



WARHAMMER

TABLETOP GAME



WARNIRIS

TABLETOP GAME

2nd EDITION RULES / ENHANCED

Warniris is a free Tabletop Game developed by Orniris Terensi.
It can be downloaded through orniris.com/warniris

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If you notice any grammar mistakes, would like to collaborate, or have any
suggestions, please don't hesitate to contact me on Instagram [@orniris](https://www.instagram.com/orniris)

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“The gates of madness were opened long ago, and no one now lives to remember it.
The only hope lies with those who seek the threads of dominance.”

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Warniris is a free Tabletop Game for two players about the art of war. It is played with miniatures and their corresponding Character Datacards, which showcase Characters from the Warhammer Community that I've illustrated (available on orniris.com/warniris). Additionally, I encourage you to unleash your creativity by crafting your own Characters by using the blank Datacards. In order to play, you'll need miniatures (or proxies), six-sided dice (D6), a tape measure in centimetres, Warniris Datacards and terrain elements.

⚠ In disputes during a battle over unregulated situations, each player can roll 1D6, with the highest roll determining the outcome.

1 · WARBAND

Each Warband is composed by up to 4 miniatures that represents the Character Datacards. Optionally, each Character can be enhanced with a **Relic Card** before deployment.

► CHARACTER ATTRIBUTES

M-Mind: Mainly used to **Attack**.

B-Body: Mainly used to resist **Weapons' Penetration**.

S-Spirit: Mainly used to **Channel** and resist **Powers' Penetration**.

W-Wounds: Points capable of withstanding.

Mo-Movement: Distance in centimetres that can be **Moved**.

Abilities: Particular passive or active skills.

Note: A miniature cannot possess less than 1 more than 5 on their

Mind, Body and **Spirit**, regardless of their bonuses and penalties.

A miniature cannot be **Healed** over its base **Wounds**.

► WEAPON/POWER ATTRIBUTES

T-Type: It can be a **Ranged Weapon (RW)**, a **Combat Weapon (CW)** or a **Power (P)**.

R-Range: Distance in centimetres at which the target can be hit.

P-Penetration: Reduces the **Body** (using **Weapons**) or the **Spirit** (using **Powers**) of the target.

D-Damage: Points subtracted from the target's **Wounds**.

H-Healing: Points added to the target's **Wounds**.

Effect: Consequences after being **Damaged**.

Some **Effects** specify when are applied.

2 · BATTLE ZONE

The battle zone measures 60cm x 42cm with as many terrain features as you like when setting it up. There must be two deployment zones at opposite corners, each 20cm wide.

► DEPLOYING THE MINIATURES

Each player rolls 1D6: The player with the highest result gets to choose first its deployment zone, and the player with the lowest result places first one miniature from its Warband inside their respective deployment zone. Then the next player does the same until all miniatures have been deployed.

3 · TURNS

After deploying the miniatures, each player rolls 1D6: Whoever rolls the highest decides who will start first all the turns from now on, **Activating** one of its miniatures to perform up to 2 **Actions**. Then the next player **Activates** one of its miniatures and this process is repeated until all have performed their **Actions**. The players move on to the next turn and this process is repeated until the end the turn 5.

► TESTS

The results and consequences of **Actions** (and other situations) are determined by taking **Tests**. First, check the possible bonuses and penalties of the miniature(s) involved in the **Test** and then roll 1D6 to determine its result: The roll needs to be equal to or less than the required **Attribute** in order to succeed.

4 · ACTIVATIONS

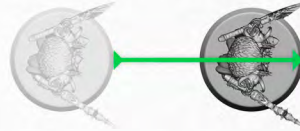
During each turn, players can **Activate** one miniature at a time, allowing it to perform up to 2 of the following **Actions**:

MOVE - Move the miniature a distance within its **Movement**.

⚠ It can't overlap with other miniatures on its final placement.

⚠ If the miniature's path crosses any enemy miniature, perform a **Body Test** for each one it **Moves** through. A failed **Test** ends its **Move Action** just before the enemy miniature.

⚠ A miniature can jump gaps during its **Move Action** as long as it is not higher than the double of its natural height.



It can be a straight or a curved **Move**.

ATTACK/CHANNEL - Attempt to hit a target **Attacking/Channeling** with a **Weapon/Power**:

1. Choose a target within the **Weapon/Power's Range** with a clear line of sight. Measure the distance from any part of your miniature to any part of the target.

2. Perform a **Mind Test** for **Weapons** or a **Spirit Test** for **Powers**. A successful **Test** results in a hit, while failure ends the **Attack/Channel**.

3. Subtract the **Weapon/Power's Penetration** points from target's **Body/Spirit**.

4. The player controlling the target then performs a **Body/Spirit Test**. If successful, the **Penetration** is resisted. If not, the target loses **Wounds** equal to the **Damage** of the **Weapon/Power**. Apply any **Effects**.

⚠ When using **CW**, your miniature may first make an extra **Move** towards the target. If its **Movement** is not enough to reach its **Range**, the **Attack/Channel** cannot be initiated this way.

⚠ **Attacks/Channels** cannot pass through terrain elements that completely obstruct the line of sight. If the **Attack/Channel** goes through holes of at least 1cm wide, it incurs a -1 penalty to **Mind/Spirit**.

⚠ When **Attacking/Channeling** through a line of miniatures (friendly or not) between your miniature and the main target, each miniature in that line may cause your **Attack/Channel** to miss the primary target. For each miniature in this line, perform a **Mind/Spirit Test**. If any **Test** fails, that miniature becomes the new target.

⚠ **Weapons/Powers** that only **Heal** or protect do not require **Tests**.

► END OF ACTIVATION

Resolve ongoing **Effects** and others, and if you are playing with **Mission Cards**, score if applicable. Now, the next player **Activates** one of its miniatures and the process repeats until all miniatures have performed their **Actions**, then proceed to the next turn.

► REACTIONS

A miniature can **React** once per turn in response to an enemy miniature's **Action** by **Attacking/Channeling** it. To determine if your miniature can **React** before the enemy miniature completes its **Action**, your miniature must pass a **Mind/Spirit Test**. If successful, it can **React** at any point during the enemy's **Action**. If failed, the **Reaction** can only occur at the end of the enemy's **Action** if it's still visible. The enemy must wait for all successful **Reactions** to resolve before completing its own **Action**.

⚠ **Reactions** deal max 1 **Damage** and no **Effects** are applied.

5 · VICTORY

To win a battle, earn more **Victory Points (VP)** than the enemy Warband or eliminate it before the end of turn 5. Each point of **Damage** (even if **Healed** or restored) dealt grants 1VP.

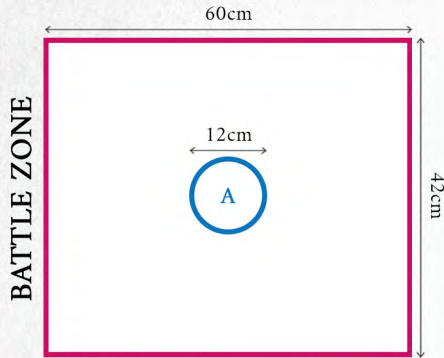
► MISSION CARDS (OPTIONAL)

After deploying the miniatures, each player draw 3 random **Mission Cards**, keeping them secret. Achieve the objectives for extra **VP**.

LAST STAND MODE

Your Characters will not survive. The Horde is too big and they are surrounded by it. Only the glory awaits for those who protect their brothers and sisters on the **Last Stand** against evil.

One player controls a Warband of 3 Characters, and occupies a central deployment zone with a 12cm diameter. The other player controls a Horde of 20 Minions, and it masses along the border of the battle zone, filled with as many terrain features as you like when setting it up.



The player controlling the Warband places all of its miniatures inside its deployment zone. Then, the player controlling the Horde places all of its miniatures evenly along each border of the battle zone.

After deployment, the **Last Stand** begins, and the player controlling the Warband starts the first turn by **Activating** one of its miniatures to perform up to 3 **Actions**. Then, the next player chooses one of its miniatures, and this process is repeated until all have performed their **Actions**. There must always be 20 Minions on the battle zone, so at the beginning of a new turn, deploy as many new Minions as necessary. There is no turn limit... the only limit is death.

⚠ **Mission Cards** are not allowed during a **Last Stand**.

► HORDE

Each **Horde** is composed by 20 miniatures that represents the Minion Datacards, and each one must be on a 25mm-30mm width rounded base. You can easily convert any miniature to a Minion by using the Minion Datacards. Minions cannot perform **Reactions**.

FREE .STL 3D MINIATURES

If you own a 3D Resin Printer, you can freely print Ardamon Iceheart and other Characters from the website, courtesy of contributions from the community!



"The absence of life is cold as your heart will be."

ELEMENTS INFORMATION

All these elements have to be cut from their specific sheets, as well as the Blank Datacards and Tracking Tokens as you can see on the last sheet.

CHARACTER DATACARDS



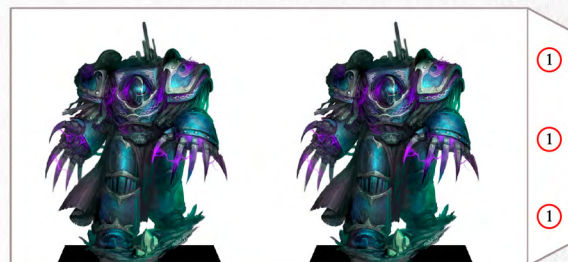
① Character Attributes

② Weapons and Powers

③ Abilities

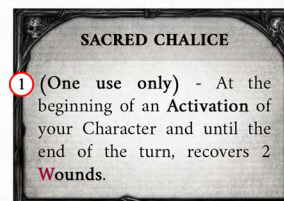
Tip: Use a six-sided dice (D6) next to the Character Datacard to track the **Wounds**

CHARACTER PROXY MINIATURES



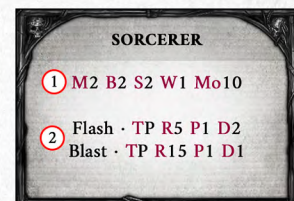
① Make a cylinder and glue this part

RELIC CARDS



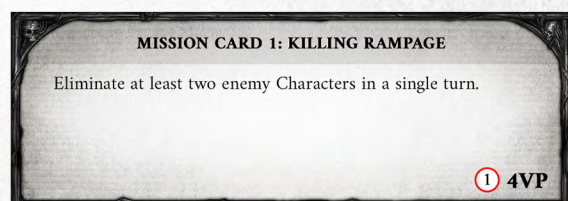
① If states that is **One use only**, discard the Relic once you use it

MINION DATACARDS



① Minion Attributes
② Weapons and Powers

MISSION CARDS



① Victory Points



Thanks for your support and wise words, Malakenyo. I dedicate Warniris to you.

4/18/21

MISSION CARD 1: KILLING RAMPAGE

Eliminate at least two enemies in a single turn.

3VP**MISSION CARD 9: RAINING DESTRUCTION**

Inflict **Damage** to three different enemy Characters in a single turn.

3VP**MISSION CARD 2: TACTICAL DOMINANCE**

Control the center of the battle zone for two consecutive turns, having at least one of your Characters within a 10cm radius of the center.

4VP**MISSION CARD 10: SNIPER'S PRECISION**

Eliminate an enemy Character from over 18cm away in a single turn.

3VP**MISSION CARD 3: EVASIVE MANEUVERS**

Perform a **Move** with one of your Characters, passing through of at least two enemies without failing any **Test** in a single turn.

3VP**MISSION CARD 11: RELENTLESS PURSUIT**

Attack to three different enemies in a single turn.

2VP**MISSION CARD 4: SHIELD WALL**

Resist **Penetration** from two enemy **Attacks** with the same Character in a single turn.

3VP**MISSION CARD 12: RESILIENT BASTION**

Resist **Penetration** from three enemy **Attacks** with the same Character in a single turn.

4VP**MISSION CARD 5: LAST STAND**

Have at least one of your Characters to survive until the end of the battle.

3VP**MISSION CARD 13: ARTILLERY SUPREMACY**

Damage an enemy **Attacking** from your deployment zone with a **RW**.

2VP**MISSION CARD 6: SUPERIOR TEAMWORK**

Coordinate two Characters to perform **Attacks** on a single enemy in one turn, successfully eliminating it.

3VP**MISSION CARD 14: GUERRILLA TACTICS**

Attack to an enemy from cover with a **MW** and then **Move** back into cover all in a single turn.

3VP**MISSION CARD 7: MASTERFUL MANEUVER**

Move one of your Characters through the enemy deployment zone and exit from there in a single turn.

3VP**MISSION CARD 15: TACTICAL RETREAT**

Move a Character out of the enemy **Weapon's Range** without being hit in a single turn.

2VP**MISSION CARD 8: HERO VANGUARD**

Have one of your Characters be the first to **Damage** an enemy Character.

2VP**MISSION CARD 16: LAST-MINUTE RESCUE**

Save a friendly Character from being **Attacked** by using another Character's **Reaction** in the same turn, successfully eliminating the target.

4VP

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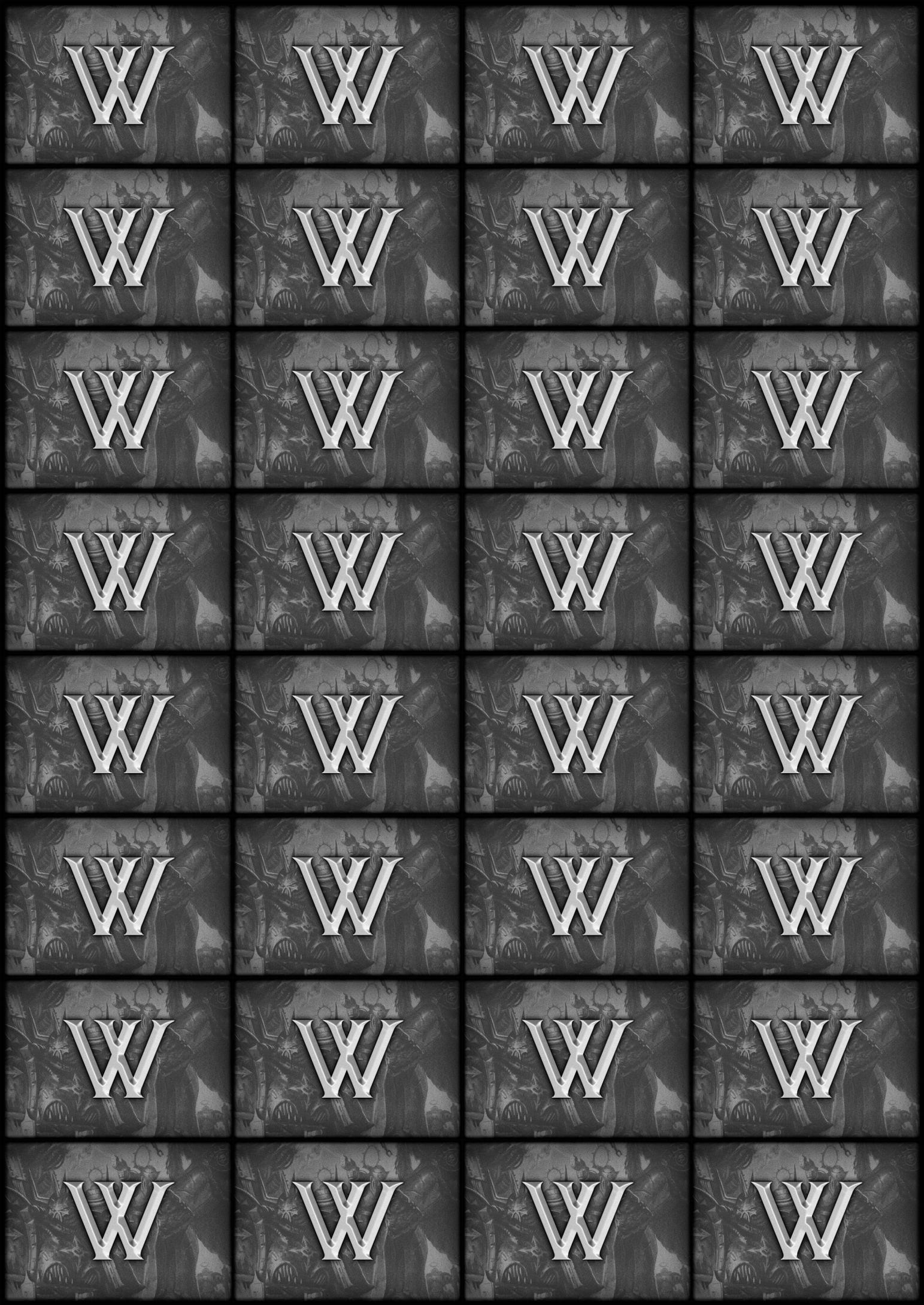
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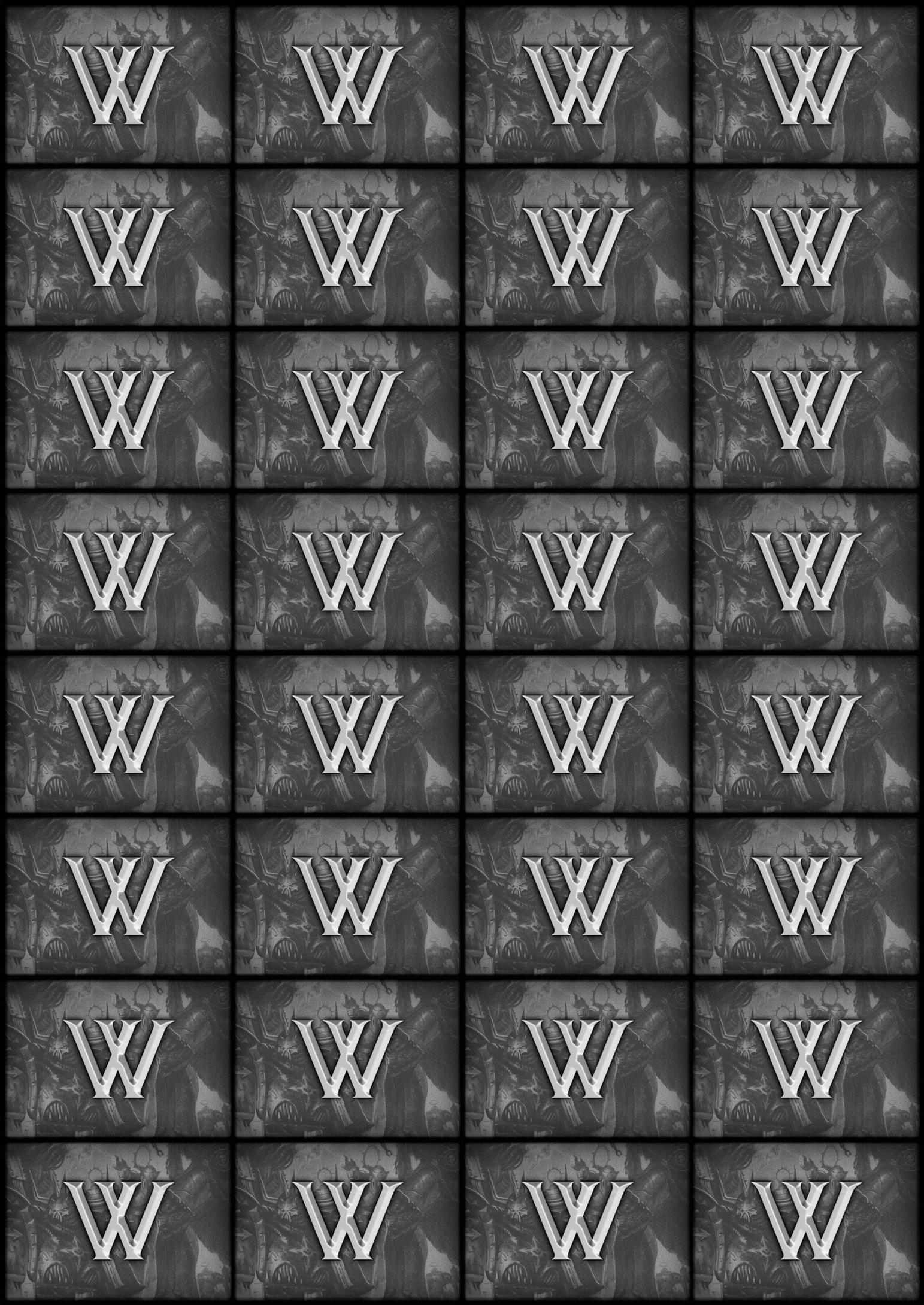
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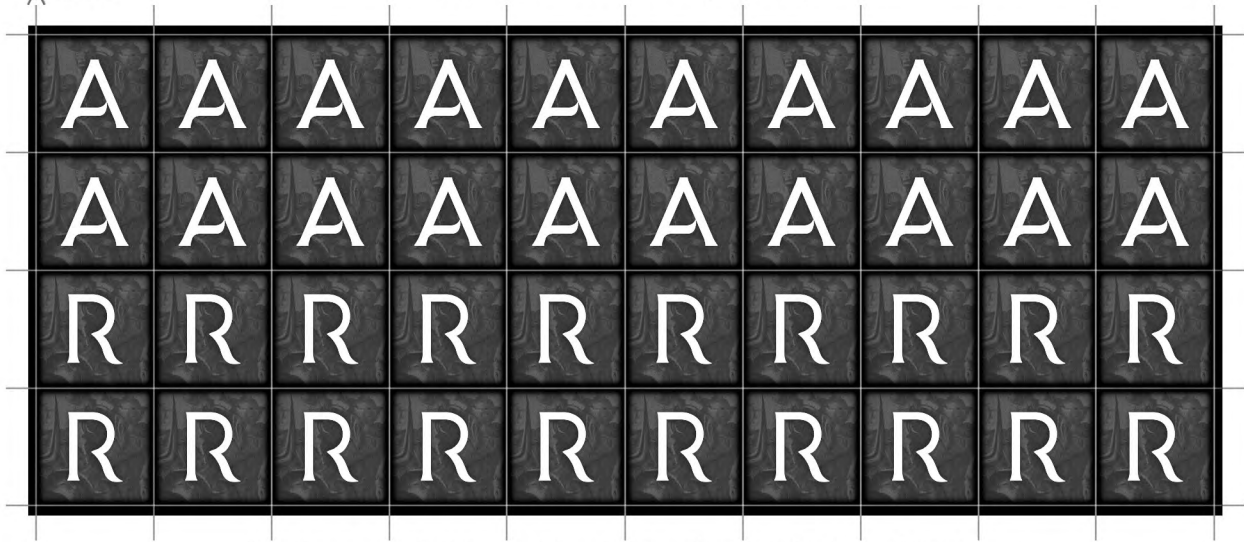
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TRACKING TOKENS (FRONT)



Place them next to the Character Datacard when performing **Activations** and **Reactions**.
Remove them before the beginning of a new turn.



MINION DATACARDS (FRONT)



SENTINEL
M2 B2 S2 W1 Mo10
Dagger · TCW R1 P2 D1
Rifle · TRW R15 P1 D1

BRUTE
M2 B3 S2 W1 Mo10
Sword · TCW R1 P2 D2
Pistol · TRW R10 P1 D1

SORCERER
M2 B2 S2 W1 Mo10
Flash · TP R5 P1 D2
Blast · TP R15 P1 D1



BLANK DATACARDS

<p>NAME:</p> <p>M B S W Mo</p> <p>WEAPONS AND POWERS</p> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <p>ABILITY:</p> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <p>MOTTO:</p> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <p>O.C. by · Warniris 2ED Blank Datacard</p>	<p>NAME:</p> <p>M B S W Mo</p> <p>WEAPONS AND POWERS</p> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <p>ABILITY:</p> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <p>MOTTO:</p> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <p>O.C. by · Warniris 2ED Blank Datacard</p>
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