ORNIRIS TERENSI

WARNIRIS

TABLETOP GAME · 1st EDITION RULES

Thanks for your support and wise words malakenyo, I dedicate this game to you.

Warniris is a free tabletop game developed by Orniris Terensi and it
can be downloaded through **Orniris.com/Warniris**

"The gates of madness were open long ago and no one lives now to remember it. The only hope remains on those who desire the threads of dominance."

Warniris is a free tabletop game about skirmishes, capture relics and last stands, played with miniatures and their respective character datacards (provided on **Orniris.com/Warniris**), which are the characters of the Hobby Community that I've illustrated. I encourage you to create your own characters using the blank datacards and play along other people characters if you make your own conversions.

📖 HOW TO START 📖

To start playing Warniris, players must choose a game mode, grab some 6 sided dices called 1D6, character datacards, tokens, SUIcards (optional) a tape measure in centimetres and follow the rules written on the next pages.

The players must agree to play a specific **Game Mode** and follow the rules shown on each one. If the players cannot agree on a situation that it is not included on the rules, they can solve it by each player rolling 1D6: The highest result settles the debate. During a **Game Mode**, failed dice rolls cannot be rerolled, but some characters possess **Abilities** or are able to perform differently from the rules and these have priority.

++++++++++++ SKIRMISH ++++++++++++

Skirmish is a **Game Mode** for 2 or more players, each one controlling a **Warband** made up between 3-6 miniatures in a combat zone. For each **Warband** that is going to fight, add two 21x30cm map fragments that will include a deployment zone of 10cm width and add as many terrain elements as you want. Example of a 2 player combat zone:

DEPLOYMENT ZONE A	10
21x30	21x30
21x30	21x30
DEPLOYMENT ZONE B	10
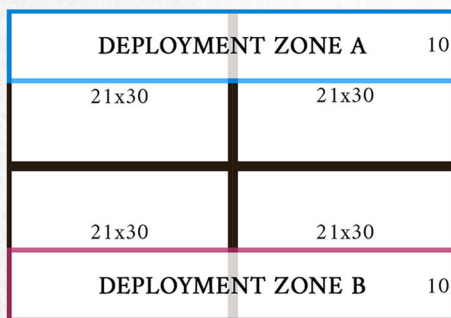
STEP 1: Each player rolls a dice of 6 sides called 1D6: The player with the highest result gets to choose first its deployment zone, and the player with the lowest result places first one miniature from its **Warband** inside their respective deployment zone. Then the next player does the same until all miniatures have been placed.

STEP 2: After deployment, each player must roll 1D6: The player with the highest result decides who starts first the turns, choosing one of its miniatures to perform up to 2 **Actions** and if possible, receive **Reactions**. Then the next player choose one of its miniatures and this process is repeated until all have performed their **Actions** and **Reactions**.

STEP 3: The players move on to the next turn and this process is repeated until the end the turn 6.

STEP 4: In order to win, a player must eliminate the enemy miniatures.

⚠ The first player who **Damages** an enemy miniature, earns a token that can be spent at any moment of the **Skirmish** to **Heal** 1 point to a miniature.

⚠ If at the end of the turn 6 both players have the same number of miniatures on the combat zone, the **Warband** with the most remaining **Wounds** points amongst their miniatures wins the **Skirmish**, but if the sum is exactly the same for both player's **Warband**, they may take 1 extra turn. If this happens again at the end of the extra turn, it will be a tie.

+++++++ CAPTURE THE RELIC +++++++

Capture the Relic is a **Game Mode** for 2 players, each one controlling a **Warband** made up between 3-6 miniatures in a combat zone. Add four 21x30cm map fragments that will include a deployment zone of 10cm width and add as many terrain elements as you want. The **Relic** must be placed at the center of the combat zone.

STEPS 1, 2 & 3: Same as **Skirmish**.

STEP 4: In order to win, each player's objective is to capture the most **Relics** as possible before the enemy player does. Miniatures from each miniature can catch the **Relic** by displacing in base-contact with the **Relic** token, and then transporting it to their deployment zone to capture it. Once captured, return the **Relic** to its original position.

⚠ If a miniature carrying a **Relic** loses all of its **Wounds** points, return the **Relic** to its original position. When a miniature loses all its **Wounds** points, it's not permanently removed from the combat zone. Instead, it is placed again at the beginning of the next turn in its respective deployment zone. If both players have captured the same number of **Relics** at the end of the turn 6, it will be a tie.

+++++++++++ LAST STAND +++++++++++

Last Stand is a **Game Mode** for 2 players, one controlling a **Warband** made up of 3 miniatures and the other controlling a **Troop** in a combat zone. Add four 21x30cm map fragments that will include a deployment zone of 12cm diameter on the center and add as many terrain elements as you want.
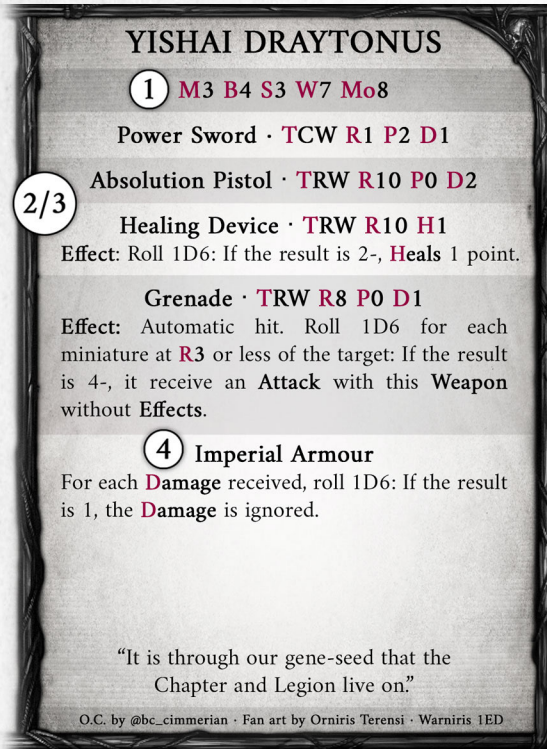
STEP 1: The player controlling the **Warband** places all of its miniatures inside the deployment zone. Then, the player controlling the **Troop** places all of its miniatures spreaded equally on each border of the combat zone.

STEP 2: After deployment, the **Last Stand** begins and the player controlling the **Warband** starts the first turn choosing one of its miniatures to perform up to 3 **Actions**. Then the next player choose one of its miniatures and this process is repeated until all have performed their **Actions** (each **Troop** miniature can only perform 1 **Action** per turn).

STEP 3: In order to win, at least one miniature of the **Warband** have to survive until the end of the turn 6.

💀 **WARBANDS**: Each one is composed by unique characters played with their respective **Datacards** and miniatures. Each one must have a rounded base between 25mm-50mm width and possess the same profile structure: Name, **Attributes**, **Weapons/Powers** and **Abilities**. Here's an example of a character **Datacard**:

YISHAI DRAYTONUS

① M3 B4 S3 W7 Mo8

Power Sword · TCW R1 P2 D1

Absolution Pistol · TRW R10 P0 D2

2/3

Healing Device · TRW R10 H1
Effect: Roll 1D6: If the result is 2-, **H**eals 1 point.

Grenade · TRW R8 P0 D1
Effect: Automatic hit. Roll 1D6 for each miniature at R3 or less of the target: If the result is 4-, it receive an **Attack** with this **Weapon** without **Effects**.

④ Imperial Armour
For each **Damage** received, roll 1D6: If the result is 1, the **Damage** is ignored.

"It is through our gene-seed that the Chapter and Legion live on."

O.C. by @bc_cimmerian · Fan art by Orniris Terensi · Warniris 1ED

① **Attributes**:
Mind: Mainly used to **Attack**.
Body: Mainly used to resist **Weapons**.
Spirit: Mainly used to **Channel** and resist **Powers**.
Wounds: **D**amage points capable of withstanding.
Movement: Distance in centimetres that can be displaced.
⚠️ A miniature cannot possess more than 6 or less than 1 point on their **M**ind, **B**ody and **S**pirit, regardless of their bonuses and penalties. A miniature cannot be **H**ealed over its base **W**ounds.

② **Weapons**: Objects to **Attack** to a target or to itself.
③ **Powers**: Energies to **Channel** to a target or to itself.
Type: It can be a **Ranged Weapon** (**TRW**), a **Combat Weapon** (**TCW**) or a **Power** (**TP**).
Range: Maximum distance at which the target can be hit, measuring from any part of the miniature to any part of the target (base included).
Penetration: Reduces the **B**ody (using **Weapons**) or the **S**pirit (using **Powers**) of the target.
Damage: Points subtracted from the target's **W**ounds.
Healing: Points added to the target's **W**ounds.
Effect: Consequences received after being **D**amaged (some are applied by or before hitting, etc).
④ **Abilities**: Particular skills that possess, either passively or actively.

💀 **TROOPS**: Each one is composed by inferior soldiers and each miniature must have a 25mm-30mm width rounded base. You can easily convert any miniature by using these profile structures:

💀 RANGER M2 B3 S3 W2 Mo10 │ Dagger · TCW R1 P0 D1 │ Rifle · TRW R20 P2 D1
💀 WARRIOR M2 B4 S3 W2 Mo8 │ Sword · TCW R1 P2 D1 │ Pistol · TRW R10 P0 D1
💀 SORCERER M2 B3 S3 W2 Mo10 │ Flash · TP R3 P0 D2 │ Blast · TP R15 P2 D1

🎲 TESTS 🎲

The results and consequences of most **Actions** and **Reactions** are determined by taking **Tests** which are solved by rolling 1D6. First, check the possible bonuses and penalties of the miniatures involved in the **Test** and then roll the 1D6 to determine its result.

😐 **NORMAL TEST**: If the result is equal to or less than the required **Attribute**, the **Normal Test** is successful but if it's higher, it fails.

🙂 **FACED TEST**: The **M**ind (using **Weapons**), the **S**pirit (using **Powers**) or the **B**ody (using specific **Actions**) of the miniatures involved on the **Action** will indicate the result needed to succeed (check the **Faced Test Table** on the right). If the result is equal to or less than the required **Attribute**, the **Faced Test** succeeds but if it's higuer, it fails.

FACED TEST TABLE
Target's **Attribute**

		1	2	3	4	5	6
	1	3-	2-	1	A.F.	A.F.	A.F.
	2	4-	3-	2-	1	A.F.	A.F.
	3	5-	4-	3-	2-	1	A.F.
Attribute	4	A.S.	5-	4-	3-	2-	1
	5	A.S.	A.S.	5-	4-	3-	2-
	6	A.S.	A.S.	A.S.	5-	4-	3-

A.S.: Always succeeds   **A.F.**: Always fails

⚠️ The player receiving the **Test** can concede the success of the roll.

◐ **MOVE**: Displace the miniature as many centimetres as its **Movement** allows. A miniature can displace through friendly miniatures as long as it ends its displacement without overlapping another miniature base. If it cannot remain stable at any point during the displacement, it cannot continue beyond that point.

⚠ If you want to displace through any part of an enemy miniature, you must first complete a **Faced Test** for each enemy miniature that you pass through during the displacement. If succeed, the miniature can pass throught without problems. If failed, the miniature is immediatelly put in a **Knockdown** state (check ◐ **Advanced Actions** ◐). The enemy player now place the **Knocked Down** miniature wherever they want as long as it stays in base-contact with its miniature.

⚠ A miniature cannot displace through scenery elements that totally block its path, but it can displace, for example, over or below a fence or a low wall at no cost as long as the height of the scenery is inferior to the height of the miniature (base included) trying to pass over it. *Note:* It can displace vertically as long as there is a ladder, vine, rope, etc. A miniature can jump while displacing as long as the distance between each end of the ground is not larger than its natural height (base included). Any surface that is not flat enough to displace through (such as shallow waters, shifting sand dunes, muddy hills, etc) is considered difficult terrain: The **Movement** required to displace through it doubles or triples (as agreed on between the players before starting the **Game Mode**).

⚠ A miniature is considered to be falling as soon as its base does not cover at least half of the surface of the ground it is standing on (or cannot remain stable on its own) and it will suffer fall **Damage**. If it falls from 4-8cm it suffers 1 point of **Damage**, 2 points from 8,1-15cm or dies if more than 15,1cm. If it survives, it will be **Knocked Down**. If falls onto another miniature, this one will suffer the same consequences. To avoid this, the miniature can perform a **Normal Test** of **Mind**. If succeed, it can displace up to 5cm so it does not land on top of it.

DISPLACEMENT MEASURE EXAMPLE
It can be a straight or a curved displacement.
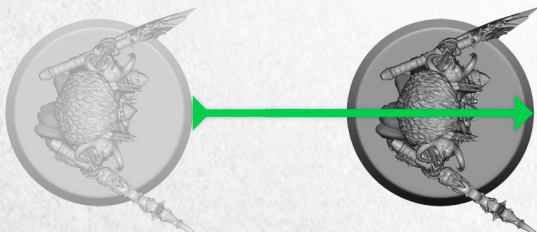
◐ **ATTACK/CHANNEL**: Attempt to hit a target with a **Weapon/Power**:

STEP 1: Choose a **Weapon/Power**. Make sure that your miniature can see its target from its line of sight (looking through their eyes, lenses, etc) and it's within **Range**, measuring the distance from any part of the miniature until it reaches any part of the target (both bases included). Now perform a **Faced Test**: If successful, the target is hit by the impact. If fails, the **Attack/Channel** ends right here. *Note:* **Weapons/Powers** that only **Heal** and/or protect are performed with a **Normal Test** of **Mind/Spirit** and do not need to perform the next step.

STEP 2: The **Penetration** points are subtracted from the target's **Body/Spirit**. Then, the player who controls the target will perform a **Normal Test** of **Body/Spirit**. If succeed, the **Penetration** is resisted and the **Attack/Channel** ends right here. If fails, it loses the corresponding points of **Wounds** equal to the **Damage** of the **Weapon/Power** used and **Effects** are applied.

⚠ If the miniature uses a **Weapon/Power** with 3cm or less on its **Range**, it may first **Move** towards its target. If its **Movement** is not enough to be within **Range**, the **Attack/Channel** cannot be performed this way.

⚠ A miniature cannot **Attack/Channel** to a target through terrain elements if these completely obstruct the miniature's line of sight but through, for example, a hole in a wall that is at least 0,5cm wide, the miniature suffers -1 to its **Mind/Spirit** during the **Attack/Channel**.

⚠ When **Attacking/Channeling** through miniatures there is a chance that your miniature will miss its main target. Each miniature that is within a straight line (thick like a thread) between the **Attacking/Channeling** miniature and the target, will perform a **Normal Test** of **Mind/Spirit**: If failed, that miniature becomes the target and receives the **STEP 2** instead.

⚠ During an **Attack/Channel** to a target that is behind a scenery element and covers at least half of its shape from the miniature's line of sight, the miniature suffers -1 to its **Mind/Spirit**.

⚠ If your miniature is at 1cm or less of an enemy miniature while performing an **Attack/Channel**, its **Mind** and **Spirit** does not suffer a penalty, but for each extra enemy miniature at 1cm or less, it suffers -1 to its **Mind** and **Spirit** until the end of the **Attack/Channel**. *Note:* If the difference between the base **Mind** or **Spirit** of the miniatures involved are 2 points or more, this is not applied. This way, even surrounded by inferior enemies, your miniature will stay as deadly as if it's facing only one target.

⊙ **Knockdown**, **Push** and **Swap** possess this rule in common: Before taking this **Action**, the miniature may first **Move** towards its target to be within base-contact. If the **Movement** attribute is not enough, the **Action** cannot be performed this way.

▶ **KNOCKDOWN**: Throw a target that is on base-contact to the ground. Perform a **Faced Test** of **Body**: If succeed, place a **Knockdown** token next to it and the target suffers a -1 penalty to its **Mind**, **Body**, **Spirit** and cannot perform any **Action** or **Reaction** until the end of the turn. On the next turn, the target loses the **Knockdown** token and becomes **Lying Down**.

▶ **PUSH**: Drive away a target that is on base-contact up to 3cm in any direction. Perform a **Faced Test** of **Body**: If succeed, the miniature may now **Push** the target.

▶ **SWAP**: Switch positions with a target that is on base-contact. Perform a **Faced Test** of **Mind** and then a Faced Test of **Body**: If succeed, the miniature may now **Swap** positions.

▶ **LAY DOWN**: Place a **Lying Down** token next to the miniature. Its base **Movement** is reduced to one third (rounding up). The miniature vision is considered to be 1cm up around its base and it's height is determined by the width of its torso. *Note:* A **Lying Down** miniature cannot perform **Knockdowns** and can only **Push** or **Swap** other **Lying Down** miniatures.

▶ **GETTING UP**: If the miniature is **Lying Down** or **Crouched**, it returns to its normal state.

▶ **CROUCH**: Place a **Crouched** token next to the miniature. While **Crouched**, its **Movement,** height and line of sight are halved (rounding up). A **Crouched** miniature can **Get Up** momentarily (thus losing the **Crouched** status), make an **Action** and then **Crouch** again (**Getting Up** like this is considered a displacement for the purpose of receiving **Reactions**). *Note:* A **Crouched** miniature cannot perform **Knockdowns** and can only **Push** or **Swap** other **Crouched** or **Lying Down** miniatures.

❗ **REACTION**: A miniature can **React** performing an **Attack/Channel** once per turn in response to an **Action** performed by an enemy miniature.

⚠️ To find out if a miniature can **React** before its target ends its **Action**, it must first perform a **Normal Test** of **Mind**. If succeed, it may **React** at any moment of the target's **Action**. If failed, the **Reactions** will be made at the end of the target's **Action** if the target is still visible.

⚠️ **Weapons** and **Powers** only deal 1 point of **Damage**, no **Healing** and **Effects** are applied.

⚠️ The target must wait for the resolution of every successful **Reaction** done against it before completing its own **Action**.

⚠️ **Troop** miniatures cannot perform **Reactions**.

Single Use Items cards (**SUIcards**) is an optional addition to play a **Game Mode**.

Before starting, players should agree which way they'll follow: Each player chooses up to two **SUIcards** for each miniature of your **Warband** OR pick two random **SUIcards** for each miniature of your **Warband**. **SUIcards** are not attached to a specific miniature, think about them as if you have an inventory of objects to help you during the **Game Mode**. Once used, each one must be discarded.

⚡ POISONOUS AIR ⚡	⚡ SEAL OF PROTECTION ⚡
At the beginning of the turn, roll 1D6 for each miniature: If the result is 3-, it suffer 1 point of **Damage**.	Choose a miniature and roll 1D6: If the result is 5-, increase its **Body** by 1 point until the end of the turn. If the result is 6, increase its **Body** by 2 points until the end of the turn.

DO YOU HAVE A 3D RESIN PRINTER?

My friends @blacklion40k and @aus30k kindly gave me permission to share for free their .stl 3D miniatures of **Ardamon Iceheart** and **Andreas Kalothetos**, provided on Orniris.com/Warniris

ARDAMON ICEHEART

ANDREAS KALOTHETOS

SUPPORT WARNIRIS ON PATREON

All the content of Warniris is free and with your support through **Patreon.com/Warniris** other characters can be sculpted and provided as .stl 3D miniatures for 3D resin printing.

To create games is one of my childhood goals. Games help me to explore how far I can go through imagination, how to deal with reality and meet people. Warniris is mix of all the best ideas and rules I've experienced playing tabletop games.

Warniris is for you.
-Orniris Terensi