Your First Warband

NARESH

From the ruined land of Naresh, gnoll armies and their demon allies strike out with bloody ferocity. The demon-spawned priest-king of the gnolls, bearing the flail of the fallen God of War, dreams of achieving divine power and becoming the next God of War.

This warband is a small contingent of Naresh's unholy armies.

YOUR WARBAND

Naresh troops are powerful in melee. They have almost no ranged attack capability, so they need to advance and engage the enemy as soon as possible. Your terrain includes the briars and the low wall. Find scores for your models on the model cards and look up their special abilities in the rulebook.

Demonic Gnoll Adept (Commander)

Your commander is fearsome in melee. She prefers to lead off with her *sleep* spell and then get into combat as fast as she can. She can also heal herself or an ally, but only once.

Abyssal Maw

This monster is all mouth. It's pretty fast and deals a lot of damage, instantly destroying anything it knocks down.

Gnoll Trooper

An average melee troop, the Gnoll Trooper is most effective when it can enter battle with an ally at its side.

Hyena

This beast is a wild troop. It can move only toward the nearest enemy or your commander, and it must move at full speed, if able.

KEY RULE REMINDERS

Each round, players take turns activating their models until each model has had a turn. (See Activate Models, page 14.)

An attacking model rolls against a target model's armor, and a hit reduces that target model's health by an amount equal to the attacking model's listed damage. (See Model Statistics, pages 10–12.)

A model that loses half or more of its health has to succeed at a morale save or rout. (See Morale Saves, page 23.)

A model that drops to 0 health is knocked down but might be able to get back up with 1 health later. (See Get Up, page 16.)

A model that drops below 0 health is destroyed and taken off the battlefield. (See Health, page 11.)

Models that are not under command have limited options. (See Actions When out of Command, page 17.)

Because of the danger of attacks of opportunity, the only safe move for a model near an enemy is to move toward the nearest enemy. (See Movement and Attacks of Opportunity, page 22.)

A model must choose the nearest enemy model for a charge or ranged attack. (See Maneuver Full Speed toward Enemy Only, page 18.)

ACTIONS

Each round, each model gets one turn. Possible actions include the following.

Maneuver

A maneuvering model may move its speed in inches and immediately take one of the following actions:

- Attack (in melee or at range, if able),
- Cast a spell, or
- Move its speed again.

Charge

A model may move at full speed and make a melee attack with a +2 attack bonus only if

1. it starts with line of sight to the enemy,
2. it charges the nearest enemy model,
3. it moves only in a straight line, and
4. it moves over no terrain that slows it down.

Stand

A model may stand still (and attack, if possible).

Rally

A routing model may make a morale save on its turn to regain its nerve and stop routing.

Get Up

A knocked down model may get up if it makes a save against a Difficulty Class of 20.

Limited Options of Models Not under Command

When out of command, a troop (not a commander) can get up, stand, or charge. It cannot rally. If it maneuvers, it must move toward the nearest enemy model, not stopping until it is in contact with the enemy model or (for ranged attackers) in range of the enemy model. Commanders may maneuver and rally freely.

Hyena
Sculptor: Jason Wiebe

YOUR FIRST SKIRMISH

Set up your first skirmish this way:

Your warbands are fighting on a battlefield 4 feet long by 4 feet wide. Set up terrain (boxes with Xs) and your models (white circles) as shown in the diagram below. Initially, players must set up their models entirely within 8″ of their edges of the battlefield, as indicated below.

Once both sides have set up, each player rolls a d20 for initiative to see which player decides who goes first. Each player activates one model at a time.

After your first skirmish, you can find rules for the Standard Skirmish scenario and other scenarios in the Starter Set rulebook.