



SEASON 2: THE HUNGRY TIDE

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After breaking the chains that bound him to the court of Arbeneaux, Jacques d'Ancourt found what he had always been searching for in Hawthorn Point: freedom. The Colossal Company became his new family. However, the young man's desire to travel and explore Lindwurm led him to accompany his best friend Vercana to the Merchant Alliance. With her help, he reached the City of Sails and joined the crew of the mysterious privateer captain, Starvingson. Fortunately, his lack of experience at sea was not an impediment, and, according to the first mate, the captain, about whom the sailors constantly told incredible stories, loved music. He, however, never met the mysterious captain whilst ashore.

When Jacques boarded the Black Cauldron, he was eager to come face to face with his new boss. Only when the coast was far away in the distance did Starvingson make an appearance on the bridge. And Jacques... had to make an effort to stay on his feet.

The privateer's body was squeezed into an oversized hetman's coat. An enormous wide-brimmed hat, adorned with an albatross feather, obscured his face. His gait was peculiar, and he emitted a constant grunt. His sailors bowed solemnly as he passed. He paused for a moment beside the first mate, very close to Jacques, and muttered.

"Of course, Captain," the officer replied.

Jacques swore. The privateer hadn't said anything. Then, Starvingson turned toward him. Bright yellow eyes stared at him from under the hat. And two more at stomach level. And two more a little lower still. The privateer waddled across the bridge.

Jacques slumped over the side. A cold sweat trickled down his back. His faithful Hellion was perched on his shoulder.

"They're three gobblers, Vira", Jacques murmured. "Starvingson is three gobblers crammed into a hetman's coat! What have we gotten ourselves into?"

~Jacques Joins the crew of the Black Cauldron, City of Sails

WHAT IS ORGANIZED PLAY?

Organized play is the name given to all events centered around the *Warcrow* game. These events can take many forms: tournaments (both official and casual), leagues, meetups for casual games, painting sessions, demos... and anything else you can think of doing related to *Warcrow*.

HOW DO I PARTICIPATE IN ORGANIZED PLAY?

If you discovered the game through a demo, congratulations — you've already taken your first steps into this world without even knowing it! To continue (or to start, if you haven't been able to enjoy a demo), you'll need to create a [Corvus ID](#), with which you can access the [CorvuSphere](#).

CorvuSphere is Corvus Belli's web application where you can find information about all community-created events for the company's various games. You can sign up for the events that interest you most, as well as view statistics and game data — both your own (once you start participating in events) and those of other players who enjoy the games.

We cannot talk about organized play without making special mention of the Heralds. Heralds are individuals with incredible passion for and dedication to Corvus Belli games, and many events are organized by these Heralds. [Look for the Herald nearest you](#) to ask for a demo (if you haven't already) and to find out how the gaming community in your area is organized.

IS THERE ANYTHING ELSE I SHOULD KNOW?

Each event has its own specifications. You likely won't need to bring anything for demos, but if you are meeting up to play games, you will need the necessary gaming materials. For painting meetups, you will need miniatures, brushes, and paints (and perhaps a lamp, so you don't ruin your eyesight). If you have any questions, the best thing to do is speak with the event organizer and ask for any information you need.

Below, you can find the rules for competitive play (tournaments and leagues) — that is, the regulations that all official *Warcrow* tournaments must follow.

IMPORTANT!

Warcrow is, first and foremost, a game. We come together to put our miniatures on the table, show off how well we've painted (or even converted!) them, roll the dice, and enjoy fun times in good company.

Of course, outsmarting your opponent with an unexpected tactic, pulling off a move no one saw coming, and clinching the victory feels amazing — but don't forget that both your opponents and the organizers are people who, just like you, have come to have a good time.

We won't tell you, "Don't be the reason someone doesn't want to participate again." We're sure you're already doing a great job of making sure that doesn't occur. We're going to take it a step further and ask you: "Be the reason someone does want to participate again!"

The treatment of all participants in the event, whether they are part of the organization, players, or simply visitors, must be cordial and friendly at all times. During games, it is important that you always allow your opponent to see the result of the rolls before removing the dice from the table, as well as providing them with all the public information of your list as many times as necessary, along with other good sportsman conduct.

If a participant creates a negative atmosphere during the event, the organizers may sanction and disqualify them.

WARCROW TOURNAMENT SYSTEM (WTS)

WHAT ARE TOURNAMENTS AND LEAGUES?

A Warcrow tournament is an organized battle where each participant brings their army to compete in different rounds. A league follows the same rules, but each round lasts longer (one or two weeks), during which opponents find a time to meet and play their match.

Basically, it's an opportunity to meet other players, test your strategies, meet like-minded people, and, above all, **have fun**.

Furthermore, everyone is welcome, regardless of their level of experience.

these in the *CorvusSphere* via the scenario and feat search tool). On the other hand, casual tournaments allow you to play any type of adventure and even add extras that alter the game rules.

WHAT DO I NEED TO PARTICIPATE?

Just bring your **company (miniatures and army list), dice, movement templates, tokens**, and your enthusiasm to play, and you're all set. Some tournaments may have specific rules, but in these cases, they're usually explained in advance.

WHAT MINIATURES CAN I USE?

- **Official Corvus Belli miniatures only.** All miniatures you use must be from Corvus Belli's official **Warcrow range**. No other brands are permitted. If you don't have the exact miniature, **you can use another one from the Corvus Belli range**, provided the organizer allows it and you make it clear to your opponent what it represents.
- **They must be assembled.** They don't have to be perfect, but at least the main parts must be glued together and the miniatures stuck onto their bases (you can use those that come with the miniatures or same size equivalents).

DO THEY NEED TO BE PAINTED?

Having painted models isn't required (**unless the tournament rules state otherwise**), but it's **highly recommended**. A painted army looks far more impressive on the table and makes the gaming experience much more immersive. Go ahead and add some color to your miniatures!

WHAT IF I WANT TO MAKE CONVERSIONS OR TRANSFORMATIONS?

If you like to customize your miniatures, go for it! Conversions are allowed **as long as the majority of the miniature is from Corvus Belli's range of products** and it's clear which unit it represents. However, **the base must still be the correct size**.

ARMY LIST

The army list is composed of the units you use in the tournament, usually called a "company". Your army list must comply with the most up-to-date *Warcrow* rules and, if applicable, the special rules of the event. **To participate in an official tournament, you must create one or two army**

lists of the same faction and upload them to the event on CorvuSphere, where you will find the most up-to-date versions of the unit profiles.

COMPANY

In this document and in each adventure's texts we will use the term "company" to refer to both the player and their army.

EVENT ORGANIZERS

The event organizer is the person, store, or club that will coordinate and manage the event. Organizers are expected to be an example of good conduct, whether they are participating in the event as players or not.

RESPONSIBILITIES OF THE ORGANIZER

- Ensure that participants comply with all event rules, as well as the rules of the game.
- Report the event results to Corvus Belli via the *CorvuSphere* app.
- Ensure that all participants are registered in the *CorvuSphere* application before the event. If a participant is not yet registered, they can do so by accessing the registration form.—
- Provide a suitable venue for the event, as well as the necessary materials to play (tables, scenery, etc.).
- Establish the times and duration of each game.

REFEREES

During events, referees are the ultimate authority regarding any questions about game rules, which is why they are expected to make fair resolutions and to devote all the time necessary to solving the players' doubts. To make the referee's job easier, players are encouraged to try to solve their disputes in a friendly manner and only turn to the referee if an agreement cannot be reached. Once requested, the referee's rulings are final.

In the same way, the referee can establish the sanction they consider appropriate if a participant doesn't follow the rules determined by the organizer.

The referee and the organizer of the event will often be the same person. If they are not, the organizer is bound by the rulings of the referee like any other participant, both in matters of game rules and conflict resolution.

To prevent conflicts of interest, it is advisable — but not mandatory — for the referee to abstain from participating in the event as a player.

PLAYER RESPONSIBILITIES

- Register for the event on *CorvuSphere*, indicating the lineup you are using to participate.
- Report the results of each tournament round and the characters used in the *CorvuSphere*.

TOURNAMENT FORMAT

The format is simple: **minimum 4 people, minimum 3 rounds, and always 1 vs. 1**. If there is a higher number of players, the tournament can be up to 5 rounds, but that depends on the organizers.

Participants	Rounds
4-8	3
9-16	4
17+	5

Normally, the organizers maintain this structure, but it can be changed. The only thing that cannot be done is to allow **fewer than 3 rounds**.

ROUNDS AND GAMES

Each tournament round has an assigned adventure which determines the rules and victory conditions for the matches played during that round.

Each adventure indicates how military points (MP) and arcane points (AP) can be obtained. The sum of both represents victory points (VP).

There are two types of adventures:

- **Basic adventures (patrols):** consisting solely of a patrol scenario.
- **Standard adventures:** consisting of a scenario (other than a patrol) and a feat.

Patrols are simpler adventures that show how to obtain both military points (MP) and arcane points (AP). With fewer rules, they are ideal both for participants who are learning the ins and outs of the game, as well as for more direct games between more experienced participants.

Standard adventures divide their rules between the scenario, which determines how to obtain military points (MP), and the feat, which determines how to obtain arcane points (AP).

The outcome of the game is determined by the number of victory points (VP) earned by the companies, resulting in five possible outcomes. Each outcome awards a different number of tournament points (TP).

Result	Tournament Points (TP)	Description
Supremacy	4	Obtain more MP and AP than the rival company.
Partial triumph	3	Obtain more VP than the rival company, but without surpassing it in MP and AP.
Evenly matched duel	2	Obtain the same amount of VP as the rival company.
Tactical retreat	1	Obtain fewer VP than the rival company, but without being surpassed in MP and AP.
Bitter defeat	0	Obtain fewer MP and AP than the rival company.

Example:

Company A obtained 4 MP and 2 AP, while Company B obtained 5 MP and 1 AP. Their total VPs are 6 VP for Company A and 6 VP for Company B. It's an evenly matched duel!

Company A obtained 6 MP and 1 AP, while Company B obtained 3 MP and 2 AP. Their total VP are 7 VP for Company A and 5 VP for Company B. Company A wins the adventure but with a partial triumph, since Company B obtained more AP than Company A (Company B got a result of a tactical retreat).

Company A obtained 6 MP and 3 AP, while Company B obtained 2 MP and 1 AP. Their totals are: 9 VP for Company A and 3 VP for Company B. Company A wins with a supremacy result, while Company B suffers a bitter defeat.

HOW ARE THE PAIRINGS MADE?

- **First round:** random, anyone can play against anyone.
- **From the second round onward:** those with similar scores (TP) compete against each other.

If there is a tie in TP, the company with the highest total VP will be on top. If the tie persists, the company whose opponent obtained the lowest VP in their adventures will be on top.

FINAL STANDINGS

When the tournament ends, the participants are ranked **from highest to lowest in Tournament Points** to obtain the final standings (in case of a tie, the rules outlined in the previous point apply).

ODD NUMBER OF PARTICIPANTS (BYES)

If the number of participants in the tournament is not even, in each round one company will have to wait for the next round to play; that company is said to be “given a bye”. A company that takes a bye is awarded a partial triumph (worth 3 tournament points) and 0 victory points for that round.

For the first round, the company given a bye is determined at random.

In subsequent rounds, the company with the lowest ranking that hasn't already taken a bye takes a bye.

Once the last round ends, companies that were given a bye follow these steps:

- Add up all the victory points the company earned during the tournament.

- Multiply the result by the number of rounds of the tournament.
- Divide the result by the number of rounds played (one less than the rounds of the tournament) and then round up.
- The result obtained will be the total victory points for that company at the end of the tournament.

RANKINGS

Every official WTS event counts toward *Warcrow* player rankings.

Rankings rate players according to their performance in officially sanctioned events, as indicated by their WTS rating.

Participants start the season with a WTS rating of 1000. Their performance in each official WTS event they take part in modifies that rating, depending on whether the result was better or worse than expected as predicted by an ELO rating system.

The amount by which the WTS rating of a player varies with each event depends on the event's K factor, set by default to 32; but special events, such as the Interplanetario Tournament, might have different K factors.

At the end of the season, the winner of the ranking will receive the following prizes:

- A guaranteed seat in the next season's Interplanetario Tournament.
- The current WTS Season exclusive miniature, painted by the Corvus Belli team.
- Commemorative trophy for the current WTS season.

RULES

The event must use the most recent game rules published on the [Warcrow resources website](#).

The rules in this document, as well as those for the scenarios and feats, replace the rules found in the *Warcrow* rulebook.

If there are discrepancies between the published rules in different languages, those published in Spanish take precedence.

UNIT PROFILES

Unit profiles' information published on *CorvuSphere* takes precedence over the one on the printed cards.

HIDDEN INFORMATION

All units are considered hidden information until they are deployed on the battlefield.

This means that a company shouldn't announce or show the rival company which units are part of their company until they are deployed on the battlefield.

SCOUT AND AMBUSER UNITS

Once unit deployment during game setup is complete (including the deployment of *Scout* units), each company decides whether to reveal the profile of any undeployed *Scout* or *Ambusher* units that possess a *Permanent* skill, or to keep them hidden.

If you keep them hidden, their *Permanent* ability will not apply until the units are deployed onto the battlefield.

GAME PREPARATION

For official events, the adventure being played and the terrain elements are determined by the organizers. You do not need to recruit your company, as you will have already submitted it when registering for the event. Consequently, game preparation is modified:

1. Select a list
2. Gather your command (COM)
3. Determine the initiative
4. Choose your deployment zone
5. Deploy your units

1. SELECT A LIST

Both companies must select which army list they will use from those they have uploaded to the *CorvuSphere* for the event.

2. GATHER YOUR COMMAND (COM)

Both companies add up the COM value of their units and receive as many command tokens as the total.

3. DETERMINE THE INITIATIVE

Both companies make an opposed roll using their commander's WP (applying *Elite* status if applicable).

The company that rolls the most ★ symbols decides whether to keep the initiative token or pass it to their opponent. In the event of a tie, the player with the most ! symbols decides. If the tie persists, reroll.

The company with the initiative decides:

- In step 5, which company starts deploying one of its units.
- In the first round, which company activates first.

The company without the initiative decides:

- In step 4, the deployment zone for both companies.

4. CHOOSE YOUR DEPLOYMENT ZONE

The company that does not have the initiative chooses a deployment zone for its units, therefore assigning the other to the rival company.

5. DEPLOY YOUR UNITS

The company with the initiative decides which company will deploy a unit first. Companies will take turns deploying one unit at a time until all of them have been deployed.

COMMAND TOKENS

To allow for easy tracking of fair play, it is recommended to place all command tokens that will be used together, in case this has to be checked later on.

ADDITIONAL RULES

INTERACTION MARKER

- They have a base of 2 strides (diameter).
- While on the battlefield, they are *Unstable* terrain elements.
- Feat rules may alter their behavior.

UNITS LOST IN THE FOG

The following units **cannot** be a part of any company.

- Amelia Hellbroth
- Nayra Caladren
- Naergon Caladren
- Trabor Slepmond (+ Mk-oS Automata)
- Ormuk
- Iriavik Restless Pup (+ Coal)
- Darach Wildling
- Oona
- Ludivine
- Jacques & Hellion
- Zsoka
- Biwa
- Orc Husk
- Echos
- Feadhalu
- Master Nepharim
- Master Keorl
- Marked Marksmen
- Harvester

BIGGER THAN THEY LOOK

Warcrow Adventures units with a 55 mm base (Kipleacht, Mórnmab, and Crucible) must be used with a 60 mm base.

- No conversion work is required; you can use adhesive putty to attach the *Warcrow Adventures* miniature to a 60 mm base.

MERCENARIES

Some units (such as Vercana and Ismail, the Eighth Pillar) have the *Mercenary* characteristic. These units can be used on all factions, but your company may only have one *Mercenary* unit.

THE BATTLEFIELD

We know that setting up your first battlefields can be a challenge that many find daunting. That is why we are sharing two battlefield layouts with you below, each utilizing one of Corvus Belli's terrain packs: *Bakhlia Farm* and *Assail Borderlands*. These battlefields are designed to work with the objective placement rules for any patrol.

Of course, these battlefields serve merely as a guide or recommendation. You are free to experiment — adding or removing terrain elements and modifying the rules — to make every game a unique encounter.

BAKHLIA FARM



A.B. Walls: Block LoS + Cover () + Unstable

C.D.E.F. Fence: Cover () + Unstable

1.2. Buildings: Block LoS + Cover () + Impassable

3. Forest: Block LoS + Cover ()

4. Lake: Impassable

5. Ruins: Rugged + Cover ()

6. Barricade: Rugged + Lethal (  )

ASSAIL BORDERLANDS



A.B.C.D. Walls: Block LoS + Cover () + Unstable

1.2.3. Buildings: Block LoS + Cover () + Impassable

4. Forest: Block LoS + Cover ()

5. Graves: Rugged + Cover ()

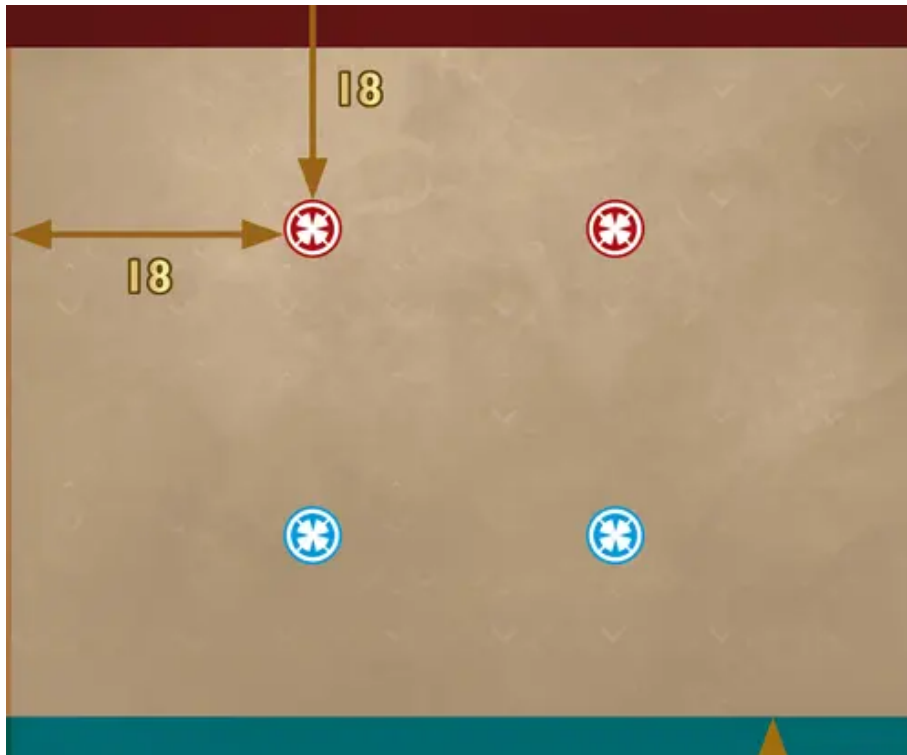
6. Bone Pile: Rugged, Sinister, Cover ()

7. Giant Brambles: Rugged + Lethal (  )

Patrols

Consolidated progress (Patrol)

PREPARATION



DURATION

The game lasts 3 rounds, each consisting of 5 turns.

MILITARY POINTS

At the end of every round, each company obtains:

- 1 MP if they control at least one objective
- 1 MP if they control more objectives than its rival

ARCANE POINTS

At the end of every round, each company obtains 1 AP for each allied unit (max 2) that meets the positioning condition:

- Round 1: All its troops are inside its deployment zone.
- Round 2: Has an objective of its company's color within 3 strides.
- Round 3: Has an objective of the rival's color within 3 strides.

The Artifact (Patrol)

Inspired by El Artefacto by Tulipan, winner of the first scenarios and feats contest

PREPARATION



DURATION

The game lasts 3 rounds, each consisting of 5 turns.

Military Points

At the end of every round, each company obtains:

- 1 MP if they control at least one objective
- 1 MP if control more objectives than their rival

The central objective is not counted toward military points.

ARCANE POINTS

At the end of every round, each company obtains:

- 2 AP if they control the central objective.

The Artifact

- Units cannot contest the control of the central objective until the other 4 objectives are controlled by a company.
- When contesting the central objective, companies increase their total conquest value by 1 for each other objective they control.

Quadrants (Patrol)

PREPARATION



DURATION

The game lasts 3 rounds, each consisting of 5 turns.

MILITARY POINTS

At the end of every round, each company obtains:

- 1 MP if they control at least one quadrant.
- 1 MP if they control more quadrants than their rival.

ARCANE POINTS

Each company obtains 1 AP (up to a maximum of 6) each time an enemy unit is destroyed or demoralized.

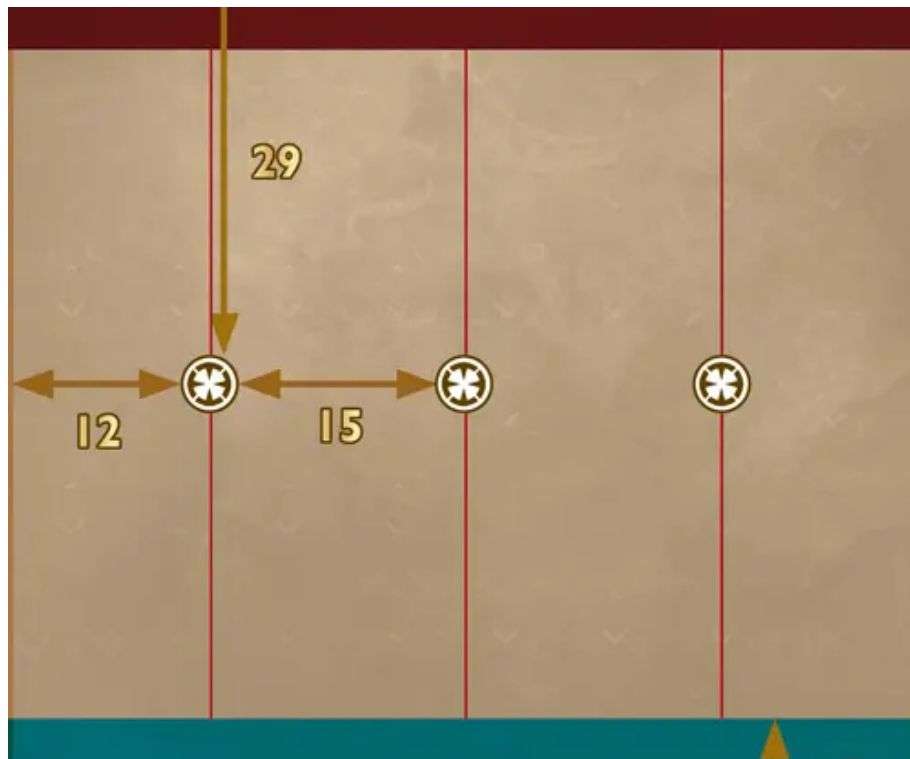
QUADRANTS

- The battlefield (not including deployment zones) is divided into 4 quadrants, which can be contested and controlled as if they were objectives, although no objective markers are used.
- Units can contest control of a quadrant if their leader is inside the quadrant (a leader whose base is in contact with more than one quadrant is not inside any quadrant, so their unit cannot contest or control any quadrant).
- Although no objective markers are used, a conquest marker is placed in each quadrant to indicate which company controls it.
- Skills that affect the contest for control of an objective must be applied as if they affected the contest for control of a quadrant.

Battlefront (Patrol)

PREPARATION

There cannot be *Impassable* terrain elements over the red lines marked in the battlefield.



DURATION

The game lasts 3 rounds, each consisting of 5 turns.

MILITARY POINTS

At the end of every round, each company obtains:

- 1 MP if they control at least one objective.
- 1 MP if they control more objectives than their rival.

After scoring, each objective is placed 8 strides toward the deployment zone of the company that doesn't have it controlled. If there is a troop on the objective's new position, its owner places the troop adjacent to the objective.

ARCANE POINTS

Each company obtains 1 AP (max 6) each time an enemy unit is destroyed or demoralized.

Magic Nodes (Patrol)

PREPARATION



DURATION

The game lasts 3 rounds, each consisting of 5 turns.

MILITARY POINTS

At the end of every round, each company obtains:

- 1 MP if they control at least one objective.
- 1 MP if they control more objectives than their rival.

ARCANE POINTS

At the end of every round, each company obtains:

- 2 AP if they control the blue objective.

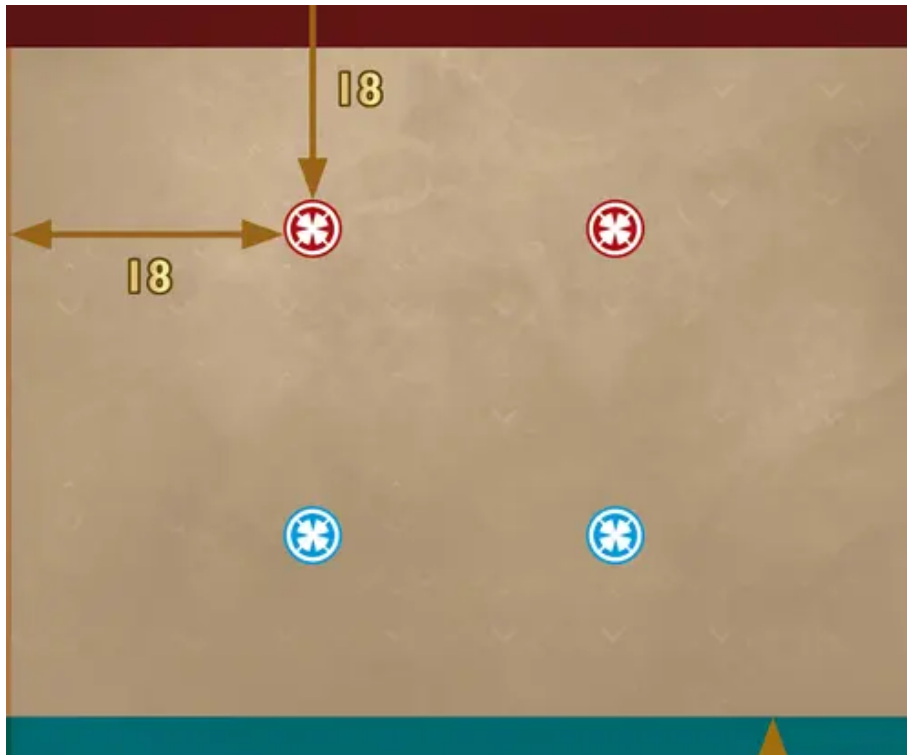
MAGIC NODE

At the start of rounds 2 and 3, the company with the initiative swaps the blue objective with another objective.

Scenarios

Take positions

PREPARATION



DURATION

The game lasts 3 rounds, each consisting of 5 turns.

SCORING

At the end of every round, each company obtains:

- 1 MP if they control at least one objective
- 1 MP if they control more objectives than its rival

Crossroads

PREPARATION



DURATION

The game lasts 3 rounds, each consisting of 5 turns.

SCORING

At the end of each round, each company obtains:

- 1 MP if they control the brown objective.
- 1 MP if they control more objectives than their rival.

Abandoned altars

PREPARATION



DURATION

The game lasts 3 rounds, each consisting of 5 turns.

SCORING

At the end of each round, each company obtains:

- 1 MP if they control at least 1 objective.
- 1 MP if they control more objectives than their rival.

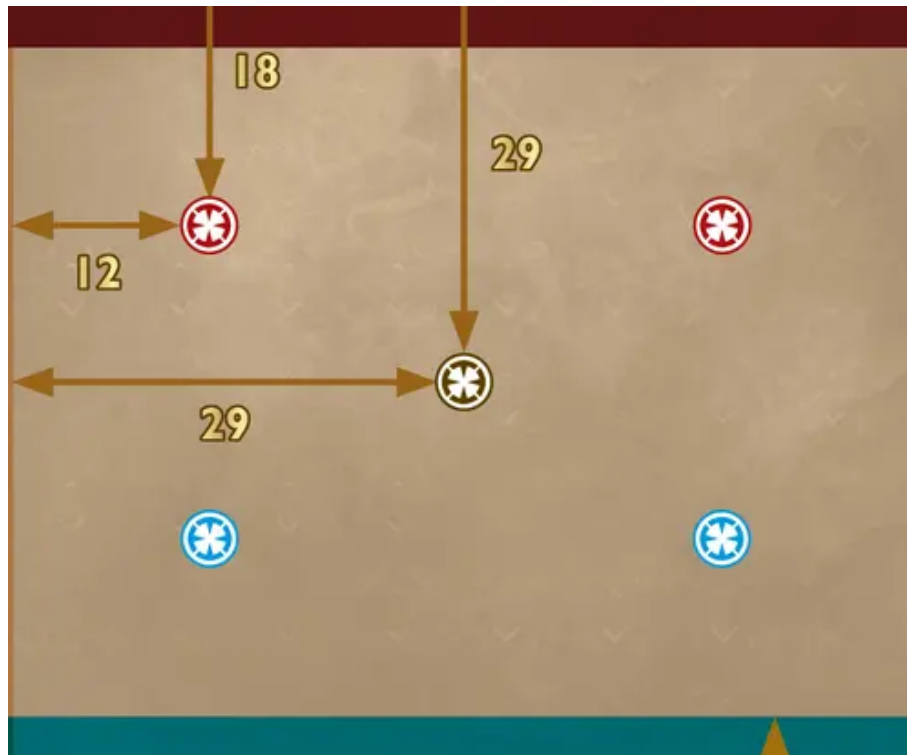
After obtaining MP, update the objective markers:

- Round 1: Each company replaces all objectives they control with objectives of their color.

- Round 2: Each company removes 1 objective of their color they control from the battlefield.

High priority objective

PREPARATION



DURATION

The game lasts 3 rounds, each consisting of 5 turns.

SCORING

At the end of each round, each company obtains:

- 1 MP if they control more objectives than their rival.
- 1 MP if they control the **high priority objective**.

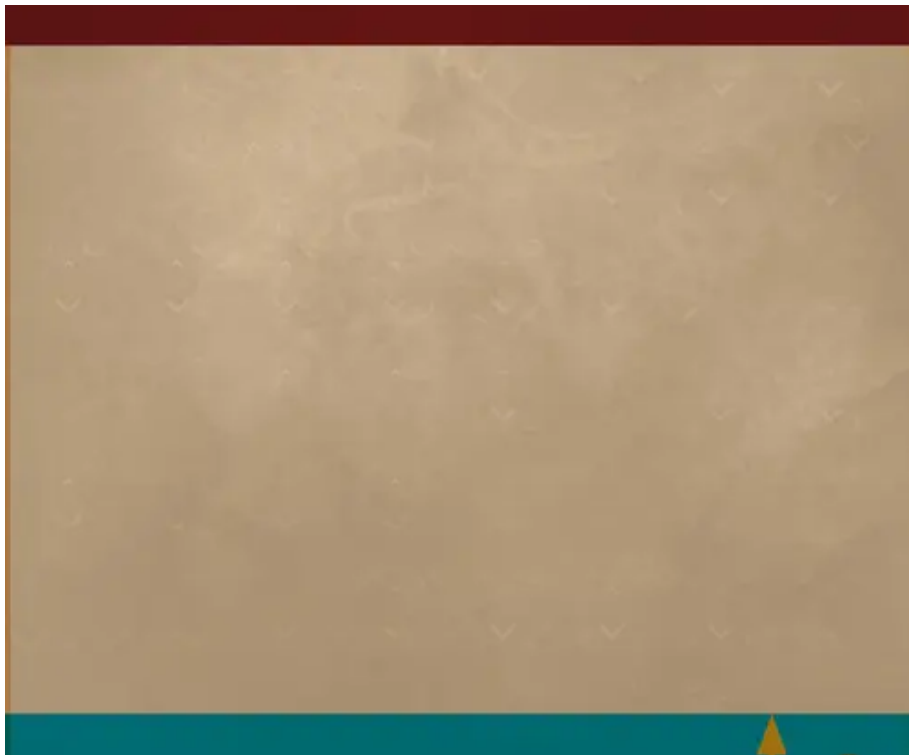
HIGH PRIORITY OBJECTIVE

The brown objective marker is the **high priority objective**.

At the beginning of the 2nd and 3rd rounds, remove the brown objective from the battlefield. Then, the company with the initiative flips one objective marker on the battlefield. The flipped objective is the new **high priority objective**.

Conquest

PREPARATION



DURATION

The game lasts 3 rounds, each consisting of 5 turns.

SCORING

When a unit performs the *Conquer* skill, its company obtains 1 MP if it is placed further than 20 strides from its deployment zone.

At the end of each round, each company obtains:

- 1 MP if they control more objectives than their rival.

OBJECTIVE MARKERS

While there are less than 3 objective markers of their color on the battlefield, all non-*Character* units gain the **combat skill (simple action)** *Conquer*. Once placed on the battlefield, objective markers use the rulebook rules.



Conquer

Place (3) an objective marker (that was not on the battlefield) of the color of your company. It must be farther than 12 strides from any other objective marker and your deployment zone.

Arcane Ruins

Inspired by Arcane Ruins by Grotnib, winner of the first scenarios and feats contest

PREPARATION



DURATION

The game lasts 3 rounds, each consisting of 5 turns.

SCORING

At the end of each round, each company obtains:

- 1 MP if they control at least 1 objective.
- 1 MP if they control more objectives than their rival.

TELEPORTATION PORTALS

All units gain the *Activate portal* **combat skill (simple action)**:



Activate portal. *Target: an objective marker within 3 strides*

Make a WP roll (2★). If your company is controlling the target add 1★ to your roll. Once during the switches step, you may suffer 1 stress to add 1★ to your roll.
If you succeed, place yourself within 3 strides of another objective marker of the same color.

ARCANE ENERGIES

Spellcaster units gain +1 to their conquest value.

Loot

PREPARATION



DURATION

The game lasts 3 rounds, each consisting of 5 turns.

SCORING

At the end of each round, each company obtains:

- 1 MP if at least one of their units is carrying a **loot** marker.
- 1 MP if they have more units carrying **loot** markers than their rival.

LOOT

Objective markers represent **loot**. They use the following rules, instead of those from the rulebook:

- While on the battlefield, they are *Unstable* terrain elements.
- When a unit loses the **loot**, it must place the **loot** adjacent to its leader.
- When a unit carrying **loot** is pushed back, it must pass a WP roll or it will lose the **loot** (before applying the push back movement).
- When a unit carrying **loot** becomes demoralized, is destroyed, or is removed from the battlefield, it will lose the **loot** (before fleeing, in case it was demoralized).
- If a *Character* leaves a unit (including if the unit was destroyed), it can keep the **loot** marker.
- Units **cannot** *Pick up loot* targeting the brown **loot** marker during the first round.

All units gain the passive skill *Pick up loot*.



Pick up loot. *At the end of your activation. Target: an adjacent **loot** token that is not from your color*

Suffer 1 stress to place the target on your profile (you are now considered to be carrying it).

You **cannot** perform this skill if you already have a **loot** token on your profile.

Feats

Track

REQUIRED MATERIAL

- 1 **vestige** (interaction marker) for each company

PREPARATION

After deploying all units in the game preparation phase (including *Scouts*), each company, in deployment order, places its **vestige** on any point on the battlefield farther than 12 strides from its deployment zone.

TRACKING A VESTIGE

All units gain the *Track* **passive skill**:



Track. *At the end of your activation. Target: an adjacent **vestige** of your company*

Roll your WP, you gain as many **clues** as ★ you obtain.

If you are *Scout* or *Ambusher* you gain *Elifor* for this roll.

Once during the switches step of the roll, if there are no ★ in your roll, you may suffer 1 stress to add 1 ★ to your roll.

After the roll, the rival company places the target within 18 strides of its current position.

Each company may only *Track* once per turn (even if it activates more than one unit during a turn).

SCORING

Each company obtains as many AP as **clues** they gain each time they perform the *Track* action.

When a company reaches 6 **clues**, remove both **vestiges** from the battlefield.

Decapitation

COMMANDER

- Both companies must deploy their commander during the deployment phase (they **cannot** use *Scout* or *Ambusher*).
- The commander **cannot** join any unit, neither can a unit join the commander.

CONTRACT

After deploying all units in the game preparation phase (including Scouts), each company, in deployment order, chooses a unit from the rival company as their **contract**.

- The commander **cannot** be chosen as the contract.
- If the unit chosen as the **contract** has a *Character* attached, the **contract** will be considered eliminated, even if the *Character* survives.
- A company that can't choose its **contract** (because there were no deployed enemy units) will do so at the end of the round. A demoralized unit **cannot** be chosen as a **contract**. If at the end of the first round it still can't choose its **contract**, it will do so at the end of the second round. If at the end of the second round it can't still choose it, then its **contract** will be considered eliminated for scoring purposes.

SCORING

A unit is considered eliminated when it is destroyed or removed from the battlefield by any effect (even if it then is placed back on the battlefield).

Each company obtains:

- 2 AP when they eliminate their rival's commander.
- 2 AP when they eliminate their **contract**.

At the end of the game, each company obtains:

- 1 AP if their commander hasn't been eliminated.
- 1 AP if their rival's **contract** hasn't been eliminated.

The rift

REQUIRED MATERIAL

- 2 **rifts** (interaction marker)

PREPARATION

After deploying all units in the preparation phase (including *Scouts*), each company, in deployment order, must place a **rift** further than 18 strides from their deployment zone.

SEALING THE RIFT

All units gain the *Seal the rift* **combat skill (simple action)**:



Seal the rift. *Target: a **rift** within 3 strides. Duration: 6 turns*

You **cannot** perform this skill if you already have its effects active.

Roll your WP, reduce this skill's duration by 1 for each ★ you obtain in the result of your roll.

When the duration ends, if there is no ☹ on the target **rift**, **weaken** it (place 1 ☹ on it). If it already had an ☹, **seal** it (remove it from the battlefield).

Modifiers:

- You may perform this skill as a ➡ long action. If you do, add 1 ★ to your roll.
- Add 1 ★ to your roll if you are *Spellcaster* or have a *Support Character* joined.

Interrupt:

- Interrupt this effect (remove the effects token from the turn counter without applying the effects that happen at the end of the duration) if you are destroyed or become demoralized.
- At the end of an activation in which you suffered ☹, you must pass a WP roll or interrupt this effect.
- This effect is interrupted if the target **rift** becomes **sealed**.

SCORING

Each company obtains:

- 2 AP when they **weaken** a rift.
- 1 AP when they **seal** a rift.

Banner

REQUIRED MATERIAL

- 1 **banner** (interaction marker) for each company.

PREPARATION

After deploying all units in the game preparation phase (including *Scouts*), each company, in deployment order, chooses one of their deployed units and places the **banner** on their profile card.

BANNER

Only a unit without a joined *Character* or a *Character* unit can carry the **banner**.

The units carrying the **banner** gain the *Lead the battle* **passive skill**.



Lead the battle. *During the resolution of an attack in which you participate*

Your company gains as much **glory** as  you inflict on your target (or attacker).

LOST BANNER

When a unit carrying the **banner** is pushed back, it must pass a WP roll or it will lose the **banner** (before applying the push back movement).

If the unit carrying the **banner** is destroyed or demoralized, it will lose the **banner** (before being removed from the battlefield or fleeing).

If a *Character* unit carrying the **banner** joins a unit, it will lose the **banner**.

When a unit loses the **banner**, it must be placed on the battlefield adjacent to its troop leader, and its company will lose half its **glory** (rounding down).

PICK UP THE BANNER

All *Character* units and units without a joined *Character* gain the *Pick up the banner* passive skill:



Pick up the banner. *At the end of your activation. Target: your company's **banner** within 3 strides*

Place the **banner** on your profile card.

SCORING

Each company has 1 AP (max 5) for every 2 **glory** they gained (updated when **glory** is gained or lost).

At the end of the game, the company with more **glory** obtains 1 additional AP.

Resources

COLLECT RESOURCES

All units gain the *Collect resources* passive skill:



Collect resources. *At the end of your activation*

If you are farther than 12 strides from your deployment zone, you may suffer 1 stress to roll as many  as troops on your unit (up to 3), and collect as many **resources** as  you obtain on your roll.

SCORING

Each company has AP depending on the total **resources** collected (checked every time they collect **resources**):

- 1 AP if they obtained between 3 and 5 **resources**
- 2 AP if they obtained between 6 and 8 **resources**
- 3 AP if they obtained between 9 and 11 **resources**
- 4 AP if they obtained 12 or more **resources**

At the end of the game, the company with more **resources** obtains 2 AP.

Pitched battle

SCORING

Each company obtains:

- 1 AP each time an enemy unit is destroyed or demoralized (up to 5 AP).
- 1 AP at the end of the game, if the total point cost of allied units on the battlefield is higher than the total cost of enemy units on the battlefield (demoralized unit do not count toward the total).

Catch the Courier

Inspired by Catch the Courier by Jonno, winner of the first scenarios and feats contest

PREPARATION

Both companies must deploy at least one of their units during the “Deploy units” step.

After deploying all units in the game preparation phase, before deploying *Scouts*, each company, in deployment order, chooses one of their deployed units as their **courier** and two other allied units

as **decoys**. Each company will inform its opponent of the chosen units, but not of the role assigned to them (which will be noted in secret).

REVEAL THE COURIER

All units gain the *Investigate* **passive skill**:



Investigate. *At the end of your activation. Target: an enemy unit within 12 strides*

You may suffer 1 stress to make a WP roll. If you succeed, the rival company must reveal the role (**courier** or **decoy**) of the target.

SCORING

A unit is considered eliminated when it is destroyed or removed from the battlefield by any effect (even if it then is placed back on the battlefield).

When a **courier** or **decoy** unit with a joined *Character* is destroyed, it is considered eliminated, even if the *Character* survives.

Each company obtains:

- 2 AP if they eliminate the rival's **courier**.
- 1 AP if its **courier** is outside its deployment zone at the end of the game or when it is eliminated.
- 1 AP if its **courier** is inside the rival's half of the battlefield at the end of the game or when it is eliminated.
- 2 AP if its **courier** is inside the rival's deployment zone at the end of the game or when it is eliminated.

*AP obtained based on the **courier**'s position at the end of the game, or when it is eliminated, are cumulative.*

Chain of command

Inspired by Cadena de mando by Pieter, winner of the first scenarios and feats contest

REQUIRED MATERIAL

- Multiple **orders** tokens (you may use any token that won't generate confusion, such as command tokens).

COMMANDER

- Both companies must deploy their commander during the deployment phase (they **cannot** use *Scout* or *Ambusher*). The commander may deploy joined to a unit.
- The commander receives an **orders** token (place it on their profile).

TRANSMIT ORDERS

Units with **orders** on their profile gain the *Transmit orders* **passive skill**:



Transmit orders. *At the end of your activation. Target: another allied unit within 3 strides that doesn't have an **orders** token*

Make a WP roll (2★). If you succeed, place an **orders** token on the target's profile.

If you are a *Character* or a unit with a joined *Character*, add 1★ to your roll.

LOSE INFORMATION

When a unit with an **orders** token becomes demoralized, is destroyed, or is removed from the battlefield, it must remove the **orders** token from its profile.

When a *Character* leaves a unit with an **orders** token, it will take the token, leaving the unit without one.

If the last **orders** token from your company is removed, choose an allied *Officer Character* unit or a unit with a joined *Officer Character*. The unit receives an **orders** token.

SCORING

Each company obtains 1 AP (max 4) each time they succeed on the *Transmit orders* roll.

At the end of the game, the company with more units with **orders** tokens on the battlefield obtains 2 AP.