** with a Charge Test value equal to the shortest distance between the models (the violet line).*



*A1 cannot move in a straight, unobstructed line to B1 (it is obstructed by two other units). A1 will have to perform a **Hard Charge Test** with a Charge Test value equal to the shortest distance between the two models (the violet line).*

Very hard charge. This is performed when an effect specifically states that the charge is very hard (i.e. after flying).

CHARGE TEST

Easy Charge Test

- Roll 2D6. Choose the **higher** result. Add the result to your unit's Movement Statistic.
- If the sum is equal or higher than the charge's difficulty, the test is passed.
- If you roll **two "1" results** or if the sum is lower than the charge's difficulty, the test fails.

Hard Charge Test

- Roll 2D6. Choose the **lower** result. Add the result to your unit's Movement Statistic. If the sum is equal or higher than the charge's difficulty, the test is passed.
- If you roll **any "1" result** or if the sum is lower than the charge's difficulty, the test fails.

Very Hard Charge Test

- The same as the hard charge test, but if you roll **any "1" or "2" result**, the test fails.

CHARGE RESULT

Successful charge

If the charge test is passed:

- Move the charging unit into combat with the charged.
- Perform any number of "effortless" abilities.
- Perform a melee attack against the charge's target.

Failed charge

If a charge test is failed:

- Move the charging unit in a straight line towards the charged unit (*violet line*) by the number of inches indicated by the lowest result of the dice rolled in the charge test. If there is impassable terrain or another unit (even the charge's target!) on that move's path, the unit stops 1/16" in front of it. You cannot enter combat with a failed charge.
- The unit continues its turn but the charge action's once per turn limit is used up.

PLACING A UNIT IN COMBAT

After a successful easy charge, the charging unit can be placed in combat with the target in any position that leads to contact with the enemy base as a result of a straight unobstructed move (that move cannot go through passable terrain other than High Ground).

If a path exists that would place the charging unit in combat with the charge's target and also in combat with another enemy, you are allowed to choose it.

After a successful hard and very hard charge, the charging unit is placed in combat with the target in the closest unoccupied space.

It is not uncommon for the closest unoccupied space to place you in combat with not only the charge's target but also another enemy.

A unit cannot choose to perform a hard or a very hard charge when an easy charge is possible, even if the placement after a hard charge would be more beneficial.

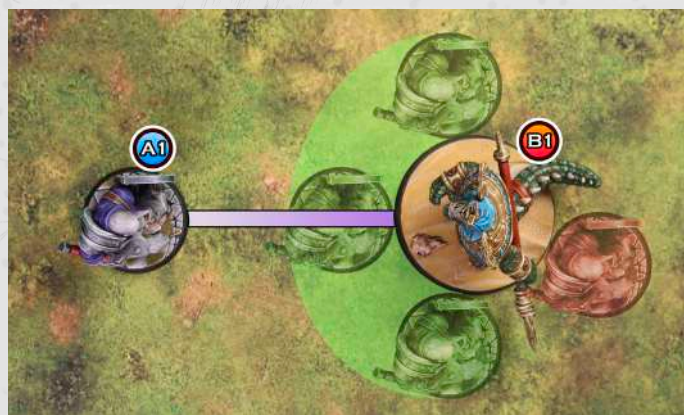
CHARGE'S LEGAL RANGE

Charge's target can be any visible enemy in a charge's range. The charge's range is a maximal possible distance the charging unit can travel in a charge. Typically, the charge's legal range is equal to the unit's Movement + 6 (the highest die result in the charge test). Some effects may increase the charge's range (i.e. a passive ability that adds +2 to a charge test's result).

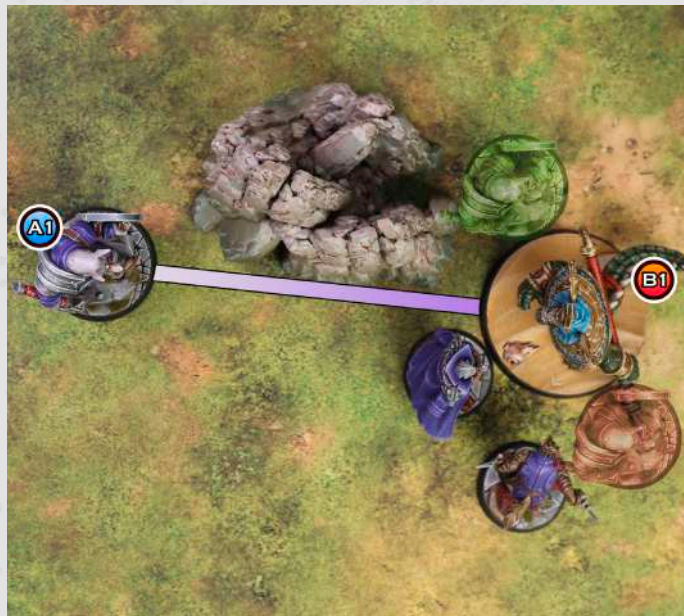
CHARGE TEST ALWAYS FAILS ON "1"

When the die chosen in a charge test is a "1" result (or a "2" in a very hard charge test), the charge always fails. Irrespective of any bonuses to the charge test or result increasing effects.

If **two "1" results** are rolled in a Charge Test, the test instantly fails and no reroll or dice modifying effects can be applied.



*A1 has passed the **easy charge test** and can now choose to move to combat with B1 in any way that leads to B1 in a straight unobstructed line.*



*A1 has passed the **hard charge test** and has to now be placed in combat with B1. The closest unoccupied space is located in the place highlighted in the picture with a green colour. The red highlighted space is further so the unit cannot be placed there.*

ATTACK ACTION

USING AN ATTACK ACTION

1. Choose an attack profile from the unit's card
2. Choose the attack's target.
3. Pay the attack's Inspire Cost (if any).
4. Perform an attack roll.
5. Perform a defense roll.
6. Deal damage.

Basic Attack

Every unit in Bloodfields has the basic attack. This attack is not printed on unit cards but is always available.



MELEE ATTACK RULES

Melee attack can only target enemies that are in combat with the attacker. Melee attacks use the Melee Mastery Statistic when changing Mastery results to HITS.

RANGED ATTACK RULES

Ranged attacks can only be used when the unit is not in combat and they can only target visible enemies that are in the attack's range. Ranged attacks use the Ranged Mastery Statistic when determining if the Mastery results are HITS.

Check the "UNIT CARD" section for Ranged Attacks and Melee Attacks to properly identify them.

ATTACK ROLL, DEFENSE ROLL, DEALING DAMAGE

Check the "DICE MECHANIC" section to properly resolve an attack.

FRIENDLY FIRE RISK

Ranged attacks can be performed against enemies in combat with your allies. However, for each die rolled or rerolled into a blank result (but not the dice changed to blanks or misses!) in the attack roll, all allies of the attacking unit in combat with the ranged attack's target receive 1 damage.

That friendly fire damage is dealt after the enemy's defense roll. Allies damaged this way are not affected and do not trigger the effects of "On damage" keyword.



B1 makes a ranged attack and targets **A1**, which is in combat with **B2** and **B3**. 3 Attack dice were rolled - two blanks and a skull. **B2** and **B3** both take 2 damage because of **Friendly Fire**.

ATTACK KEYWORDS

In the attack profiles there are attack rules. Some rules are concentrated into keywords.

Critical Strike - dice rolls or rerolls with a skull result (not dice changed to skulls or hits!) deal automatic damage and the enemy does not perform a defense roll against them. The enemy still performs a defense roll for the remaining HITS generated by this attack.

Armour Penetration - the enemy cannot change any armour results to SAVES with the use of their Armour Statistic.

Ignore X Armour - the enemy's Armour is reduced by X for the attack.

Apply Stun/Blind/Weakness/etc. - places a condition token on the enemy.

Lifesteal - restores 1 HP for each damage token the attack puts on the enemy unit(s) (you cannot place more damage tokens than the enemy's remaining HP).

Ignore Cover - prevents the enemy from gaining the defensive bonus from being in cover.

Attack Twice - allows you to perform the attack twice (or more in some cases); different targets can be chosen for each attack. The attacker may spend Inspire Tokens for each roll individually. Any effects that apply to the attack are applied to each roll.

Seeking Attack - allows you to choose an enemy that is not visible to the attacker, and attack them.

Before attack - applies the following effect before the attack roll.

After attack - applies the following effect after the attack is resolved, no matter if it dealt any damage.

On damage - applies the following effect after the attack is resolved, only if it dealt damage to an enemy.

At half range - applies the following effect if the target is within half of the range (including bonuses) of the attack.

Reach - allows a unit to **melee attack** an enemy at reach's range, even if it is not in combat with that enemy.

+1 die - the attack is rolled with an additional attack die.

+1 damage - the attack deals an additional damage for every unsaved hit.

Aoe - allows a unit to **melee attack** all visible enemies in Aoe (Area of effect) range, even if it is not in combat with any of them, in an order chosen by the attacker, each with a separate attack and defense roll. The attacker may spend Inspire Tokens for each roll individually.

Magic weapon - the attack becomes a magic attack but the attacker still uses its regular Ranged or Melee Mastery to change mastery results to hits.

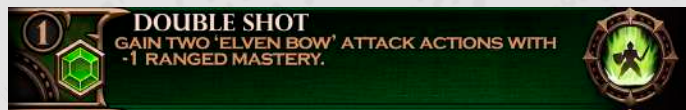
Reroll - allows attacker to reroll a specified number of attack dice (and attack dice only) in the attack.

ABILITIES AND PASSIVES

Abilities and passive abilities allow units to apply a wide variety of effects like attack boosts, defense boosts, mobility improvements, tricks, passive effects, triggered effects, and more. Rules of abilities may require understanding rules of all other actions and may override their existing rules.

USING ABILITIES

In order to use an ability, a unit has to pay its Inspire Cost (if any). Afterwards, resolve the ability's rules. Using an ability is an action unless the ability has an "Effortless" indicator.



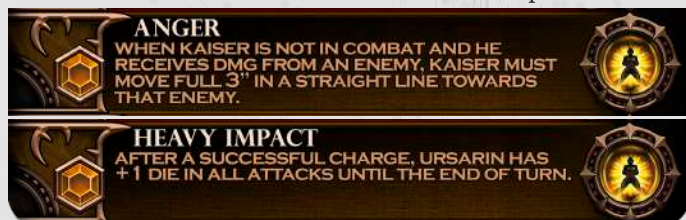
Effortless abilities

Abilities with an "Effortless" indicator (lightning icon) do not reduce the number of actions remaining to perform by a unit in a turn. You can use any number of effortless abilities in a turn. Effortless abilities can only be used during the turn of a unit that is using them.



USING PASSIVE ABILITIES

Each unit has a main passive ability and any number of additional passives. Passive abilities can be static, in which case they are applied all the time without having to activate them. Passive abilities can also be triggered, in which case they only apply when a certain condition occurs. Triggered passives may leave the unit with a decision whether to use the passive or not.



RECEIVING "HITS"

Some abilities can deal damage by causing units to receive Hits. When a unit receives a number of Hits, that unit rolls a Defense Die for each. The defending unit may change the results the same way as in a defense roll (use armour and inspire tokens to change results to saves) and receives 1 damage for each unsaved hit. When receiving Hits, cover does not apply.



ABILITIES WITH "THEN"

Some abilities cause more than one effect. If an effect is introduced with "Then", it means that the previous effect in the ability's profile has to be successfully resolved in order for it to also resolve.



If that unit cannot fly due to being in combat or in a forest, it won't be able to resolve the second part of this ability.

MAGIC ACTION

USING A MAGIC ACTION

- The Magic action allows a unit to cast spells. The Magic action can only be used by Mages (units with "Mage" or "Archmage" trait).
- After using a Magic Action, a "Mage" unit is allowed to cast 2 spells and an "Archmage" is allowed to cast 3 spells **in a single action**.
- All spells, both cast successfully and unsuccessfully, count towards the limit.
- After a unit exhausts its spell limit or decides to not cast any more spells, the magic action ends and the unit continues its turn.

Casting Restrictions

- Mages can only cast spells indicated on their unit cards with a blue color and spells from a pre-purchased **School of Magic** item (see that section for more information).
- Mages can only cast each spell once per magic action (no matter if it was cast successfully or unsuccessfully).
- Spells do not have an Inspire Cost. Instead, each spell has a Spell Difficulty. Every time a unit attempts to cast a spell, it has to pass a Magic Test.

MAGIC TEST

Choose a spell and roll 2D6. Choose the higher result. Add the result to the unit's Arcane Mastery Statistic. If the sum is equal or higher than the spell's difficulty, the test is passed.

If the test is passed, follow the rules in the spell's profile.

If the test is failed, nothing happens. If the spell limit was not exhausted, the caster can attempt casting the next spell.

Magic Test - Critical Results

- Mana Burn** - If two "1" results are rolled in a Magic Test, the test instantly fails and no reroll or dice modifying effects can be applied. The caster also loses 1 HP.
- Mana Focus** - If two "6" results are rolled in a Magic Test the caster gains 1 Inspire Token.

SPELLS

After the Magic Test of a spell is passed, resolve the rules stated in its profile.

MAGIC ATTACKS

Some spells are **attacks**. Magic attacks have the damage icon and the die icon in their profile. On top of being magic attacks, those attacks are also melee or ranged attacks. When the magic attack spell is successfully cast during a magic action, perform it right away in the same manner as a regular attack. No matter if the magic attack is melee or ranged, magic attacks use the Arcane Mastery Statistic when changing Mastery Results to HITS.



BATTLE FOCUS ACTION

A unit can use a battle focus action to gain 1 Inspire Token. A battle focus action can be used once per unit's turn.

FLEE ACTION

When a unit is in combat, it cannot move. In order to leave combat, a unit has to use a Flee Action.

Using a Flee Action

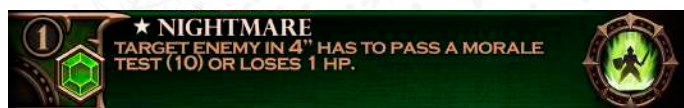
- The Flee action can only be used when a unit is in combat.
- The Flee action can only be used as the very first action in a unit's turn.
- After using a Flee action, the unit has to pass a Morale Test (10).
- The test's difficulty is increased by 1 for each enemy in combat with the unit except the first one.
- **If the test is passed**, the unit can move up to the number of inches indicated by its Move Statistic, and then continue its turn.
- During this move, a unit can move through the unit(s) it was in combat with.
- In this move, the unit has to leave the combat and cannot enter combat with another unit. If there is no space to place the unit that meets those conditions, the flee action cannot be used.
- After fleeing, the unit cannot charge in the same turn.
- **If the test is failed**, the unit's turn immediately ends!

MORALE TEST

A Morale test is performed in a flee action and as a result of various effects that require a unit to pass a Morale Test. Every Morale Test has a numeric indicator of its difficulty.

In order to perform a morale test, roll 2D6. Choose a higher result. Add the result to the unit's Morale Statistics. If the sum is equal or higher than the test's difficulty, the test is passed. If the sum is lower than the test's difficulty, the test fails. If you roll **two "1" results** in a Morale Test, the test instantly fails and no reroll or dice modifying effects can be applied.

Some abilities may also require performing morale tests.



EXTRA ACTIONS

GAINING ACTIONS IN YOUR TURN

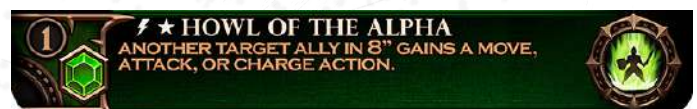
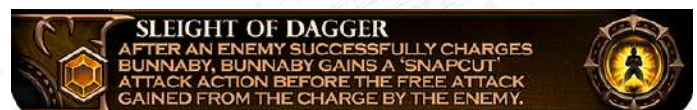
A unit can gain additional actions to perform during its turn as a result of some effects. A unit can gain an action (in which case it chooses which action to use), a specific action (i.e. a move action, or an attack action), or a named action (i.e. 'Backstab' attack action, which is a skill printed on the unit card).



- The gained action has to be performed right away and it cannot be stored for later in the turn.
- A unit has to pay the Inspire Cost of the action (if any).
- If a unit cannot or does not want to perform the gained action, the action is lost.
- If the unit gains a specific action (i.e. charge) or a named action (i.e. 'Backstab'), using the action does not exhaust the once per turn limit or a "Unique" rule limit of the action. As a result, that action can be used an additional time in the same turn (before or after the action was gained).

GAINING ACTIONS IN OTHER UNITS' TURNS

A unit can gain and perform actions outside of its turn as a result of some effects. Such an action follows the same rules as a gained action (listed above). An effect will always specifically state which action is received, and the unit can only perform that action, not any other actions, unless they are gained as a result of performing the received action.



Performing actions in other units' turn

An action gained in another unit's is performed immediately.

- Gaining an action in another unit's turn does not begin the activation (turn) of the unit that has gained the action. The action is performed during another unit's turn.
- The once per turn limit of some actions and skills (ie. charge action, an attack with a "Unique" indicator) applies separately to every individual turn, therefore by performing them in other units' turns, it allows them to be used additional times in a round.
- "Until the end of turn" effects last until the end of the turn in which the action was gained and performed.
- "Effortless" ability actions cannot be used in other units' turns.
- After the gained action is performed, continue the turn of the unit whose turn it currently is.

VISIBILITY AND TARGETING

TARGETING

Performing most actions requires targeting a unit. A unit can only target another unit, if the other unit is visible to them. **When a skill instructs a unit to target an ally, the unit can target itself.** When a skill instructs to target another ally, the unit cannot choose itself as the target.

VISIBILITY

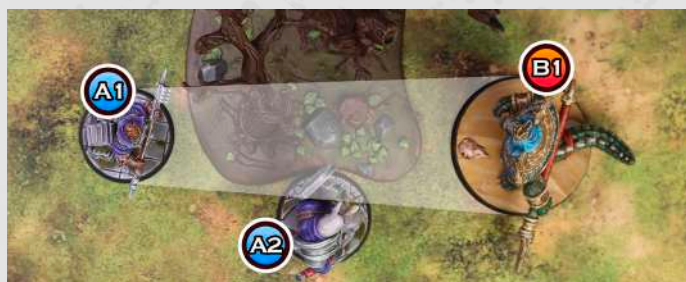
In order for a unit to be visible to another unit, it must be possible to draw a straight unobstructed line ("line of sight") from any point on one unit's base to any point on another unit's base. The line of sight is obstructed by impassable terrain. Other units and passable terrain do not obstruct the line of sight.



B1 is fully visible to **A1**, as **A1** can draw a straight unobstructed line ("line of sight") to **B1**'s base.



B1 is not visible to **A1**, as **A1**'s line of sight is fully blocked by impassable terrain.



A1 can draw a line of sight to **B1**. **B1** is visible because the passable terrain and other units do not obstruct the line of sight.

TARGETING EXCEPTIONS

Some skills affect units without targeting them. Those skills also do not require visibility of the units.

- **"Choose"** - When a skill instructs you to "choose" a unit in a range.
- **"All"** - When a skill applies to "all" units in a range. This includes attacks with "AoE".

Legal Targets

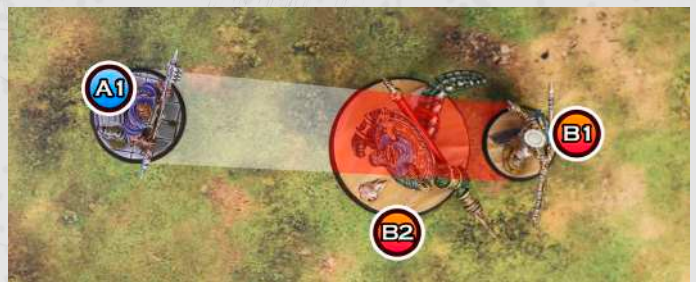
A legal target is a unit that meets all requirements given by a skill or action (its maximal range, visibility, type, etc.).

COVER

When a unit is using a ranged attack against a visible enemy, the defending unit has cover when:

- a line of sight to the defending unit cannot be drawn without it going through passable terrain
- the defending unit's allies with bases larger than the defending unit provide cover in the same manner as passable terrain
- the defending unit is in combat
- the defending unit has cover as a result of skills or is standing in certain types of terrain (check terrain section)

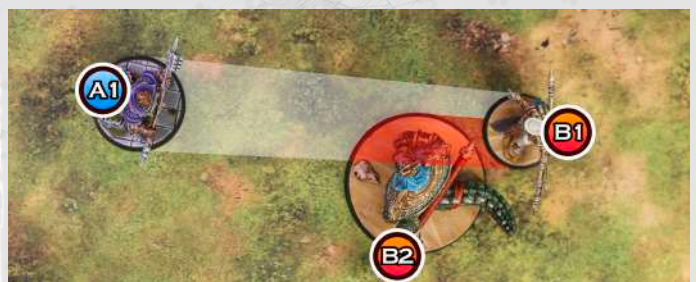
A UNIT THAT HAS COVER CAN **CHANGE ALL INSPIRE RESULTS TO SAVES** WITHOUT SPENDING AN INSPIRE TOKEN WHEN DEFENDING FROM RANGED ATTACKS.



A1 can draw a line of sight to **B1** but there is no way to draw it without going through a bigger model (**B2**), so **B1** has cover.



B1 has cover because **A1** can not draw a line of sight to **B1** without it going through a passable terrain.



B1 does **NOT** have cover. **B1** is standing behind a bigger model (**B2**), but **A1** can draw a straight unobstructed line of sight to it.



Even though **B1** is behind the forest, **A1** can still draw a straight unobstructed line of sight to it. **B1** does **NOT** have cover.

TERRAIN

The game is played on a 30"x 45" playing area. When setting up a game in-house, arrange the terrains on the battlefield in a way that is accepted by both players. We suggest that the terrain models should take up a quarter of the playing area before they are spread out. If the players are unable to agree on the terrain arrangement, put all terrain aside and have each player place one terrain piece on the battlefield alternately until they run out of terrain. Terrain models cannot be placed closer than 3" from each other and from the edge of the battlefield. For competitive play, the placement of terrain is fixed and determined by the event organizer.

IMPASSABLE TERRAIN

The impassable terrain sets the barriers that the units cannot cross with regular movement. Units can never finish movement on the impassable terrain.

Rocks

Although rocks have irregular height, they obstruct the line of sight along their contour.



Buildings

Houses come in two height versions - with just a ground floor or with 2 floors.



PASSABLE TERRAIN

Units can move through and finish movement on passable terrain. When a unit is standing on a passable terrain with any part of its base it is considered to be **in the terrain** and follows the special terrain rules. Units adjacent to terrain are considered to be not in the terrain.

Forest

- When a unit is in a forest, it has cover.
- When a unit is in a forest, all "easy" charges against it are "hard".
- Units cannot begin and end fly move in a forest.
- The tree models are separable from the terrain, when a unit finishes movement on them, remove them from the forest temporarily.
- **Negative Effect:** When a unit begins its turn in a forest, roll a D6. On "1" result, that unit cannot use a charge action this turn.



Swamp

- When a unit is in a swamp, it has cover.
- When a unit is in a swamp, all "easy" charges against it are "hard".
- **Negative Effect:** When a unit begins its turn in a swamp, roll a D6. On a "1" result, that unit cannot use charge action and cannot move (including fly and jump) until the end of its turn (it can still blink and be pushed).



Ruins

- When a unit is in ruins, it has cover.
- When a unit is in ruins, all charges against it are “very hard”.
- When a unit charges across the ruins, the charge is “very hard”.
- Units can move through protruding elements of ruins but cannot finish movement on them. If a unit does not have enough movement to move across those elements with their entire base, the unit stops movement in front of them. The elements do not block vision.
- **Negative Effect:** Roll a D6 when a unit begins its turn in ruins, finishes a move in ruins, or moves across ruins (does not include flying or jumping over ruins). On a “1” result that unit loses 1 HP. Roll only once per ruins per turn.



High Ground

- High Ground does not grant cover, even if the line of sight goes through it.
- High Ground does not affect the charge type when the charge's path goes through it.
- When a unit in high ground uses a ranged attack against a unit that is not in high ground, the attack has “reroll any number of dice”.
- When a unit in high ground uses a charge action against a unit that is not in high ground, it may reroll the charge test.



Fences

- Fences provide cover. In order to get cover from a fence, the defending unit has to be in 1” from the fence and there has to be no straight unobstructed line of sight between the attacking and defending unit.
- When a unit charges across a fence, the charge is “hard”.
- Units can move through fences but cannot finish movement on them. If a unit does not have enough movement to move across the fence with their entire base, the unit stops movement in front of it.
- When a unit is pushed into a fence, the unit stops in front of it and becomes stunned.



RANGED ATTACKS FROM TERRAIN

When a unit is in a passable terrain and uses a ranged attack, that terrain does not obstruct the line of sight for the purposes of cover. However, if the target is in terrain that grants cover (even the same terrain!), the target has cover.

CHARGING FROM TERRAIN

When a unit is in a passable terrain other than “High Ground” and it charges out of it, that terrain obstructs the charge's path for the purpose of determining the charge's type.



TOKENS



DAMAGE

Place the damage tokens on units that are dealt damage to or lose HP. Once the number of damage tokens is equal to the unit's HP Statistic, the unit is destroyed and removed from the battlefield. When a unit restores HP, remove that many damage tokens from the unit.



INSPIRATION

Distribute the Inspiration Tokens (**INS**) to units at the beginning of each round. Inspiration Tokens can be spent to pay the Inspire Cost of attacks and abilities and to improve the attack and defense rolls by changing Inspire Results to Hits or Saves. At the end of round, remove all Inspire Tokens from all units.



SHIELDS

When a unit gains a shield, place a Shield Token on it. When a unit with a Shield Token takes damage, you must discard a shield token for each damage, instead of placing damage tokens on it. At the end of each round, remove all shields except from 1 from each unit.

When a unit is caused to "lose HP" (instead of "receive damage"), it cannot discard Shields to prevent it.

Effects of attacks with "On damage:" keyword are not applied if the entire damage was prevented.

OTHER TOKENS

Some armies and individual units have their own dedicated tokens. Rules for those tokens can be found in the army descriptions and on the unit's cards. Those tokens are not condition tokens, unless stated otherwise.



CONDITION TOKENS

Non-stackable - a unit cannot have more than one non-stackable token with the same name. Do not place additional tokens with the same name on the unit when it already has one.

Status - as long as a unit has a token with a Status, apply the status' effect to the unit. At the beginning of a unit's turn remove all tokens with Status from a unit. When a token is removed this way, the status' effect keeps applying to the unit until the end of its turn. Status effects from the tokens with the same name do not stack.



BLIND TOKEN - Non-stackable. Status effect: When the blinded unit performs an attack roll (melee, ranged, or magic), it deals 1 damage to itself for each blank result (after the enemy's defense roll).



IMMOBILIZE TOKEN - Non-stackable. Status effect: A unit cannot charge. Its Move Statistic and skill effects that allow it to "Move" are reduced by 1 (if it is on Large Base), by 2 (if it is on a Medium Base, and by 3 (if on a Small Base). The unit cannot move as a result of effects with "Fly" and "Jump".



SILENCE TOKEN - Non-stackable. Status effect: A unit cannot use the magic action. All unit's abilities have +1 Inspire Cost.



WEAKNESS TOKEN - Non-stackable. Status effect: A unit has -2 Melee Mastery, -2 Ranged Mastery, and -2 Magic Mastery.



SPOTTED TOKEN - Non-stackable. As long as a unit has this token, all ranged attacks against it have 'Ignore Cover' keyword and the effects of ranged attacks with 'At half range:' keyword are applied to it even if they are performed from over the half range. Remove this token at the end of a round after all other effects are resolved.



STUN TOKEN - Non-stackable. The next time the unit with a Stun Token would perform an action, that action is lost and the unit discards the Token. This effect also applies to actions that the unit would gain in other units' turns.



DOT (DAMAGE OVER TIME) TOKEN - At the end of a unit's turn, roll a D6 for each DOT token. For each 1 - 4 result, the unit loses 1 HP. For each 5 and 6 result, it removes 1 DOT token. A unit can spend 1 action to remove all DOT tokens. The damage from DOT ignores shields.

TRAITS AND LOYALTY

Each unit has a number of Traits that can be found in the panel below its name. Race traits and Loyalty Bonuses can be found at bloodfields.net in Library>Bases where all army overviews are currently located. When you create a roster on bloodfields.net, the rules will also be located at the bottom of your roster sheet.

RACE TRAIT

The first trait on each unit card is their Race Trait. It provides units with additional rules.

LOYALTY BONUS

When all units in the roster are from the same army, the units receive an additional bonus that is different for each army. If you mix and match units from different armies within a realm, the bonus will not be applied. Adding Mercenaries to your roster does not prevent you from gaining the Loyalty Bonus.

SECONDARY TRAIT

The traits following the Race Trait on the unit cards are their secondary traits. These traits are used across all armies and can be found on many units.

If you will find a secondary trait on a unit card that is not listed here nor in army overview, the trait has no effect. We are currently removing a number of outdated traits from the unit cards.

MAGE - this unit can use the magic action and cast 2 spells in it.

ARCHMAGE - this unit can use the magic action and cast 3 spells in it.

WARMACHINE - this unit has no defense roll against melee attacks, it cannot use the charge action and flee action, it cannot use items.

BEAST - this unit gains 1 Inspire Token after 3 or more damage is dealt to it with a single attack.

SUPPORT TRAIT

Almost every army has access to one or more type of units with a support trait. Supports represent an inexpensive and expandable assistance to your army.

Support units can be added to a roster in multiple copies (up to 4 per type). Each support unit has a separate HP pool, its own Inspire Tokens, and does not have to be located close to other support units on the battlefield.

Support Activation

The difference between support units and regular units is that they all perform their turn in a single Support Activation. Once a player activates their supports, he or she takes actions, one by one, with all their support units. Only after all support units perform all their actions, the other player can proceed with their activation.

In each round, a player gets to perform only one Support Activation and needs to control at least one support unit in order to do it.

Support Deployment

At the beginning of the game, during the deployment, all the support units are deployed together at the same time in a single deployment.

In some armies, you will be able to deploy additional support units during the battle with certain skills. After you deploy a support this way, it will be able to perform its actions starting with the next Support Activation. If a support is deployed during the Support Activation, it will not be able to perform actions in that activation.

If another unit uses a skill that deploys a support, it has to choose a visible space to place it and the support must be deployed fully in the skill's range.

Support units cannot be deployed in combat (unless the ability explicitly allows it). If an effect would cause a support to be deployed into combat, place it 1/16 of an inch from the enemy. If there is no legal space to deploy a support, it does not enter the battlefield.

As a result of some effects, supports are deployed adjacent to another unit upon that unit's death. In that case, first deploy the supports, and then remove the destroyed unit's model from the battlefield.

Destroying a unit that was deployed during the battle still grants Victory Points in the same manner as destroying other units.

Inspiration generated by Support units

No matter how many supports a player controls at the beginning of the round, they only generate 1 Inspire Token (not 1 for each support unit)

Claiming objectives with Supports

No matter how many support units a player has next to an Objective, all supports count as 1 unit for the purpose of claiming it.

Fleeing combat with Supports

No matter how many supports are in combat with a unit, when the unit uses a Flee Action, they all count as 1 unit for the purpose of the Morale Test difficulty.

WARMACHINE SHOTS

Warmachine shots are special attack keywords that represent the physics of an attack. These attacks can be found not only on units with 'Warmachine' trait but also on some regular units. All Warmachine Shots are ranged attacks and follow their rules and restrictions, including using the unit's **Ranged Mastery** to change Inspire Results to Hits in attack rolls.

BALLISTIC PROFILE

Artillery Shot and Cannon Shot have a Ballistic Profile that provides a deviation modifier information. Before using these shots, first establish the range. You will later apply the corresponding modifier value to the Scatter Test.



ARTILLERY SHOT

Using Artillery Shot

1. Target an enemy that:
 - > is within the range allowed by the unit's Ballistic Profile
 - > is visible by any allied unit (not necessarily the one performing the Artillery Shot)
2. Place a Round Template in any way in which the entire target's base is under it.
3. Perform a Scatter Test

Scatter Test

Roll a Scatter Die:

- HIT - the shot hits directly in the center of the template.
- BLANK - the shot fails and does nothing.
- ARROW & NUMBER - the shot deviates from the original target location in the direction indicated by the **arrow** and by the number of inches indicated by the **number**. The number is modified by the modifier indicated in the unit's Ballistic Profile.

Artillery Shot Damage

ALL units, friendly and enemy, that are in any part under the template are attacked separately, starting with the unit closest to the center of the template. Artillery shot has '**Ignore Cover**' attack rule. Additionally, artillery shot has an '**Armour Penetration**' attack rule against units that are in any part within the smaller ring of the template.



The catapult has chosen to locate the template over **A1**. The Scatter Test resulted in the 5" deviation in the direction on the Scatter Die. Instead of attacking **A1**, the Artillery Shot will attack **B2** and **B3**.

COVER & FRIENDLY FIRE

In all Warmachine Shots regular rules for cover apply but there is no friendly fire risk (a unit in combat still has cover).

WARMACHINE SHOT TYPES

- **Artillery Shot** - a launched projectile with huge range and AoE, ignores cover and ignores armour if hits directly.
- **Cannon Shot** - a straight blast that deals damage in the point of impact and on a line behind it.
- **Array Shot** - a cone-shaped hail of projectiles that generates a large amount of attack dice.
- **Piercing Shot** - a straight ranged attack that deals damage to every unit it passes through.

CANNON SHOT

Using a Cannon Shot

1. Choose a point on the shooting unit's base from which the shot will originate.
2. Target a visible point that is within the range allowed by the unit's Ballistic Profile.
3. Perform a Scatter Test

Scatter Test

Roll a Scatter Die:

- HIT - the shot hits directly at the targeted point.
- BLANK - the shot fails and does nothing.
- ARROW & NUMBER - the point deviates from the original location in the direction indicated by the **arrow** and by the **number** of inches indicated by the number. The number is modified by the modifier indicated in the unit's Ballistic Profile.

Cannon Line of Damage

After the targeted point's final location is established, roll 2D6 and sum the results. Then, attack every unit on the Line between the targeted point and 2D6 inches behind the point. The width of the Line is 1/8 inch. The direction of the Line is the continuation of a line between the chosen point on the unit's base and the targeted point. The Line of Damage moves through units but ends if it reaches impassable terrain.

Cannon Damage

All units, friendly and enemy on the Line of Damage are attacked separately, starting with the units closest to the shooter. Cannon shot has an '**Armour Penetration**' attack rule.



The cannon has chosen **A1** as the target. The Scatter Test results in 3" deviation in the direction on the Scatter Die. The cannon's Line of Damage will now go through and attack **B1**.

ARRAY SHOT

Using Array Shot

1. Place an array template adjacent to the unit using the attack (the template varies depending on the base size!)
2. Establish the number of enemy units under the template.
3. Roll 2D6, sum the results, add the number of enemy units established in point 2. The sum is the number of attack dice for the array shot.
4. Distribute the attack dice among the enemy units, with at least 1 die allocated to each enemy.
5. Perform a separate attack roll against each enemy in any order with the number of attack dice chosen in point 4.

For example, a roll of “3” and “4” (sum 7) with 3 enemy units under the template allows the player to distribute 10 dice. A player can attack the first unit with 1 die, the second unit with 3 dice, and the third unit with 6 dice. The player must distribute at least 1 die to each enemy.



When the template is placed this way, the Array Shot gets +3 dice and has to attack each enemy unit with at least 1 die.

PIERCING SHOT

Using Piercing Shot

1. Draw a straight line in any direction originating from any point on the unit's base.
2. The line ends at the shot's range or when it reaches impassable terrain.
3. Attack every unit on that line separately, starting from the closest.

Targets in cover and in combat

In Piercing Shot, regular rules for cover apply but there is no friendly fire risk (a unit in combat still has cover).

ITEMS

Items and Itemization

When creating a roster on bloodfields.net you can add personal items to each of your units. Items cost additional blood points. When a unit is destroyed, the enemy also gets the Victory Points equal to the cost of the items (even if they were already used). The cost of items counts towards the unit's cost for the purpose of Champion Slayer mission. A unit can have 4 items equipped overall and only one copy of the same item. Units with 'Support' and 'Warmachine' trait cannot use equippable items.

Potions

Potions grant a temporary boost. A unit that possess a potion may use it during its turn as an effortless action. Once a potion is used, apply its effects to the unit and place a damage token on the potion. That potion cannot be used again.

Only one potion can be used by a unit in its turn.

Charms

Charms allow a unit to apply certain effects. Charms may be used during the unit's turn, during other unit's turn, and in reaction to certain events. Using a charm is not an action. Once a charm is used, place a damage token on it. That charm cannot be used again. **There is no limit to how many charms can be used by a unit in a turn and in a round.**

Schools of Magic

Schools of Magic items grant units access to additional spells. You can learn more about Schools of Magic in the following section.

SCHOOLS OF MAGIC

Mages in the game you have an option to get additional spells from School of Magic items. They can be purchased in the roster creator.

Schools of Magic

There are 3 Schools: of Battle, of Protection, and of Grace. Each school excels in a different type of magic. Each School has a list of 5 additional spells that are available to that Mage throughout the game. These spells are cast and follow the same limitations as other spells printed on the units' cards.

Each spell from each School of Magic can be cast by the same player only once per round. This means that if two allied Mages have access to the same school of magic, after one of them casts (successfully or not) a certain spell, the other Mage won't be able to attempt it for the remainder of the round.

In order to browse the available Schools of Magic and the powerful spells within them, check out the Library>Resource tab on bloodfields.net.

GAMEPLAY RULES AND FAQ

RULES PRIORITY

- Rules from unit cards have priority over the rules from this rulebook.
- If two effects from the unit cards contradict each other, you will be able to find the effect's priority in the card's FAQ on bloodfields.net. Feel free to reach out to us for answers in any of those situations so the FAQ can be updated for all players.

MEASURING

- Players are allowed to measure all distances on the battlefield at all times.
- The distances and ranges between units are measured between the closest points of their bases.

EDGES OF THE BATTLEFIELD

Edges of the battlefield are impassable terrain.

EFFECTS' ORDER

When two or more effects trigger at the same time, the player whose turn it is currently, chooses the order in which they are resolved. If it is neither player's turn (i.e. at the beginning or the end of round), the player with the Initiative Token chooses the order.

UNITS BASES

Some models may have parts that are protruding over the edges of their base. For all purposes like placing units in combat, moving, establishing charge difficulty, visibility, and cover consider only the bases of the units. Treat the protruding parts as if they were not there. In some situations, replacing a unit with an empty base may be required to properly place it on the battlefield.

REROLLING DICE

Each die can only be rerolled once by each player.

ATTACKS WITH VARIABLE DICE AND DAMAGE

Some attacks have a number of attack dice and damage dealt that changes each time the attack is used. If an attack has a variable number of attack dice, roll the indicated die before each attack, to determine the number of attack dice to use. If an attack has a variable damage number, roll the indicated die **for each unsaved hit** to determine the amount of damage dealt to the enemy.

REROLL AND DICE MODIFICATION ORDER

After a player rolls any dice, first, the opponent may use any dice reroll or dice result modifying effects available to them in any order. Afterwards, the player who rolled the dice may do the same. Once the player who rolled the dice finishes or passes doing so, the enemy player can no longer use any effects that affect the dice's results.

CHARGING WHEN IN COMBAT

In some rare situations, units can be allowed to charge while in combat or charge as if they were not combat. In these cases, the units are not allowed to choose an enemy that they are already adjacent to as a charge's target.

PRINTABLE ADDENDUM

In a Library>Resource tab on bloodfields.net, you will find sheets with all the printable Bloodfields accessories:

- Tokens
- Terrains
- Artillery Templates
- School of Magic cards
- Rules Reference Sheet

CREDITS

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Thank **you** for playing and being a part of our community!

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