

RUNEWARS

MINIATURES GAME



Tournament FAQ

Summary of changes in this version

VERSION 1.0.0 / EFFECTIVE 08/07/2017

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Errata

This section includes errata to rules and cards in the **RUNEWARS: MINIATURES GAME**.

Learn to Play

The following errata apply to the version of the Learn to Play included with the Core Set.

Objective Cards, page 15

The third paragraph of this section should read:

“If an objective card has a “Setup” section, players resolve that section’s instructions during the “Resolve Objectives” step of setup found on page 4 of the Rules Reference.”

Frequently Overlooked Rules, page 24

The fourth bullet of this section should read:

“Exhausted cards are only readied when the unit they are equipped to performs a rally (🌀) action or spends an inspiration token.”

Rules Reference

The following errata apply to the version of the Rules Reference included with the Core Set.

Line of Sight, page 13, section 46

The first paragraph of this section should read:

“To perform a ranged attack (🎯) or resolve other ranged effects that require line of sight, a unit must have line of sight to its target.”

Modifying Dice, page 13, section 51.4

The first paragraph of this section should read:

“Abilities that add icons are resolved before abilities that change dice, and abilities that change dice are resolved before abilities that remove icons as follows:”

Morale Test, page 14, section 53.7

Section 53.7 should be added:

“When there are no cards remaining in the morale deck, shuffle the discard pile and then place it facedown as the morale deck.”

Reform, page 16 section 68 and 68.2

The first paragraph of this section should read:

“Reform (🔄) is an action. When a unit performs a reform (🔄) action, that unit can be picked up, rotated, and placed on the play area facing any direction as long as the unit’s center point remains in the same position and the unit does not overlap or touch any obstacles it was not already touching.”

The second bullet of section 68.2 (page 17) should read:

“The active unit cannot be touching any new enemy units or other new obstacles.”

Terrain, page 19, section 81.9

The bullet for **Exposed** should read:

“**Exposed:** When a unit measures line of sight, it ignores this terrain if it is not measuring line of sight to this terrain.”

Timing, page 20, section 83.11

Section 83.11 should be removed. That section formerly read:

“Resolving an upgrade-card effect is optional unless otherwise specified.”

Rule Clarifications

This section includes additional clarifications about rules in the **RUNEWARS: MINIATURES GAME**.

Open, Derived, and Hidden Information

Open Information

Open information is any information about the game, game state, or units that is available to all players. This includes faceup morale cards, any relevant tokens, the chosen objective and deployment, discarded upgrade cards, and any other information continuously available to all players.

All players are entitled access to open information and cannot hide open information from an opponent or omit specific details. A player must allow his or her opponent to discover the information themselves if they attempt to do so.

Derived Information

Derived information is any information about the game, game state, or units all players have had the opportunity to learn through card/game effects or through the process of deduction using open information. This includes each player’s current score, how many of a particular morale card might remain in a morale deck, which unit a command tool belongs to, etc.

Derived information may be marked with the use of a token or other indicator so that players remember the information. A player cannot misrepresent derived information or hide the open information necessary to discover derived information.

If derived information is dependent on a player’s previous decision or action, he or she must answer truthfully when asked about that decision or action. For example, Steph chooses her Spearmen unit for the objective Bounty. During a round later in the game, Bryan forgets which unit was chosen and asks Steph. Steph must answer honestly which of her units she chose for the objective.

Hidden Information

Hidden information is any information about the game, game state, or units unavailable to one or more players. This includes facedown morale cards (even if they were previously faceup), unrevealed command tools, cards within the morale deck, etc.

A player cannot learn hidden information without the aid of a game effect, rule, or another player verbally communicating the information. However, if a player that has access to hidden information about the game or a card and chooses to verbally share it with his or her opponent, that player is not required to tell the truth.

Expansion Rules

This section compiles expansion rules introduced in the **RUNEWAR: MINIATURES GAME**.

Adding Trays

When a tray is added to a unit, a new tray of the unit's type is connected to that unit.

- When adding a full tray to a unit, a figure corresponding to that unit's card is slotted into each empty slot of that tray.
- If adding a tray to a unit would cause that unit to overlap an obstacle, that tray cannot be added to that unit.
- When adding a tray to a unit, the tray must be connected so it is in the unit's back rank.
 - If the back rank of the unit is a full rank, and if the unit has fewer than four ranks, the added tray can be connected to the unit's back edge, creating a new back rank for that unit.
 - If the unit has four full ranks of trays, a new tray cannot be added to that unit.

Card Clarifications

This section clarifies individual cards and explains various card interactions.

Unit Cards



Ardus Ix'Erebus

Ardus also gains the melee attack (M) and ranged attack (R) surge abilities from nearby ally units that are on upgrade cards equipped to those units.

Ardus can also resolve a surge ability on an ally's upgrade card that must be exhausted or discarded. That ally must then exhaust or discard that upgrade card.

If an effect such as Combat Ingenuity reduces the number of M icons preceding an ally's surge ability, the number of M symbols is also reduced when Arduus resolves that ability.



Kari Wraithstalker

Kari's surge ability does not require line of sight.

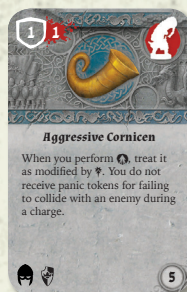


Lord Hawthorne

Lord Hawthorne can continue to perform additional melee attacks (M) against enemy units that Lord Hawthorne has not targeted during the same activation (each M is an additional instance required to trigger Lord Hawthorne's ability).

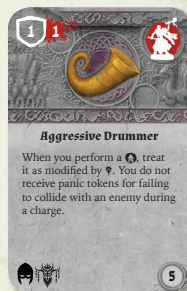
Lessons of Seragart is resolved after building armies and defining the play area. In tournament play, this ability is resolved before game setup.

Upgrade Cards



Aggressive Cornicen

A unit equipped with this card that performs a march (M) with a turn (T) or wheel (W) modifier treats that M as modified by a charge (C) in addition to the other movement modifier.



Aggressive Drummer

A unit equipped with this card that performs a march (M) with a turn (T) or wheel (W) modifier treats that M as modified by a charge (C) in addition to the other movement modifier.



Heartseeker

A unit equipped with this card can ignore line of sight, but must still choose only targets that are in its front firing arc.



Wind Rune

When a unit equipped with this card performs this skill action as a bonus action, it performs it after its selected action.



Wraith Step

When Kari is engaged only with a unit that is occupying terrain, the edge of the terrain is treated as that unit's front edge all the way around, so this ability has no effect.

FAQ

This section answers frequently asked questions about the **RUNEWARS: MINIATURES GAME**.

Adding Trays

Q: What is a unit with more trays than it started the game worth when determining score?

A: The unit's maximum points value is equal to its starting value.

Damage

Q: While attacking, can damage be assigned to figures in the backmost rank that are in different trays?

A: Yes. As long as the attacker assigns damage to one figure at a time and follows the other rules of assigning damage.

Figure Upgrades

Q: When assigning damage to a figure upgrade, does the attacker need one accuracy icon per point of damage assigned?

A: No. For each accuracy icon assigned, the attacker can assign damage to that figure until that figure suffers one wound, then that accuracy icon is spent.

Q: If a figure upgrade in the front rank of a unit that is of a different type than that unit's trays is destroyed (for example, a siege figure in an infantry unit) how is that figure replaced?

A: Remove a tray from the backmost rank that is as full as possible with figures that match that unit and replace that figure upgrade's tray with it. If there are any empty slots in this tray, replace that empty slot by removing another figure from that unit's backmost rank that matches that unit (if able).

Example: A Reanimates unit equipped with Support Carrion Lancer loses that figure upgrade, which is in its front rank. The Reanimates unit has three ranks, but its backmost rank includes one tray only with 3 Reanimates figures in it. The Waiqar player removes the Carrion Lancer tray from the front rank and replaces it with the Reanimates tray from the backmost rank. Then, the Waiqar player removes one additional Reanimates figure from the unit's new backmost rank and replaces the empty slot in the tray that replaced the Carrion Lancer tray.

Q: If assigning damage to a figure upgrade that is in the middle tray in the front rank of a unit would cause that unit to be split into two separate groups of trays, must that damage be assigned to another eligible figure?

A: Yes.

Example: A Spearmen unit equipped with Front Line Rune Golem has only its front rank remaining. The Rune Golem figure is in the middle tray of the unit's front rank. That figure upgrade cannot be assigned damage that would cause the unit to be split into two groups.

Q: How is a unit's type treated if a figure of a different type than that unit is the last figure remaining in that unit's backmost rank (for example, a siege figure in an infantry unit) due to that figure upgrade being placed in the middle of the front rank?

A: That unit is still treated as its original type with the same unit card and command tool.

Terrain

Colliding with Terrain

Q: If a unit collides with a terrain piece and does not occupy it, can that unit move through that terrain if it begins the next turn touching that terrain?

A: No. If a unit would overlap an obstacle while moving, that unit's movement is halted.

Q: Does a unit square up with a piece of terrain after it collides with a piece of terrain that is occupied by an enemy unit?

A: No. The unit that moved is treated as if it is already in contact with the front edge of the unit occupying that terrain. The unit that moved does not pivot or square up.

Exiting Terrain

Q: When a unit exits terrain, does the act of exiting the terrain count as performing either the march (👣) or shift (👉) action?

A: Yes.

Occupying Terrain

Q: If a unit with a revealed charge (⚡) or turning charge (🔄) modifier collides with and then enters a piece of terrain that an enemy is touching, does that unit perform its charge melee attack (👊)?

A: Yes.

Terrain Keywords

Q: If a unit is occupying terrain with the Exposed keyword, is line of sight ignored when measuring line of sight to that unit for a ranged attack (🏹)? In other words, can that unit be targeted with a 🏹?

A: Yes. See the errata section “Terrain Keywords” on page 5.

Q: Do other units ignore units and terrain when attempting to target a unit that is occupying terrain with the Elevated keyword?

A: No.

Q: Does a unit receive panic tokens if it begins its activation touching terrain with the Taxing keyword?

A: No.

Measuring Range

Q: Can a player use the range ruler to premeasure by holding the ruler from either end?

A: Yes. A player can select which component to hold the range “1” end of the range ruler over.

Q: Can a player premeasure to a point on the playing area that is not part of a component?

A: Yes. A player can premeasure using the range ruler at any time and can hold the range “1” end of the ruler over the component that is being measured from.

Modifiers

Q: Can both a turn (🔄) or wheel (↻) and a charge (⚡) modifier be applied to the same action by an effect like Aggressive Cornicen?

A: Yes. When these effects are combined the movement is treated as modified by a charge in addition to the other movement modifier, similar to a turning charge (🔄).

Movement

Q: When does squaring up happen? Is it during or after a unit performs a move?

A: After. A collision occurs after a unit performs a march (👣) or shift (👉) action and touches an obstacle. Then, if the unit has collided with an enemy unit it attempts to square up.

Q: Can a unit square up after it moves if it would overlap an ally but would collide with an enemy unit (and squaring up would allow the moving unit to not overlap its ally at the moving unit’s final position)?

A: No. A unit cannot overlap any part of an allied unit at the end of its move, even if squaring up would cause the unit that moved to no longer overlap that allied unit.

Line of Sight

Q: Can a unit that is engaged with its front edge entirely in contact with an enemy unit trace line of sight to another unit through the narrow, unobstructed areas at the corners of the engaged unit’s firing arc?

A: No.

Setup

Place Terrain

Q: What happens if there is no legal placement option for a piece of terrain due to deployment zones or range to play area edges or other terrain?

A: If players cannot place a piece of terrain, that terrain is not placed in the play area.

Resolve Objectives

Q: What happens if there is no legal placement option for an objective token?

A: If players need to place objective tokens but cannot satisfy all conditions, satisfy those conditions to the extent that is possible. For example, if an objective requires four tokens be placed but there is no legal placement option for the fourth token, that token is not placed.

Upgrades

Q: If a unit is in an army of a different faction due to an effect such as Ankaur Maro’s Forbidden Lore of the Shadow Council ability, can that unit equip upgrades of that army’s faction?

A: No. That unit can equip only upgrades that do not have a faction icon.

