WARHAMMER Diskwars

SETUP

1. **Define Battlefield** - measure 3'x3' area, using corners to mark.
2. **Create Supply** - Place activation, battle ability, damage, empowerment, initiative, and wound tokens near the battlefield.
3. **Deployment Edges** - Players select edges. Opposite edges in 2p game.
4. **Determine Initiative** - Each player rolls d6 + unspent recruitment points. Re-roll on ties. Highest adjusted roll assigns all initiative.
5. **Scenario & Objective** - Shuffle scenario cards.
   - Scenario - last player draws 2 cards & places 1 face up. Its scenario ability affects the game, not objective.
   - Objective - Reshuffle cards, except scenario and deal 1 facedown to each player. Each player gains VPs per their secret objective.
6. **Create Deployment Zones** - Shuffle & deal deployment cards = total # of all regiments face up. In reverse initiative order, take turns picking and placing cards on their board edge, either side face up. Adjacent to other card forms 1 zone, special abilities on either card apply to whole zone.
7. **Place Terrain** - Shuffle all terrain cards, deal 4 face up.
   - In reverse initiative order, take turns picking 1 card & placing terrain.
   - Must be > short range away from other terrain and board edge.
8. **Deploy Disks** - In reverse initiative order, place disks within sides of deployment zones cards and within medium range of board edge
   - Must place # disks in each zone equal to value on zone card
   - Must place all heroes, may overlap disks. Leftovers go in Reserves.

ARMY CONSTRUCTION

Armies - Consist of # of regiments (typically 2-3)
- May not have Order and Destruction in same army.
- May not have more than 1 copy of unique (🚩) disk in army.
- Must have at least 1 unique (🚩) hero in army.

Regiments - Choose 1 hero to lead. Disk points ≤ hero points.
- Hero cannot recruit disks affiliated with another race.
- Hero must have # small disks ≥ # medium+large. Hero doesn't count.
- Each regiment may not have more than 3 copies of same small disks, 2 copies of medium disk, 1 copy of large disk.
- No more than 1 elite (🏆) per regiment.

Command Cards - Choose # equal to sum of hero command values.
- May not choose more than one of same card (by title).

SYMBOLS REFERENCE

Dice & Factions	Disk Stats	Tokens & Dmg Types
▪ Battle dice	♠ Movement	✿ Damage token
🏵 Hit result	⚙ Attack strength	✪ Physical Damage
👹 Critical hit result	◉ Counter strength	🔥 Arcane Damage
✗ Miss result	✿ Toughness	🩸 Wound token
➚ Scatter result	🛡 Stamina	◉ Activation token
✳ Chaos result	🚩 Unique disk	👑 Empowerment
🐉 High Elf	🏆 Elite disk	token
🐗 Orc	O Focus ability	
☯ Chaos	▶ Ranged attack	
🦅 Empire		

TURN SEQUENCE

Empowering Disks (👑) - Place token on disk, gains +1 ⚙◉⚙.
Engages - When disk pinned by enemy, both engage each other.
Overlapping - When disk over disk/terrain. Does not have to touch.
Pinning - If disk is over another disk (pinned) w/no disk in between.
- If stack of disks, top disk pins middle disk only, middle pins bottom.
- Pinned disks may not be activated; command card battle abilities ok

Range - Short, Medium, Long, Siege (any beyond long). Measure any time
Reserve - May activate disk in reserve to place in your deployment zones.

Activation Phase

1. **Choose Command Cards** - Secretly pick 1, reveal together.
   - Must play one if able, until all players' disks are activated/pinned.
   - Do not have to reinforce from reserves.
   - May look through opponent's command card discards.
   - One disk (even activated/pinned) may use battle ability in resolve step.
2. **Resolve** - Steady>Devious>Bold>Steady. All>Slow. Tie: in initiative order Activate (◉) # unpinned & unactivated disks = card #. Each does 1 of:
   - MOVE - flip end over end up to # times equal to movement (♠).
     - Must stop if pins enemy (unless started flip pinning same enemy).
   - FOCUS ABILITY (O) - may resolve ability, if on disk.
   - PASS - do nothing.
   - RANGED ATTACK (▶) - may attack disk it is pinning or ally, but not itself.
     - LOS - any part of disks. Can trace in/out, not through blocking terrain.
     - Must be ≤ max. range. Roll # dice (▪):
   - ➚ - roll again against closest disk in short range (or most overlapping)
     - If multiple ➚: resolve each against different disk, in order of nearest 1st. If more ➚ than disks, repeat from closest.
     - Resolve before 🏵,👹 dice. Ignore ➚ & ability triggers on re-roll.
     - If ranged is random d6, use d6 result from initial roll.
     - May hit shooter if close enough.
   - 🏵 - do damage = range strength (✪ or 🔥). Ignore at siege range.
   - 👹 - do damage = range strength (✪ or 🔥). Activate (◉) target.
   - ✗ - miss, no effect.
   - ✳ - no effect, unless specified on disk.
3. **Discard** - Discard card. Repeat phase until all disks activated/pinned.

Melee Phase

1. **Resolve Engagements** - disk on top is attacker, bottom defender.
   - First player chooses order that engagements are resolved.
   - If multiple disks attacking/defending, starting with attackers, each chooses 1 target. If 3+ players involved, choose in initiative order
   - Add damage tokens (✿) simultaneously, attacker (⚙) & defender (◉).
   - If damage ≥ toughness (✿), remove damage, add wound (🩸).
   - If wounds (🩸) > stamina (🛡), place in casualty pile.
2. **Resolving a Scrum** - when multiple engagements overlap.
   - Results in one disk becoming embattled (enemy disk above & below).
   - Resolve one engagement at a time, starting at top of the pinned disks (the one where the embattled disk is the defender).
3. **New Engagements** - if formed during melee, do not resolve this phase.

End Phase

1. Remove all tokens from disks, except wounds.
2. Return all command cards to hand.
3. Game ends after 5 rounds; move any disks in reserve to casualty pile.

Winning the Game

1. Total VPs based on objective, most wins. Ties in initiative order.
2. If player has no disks on board, eliminated. Last player left is winner.

Disk Abilities

Flank - A disk with flank can be reinforced from any battlefield edge, except into an opponent's deployment zone or in such a way that it pins an enemy disk. A disk reinforced with flank must be placed so that it is completely within the battlefield but touching a battlefield edge. Reinforcing with flank is optional; a disk with flank can also be reinforced into a deployment zone normally.

Flying - A disk with flying ignores disks and terrain during movement. A disk with flying still counts as pinning any disk or overlapping any terrain piece that it ends its movement on.

Frenzy - A disk with frenzy can attack all disks it is pinning, instead of just one disk.

Immune (X) - A disk with immune (X) cannot be targeted or damaged by X (keywords, ✿, ▶, etc.).

Impact X - A disk with impact deals physical damage equal to its impact value to each disk it pins after a flip. A disk cannot deal impact damage to a disk it was already pinning prior to flipping. Impact damage is not applied when a disk is deployed or reinforced pinning another disk, or when a flying disk moves over a disk without ending its movement.

Magic X - A disk with magic can activate to deal arcane damage equal to its magic value to a target enemy within medium range. Using magic is considered to be resolving a focus ability, and is not a ranged attack.

Mobile - A disk with mobile can use its focus ability or ranged attack when making a move action. The focus ability or ranged attack must be resolved separately, either before or after the move action is resolved.

Relentless - A disk with relentless does not have to stop moving the first time it pins at least 1 enemy disk during movement.

Resistant (X) - A disk with resistant (X) takes only half the amount of damage each time it is dealt damage by X, rounded up (keywords, ✿, ▶, etc.).

Scout - A deployed disk with scout may make a free move action before the first activation phase of the game. The disk cannot overlap or deal damage to an enemy during this move. If multiple players have disks with scout, resolve each player's scouting in initiative order. A disk making a scout move is affected by terrain, as normal. No activation token is placed on the disk after it scouts.

Slow (�‌), (🌑), or (�‌,🌑) - A disk with slow deals the damage from its specified strength value after other disks in melee combat that do not also have slow. This means that a disk with slow can be removed as a casualty before it deals its damage.

Strider - A disk with strider ignores terrain abilities during its movement.

Swift (�‌), (🌑), or (�‌,🌑) - A disk with swift deals the damage from its specified strength value before any other disk in melee combat that does not also have swift. If this is enough damage to remove an enemy disk as a casualty, then it does not deal its melee damage.

Big Boss - The Big Boss' special ability can remove activation tokens from any disk with "Boyz" in its title.

Hellcannon - When the Hellcannon rolls a ✷ result during a ranged attack, it must flip toward the nearest disk it is not pinning. If the Hellcannon is able to overlap the nearest disk with its flip, it must do so. However, it is up to the controlling player how best to flip it, provided the end result is that it overlaps the nearest disk, if able.

Kairos Fateweaver - An activation token is placed on the disk reinforced with Kairos Fateweaver's ability.

Plaguebearers - The Plaguebearers' ability is active at all times. If an empowered disk moves within short range of the Plaguebearers, it loses its 🔼, even if it immediately moves out of range.

Steam Tank - When activating to make a ranged attack, the Steam Tank can choose to use any one of its three ranged attacks, provided the range requirement of the attack is met.

Tyrion - Tyrion makes a separate d6 roll for each disk he engages.

Command Card Abilities

Order or Destruction Only - These command cards can only be chosen by a player who has a hero in his army of that faction affiliation.

Unstable - This keyword appears on command cards with a battle ability that can potentially backfire on the disk using the ability. When resolving the ability of a command card with this keyword, roll 1 battle dice. On a ✷ result, apply the effects of the ability to the disk that used the ability in addition to all targets.

"Winds of Morai-Heg" - This ability has no affect on a disk that already has a maximum range of siege range.

"Nurgle's Rot" - If "Nurgle's Rot" is used on a disk that is already damaged, that disk immediately takes a wound (and the damage is removed) if the amount of damage on the disk now exceeds its new toughness.

"Blood for the Blood God" - "Blood for the Blood God" ignores the normal rules for resolving engagements in a scrum. It can resolve any engagement the disk is involved in, whether or not that disk is embattled.

Terrain Abilities

Control Terrain - if 1+ disks overlap with no enemies overlapping.

Blocks Sight - This terrain blocks line of sight.

Cover - A ranged attack that targets a disk overlapping this terrain rolls 1 fewer battle dice (to a minimum of 1). This does not affect scatter rerolls.

Dangerous (✿ or ✤) - If a disk overlaps this terrain after a flip or after being reinforced, roll a d6. Deal damage of the specified damage type to that disk equal to the result of the roll. Taking damage does not end a disk's movement action. Do not roll a d6 when deploying disks on dangerous terrain.

Defensive - A disk overlapping this terrain gains swift (🌑).

Fortified - A disk overlapping this terrain gains immune (impact damage).

High Ground - A disk overlapping high ground can draw line of sight across anything that blocks sight.

Rough - If a disk overlaps rough terrain after a flip, it must immediately stop moving. A disk does not have to stop moving after a flip if it was already overlapping that rough terrain prior to the flip.

Cave - ⚔ results can be resolved against disks overlapping the Cave, even if the disk targeted by the ranged attack is not overlapping the cave.

Ruined Windmill - When reinforcing a disk with the Ruined Windmill's special ability, the reinforced disk does not have to be completely within the bounds of the Windmill, just overlapping it.