**Strife is a product of Chimera**

**Created by – Kendall Howie**

**Art by – Gabriele Zanlorenzi**

Chimera

**For more by Chimera : Chimeragames.co**

## Before play
Before play may begin, players determine a point value.
With this point value they may pick their leader and assemble
an army with heroes, standard units, and equipment.
Any points you haven't used will convert to half that amount of
energy rounded down at the start of play.

## Typical game
Small 50 points - Medium 100 points - Large 200 points

## Factions
While building your forces you may select a faction.
You may only recruit units of your faction.
Units with blank grey faction symbols are mercenaries that
may be added to any army.

## Units
When assembling your army, you may enlist a number of units.
These units may be heroes and/or standard units.
When making your army, every unit counts towards your point
total - Refer to the units point value to determine the cost of
each unit.

## Leaders
You must have one "Hero" become your leader.
When your leader is killed you lose and remove all of your
units from play at the end of the round.

## Heroes
Hero units are unique and you may only control one copy of
any one hero - You may have up to one hero in your army per
fifty points (minimum of 1).

**Energy**
**Energy may be produced by rune-stones or by abilities. This energy is then able to be used to activate and use abilities.**
**Energy is only lost when used or when it is taken away by abilities.**

**Rune-stones**
**At the beginning of the game, rune-stones may be placed, you may use tokens or objects that occupy up to a 3" by 3" space on the field to represent a rune-stone.**
**When a unit you control becomes adjacent to, or within 1" of a rune-stone you gain control of the rune-stone as long as you have more units within 1" of the stone than any other player.**
**Heroes count as 5 units for controlling rune-stones.**
**For every rune-stone you control at the start of the round, you gain 2 energy.**
**Rune-stones remain under your control until another player gains control over it.**

**Team play**
**When playing with teams the players of each team share one turn and may each activate units and abilities.**
**Your teammates units are considered friendly.**
**Teammates share control of rune-stones and share an energy pool.**

## Turn order and your turn

**The players each roll two six-sided dice (2d6) at the start of the round, the highest roll may choose who takes the first turn, and continue in a clockwise order, until the end of the round.**

**A round ends when all players have taken a turn.**

**On your turn you may activate each unit you control - You may make actions in any order.**

## Unit activation

**Each unit may make a movement action, and one standard action, this may be one of the following: attack, march, or any printed ability with the action symbol :** 

**Interrupting a movement action with another action forfeits any remaining movement.**

**Abilities may have an energy cost, this is indicated by a number within the energy symbol :** 

**To activate an ability with an energy cost you must first pay energy equal to the energy cost of the ability.**

**A unit may only activate each one of its energy abilities once per turn.**

**A unit may only activate energy abilities during their controllers turn, unless they show the "Fast" symbol :** 

# Combat

## Attacking

All attacks require the attacker to roll 1d6 adding the units attack stat to the result, if the total is equal to or lesser than the targets defense the attack fails - If the attack roll is greater than the targets defense the attack succeeds and the attacker deals 1 damage to the units Health points.

Attack rolls of 6 always hit and 1's always fail.

If a unit is reduced to 0 Hp it is killed - The controlling player will remove the model from the field.

## Attacking back

When a unit attacks the defending unit may attack back.

An attack back is a standard attack roll with difficulty.

To attack back the defending unit must be able to target the attacking unit with the same type of attack (If being attacked by range the defender must have a range attack that could hit the attacker).

A unit may only attack back a number of times equal to the number of attacks it may make in a turn each turn.

Attacking back is only provoked by standard attack actions.

## Melee and ranged

When a unit makes an attack they must determine if the attack is melee or ranged.

Units may only make attacks against units within their attack range.

Melee range is 1".

Ranged attack range is equal to the units Range stat.

Range may be measured from any part of your model to any part of the target model.

## Movement
When making a movement action move the unit a number of inches up to its speed.

## March
Making a march action is to make a secondary movement, this movement is half the unit's speed rounded up.

## Ease & difficulty
Ease - Roll 2 dice and take the result of the higher number.
Difficulty - Roll 2 dice and take the result of the lower number.

## Flanking
You gain flanking on targets that are locked in combat with another one of your units or friendly units.
Flanking provides +1 to attack rolls.

## Locked in combat
When an enemy unit is within melee range of a unit you control your unit becomes locked in combat.
All ranged attacks are made with difficulty while locked in combat.
When you move away from units you are locked in combat with they may make an opportunity attack unless you roll 1d6 with a result of 4+ to "break away".
Opportunity attacks must be melee.
If any enemy unit passes within your melee range during their activation or otherwise they are considered locked in combat immediately.

## Push
You may use an attack action to "push" a target, this target must be within melee range, and you must make an attack roll. This roll gains +1, if successful you may move the target 1d3 inches in any one direction so long as they may occupy the space you push them to.

## Line of sight

When making an attack you must have a line of sight to your target.

At least 50% of the target's base or model must be visible from your model.

Elevation may break the line of sight (See blind spot).

## Blind spot

Blind spot is a rule for 2D terrain, when using 3D terrain you may instead refer to standard line of sight rules.

When on elevation, there may be a blind spot where you may not make a line of sight - This blind spot is variable to the terrain.

The blind spot is equal to the number of inches from the edge of the elevation you are, times your elevation's level difference (Elevation difference from elevation 2 to elevation 4 equals 2). Treat the blind spot as if it was blocking terrain.

The blind spot goes both ways, you may not make a line of sight with a target on elevation if you are in that unit's blind spot.
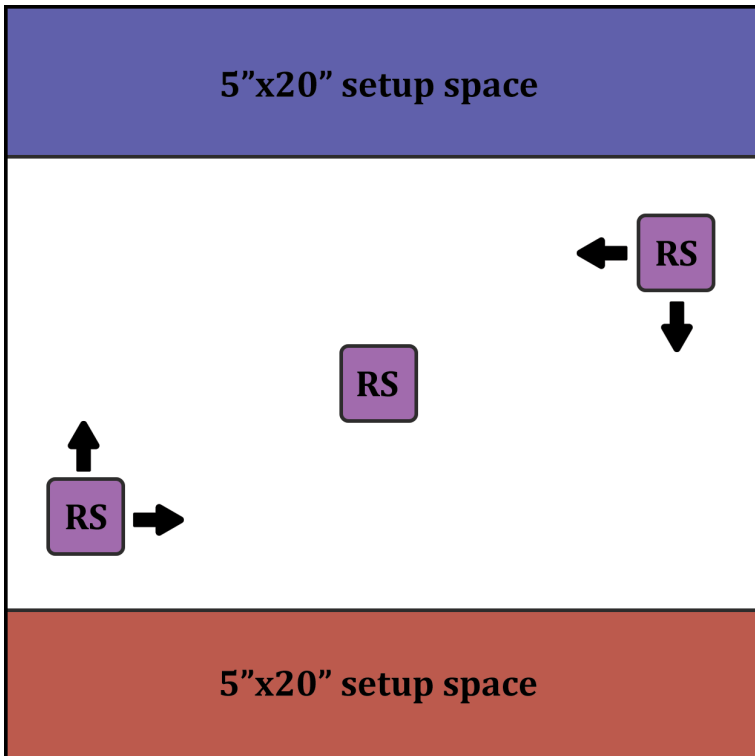
# Scenario

**Battlefield - 20"x20" area**
**Each player takes a setup space to place their army.**
**In this setting players will place one rune-stone in the center of the field.**

**Next each team must place a rune-stone on the field outside of all players setup space.**

**5"x20" setup space**

RS

RS

RS

**5"x20" setup space**

# - Scenario -

## Battle fall - 20"x20" area

In this setup each team places one to two rune-stones within their claim.

Each team starts the game with the rune-stones they have placed in their claim, these rune-stones create a setup space within 3" of them for their team to place units at the start of the game.

An unclaimed rune-stone is placed in the center, no claim or setup space may be within 5" of this rune-stone.
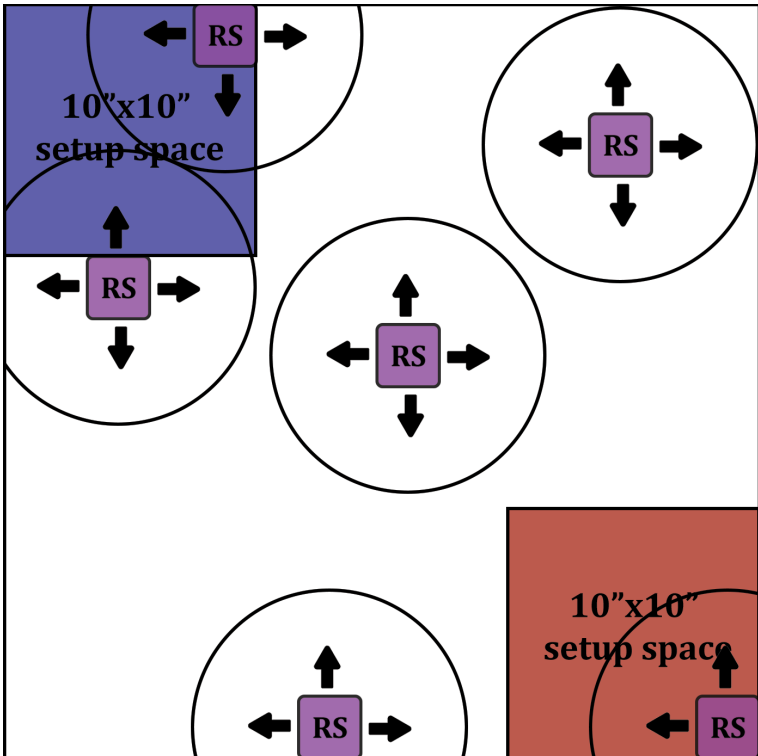Setup space may not overlap with enemy claim.
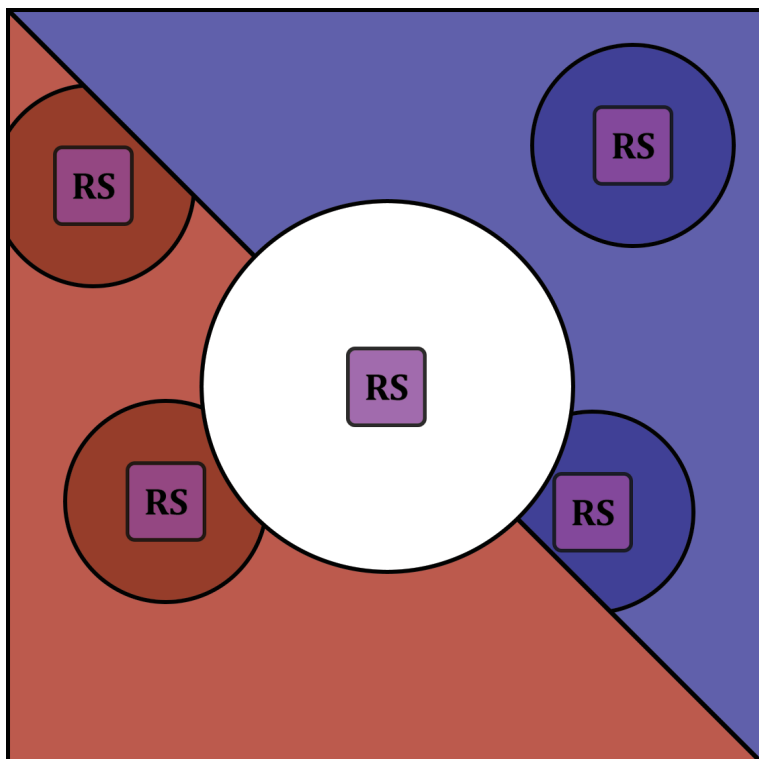
# - Scenario -

## War tide - 30"x30" area
**Teams select a 10x10 setup space on opposite corners of the battle field.**

**Each team may place three rune-stones no closer than 4" of each other.**

# - Scenario -

**Dispute - 20"x20" area.**
**Each player takes a setup space to place their army.**

**No rune-stones are placed.**
**At the start of each round players gain energy dependent on the point value of the game: 50pt = 3 energy - 100pt = 6 energy - 200 = 9 energy.**

**10"x20" setup space**

**10"x20" setup space**

## Terrain

**Barrier - marked with gray, breaks line of sight and prevents movement.**

**Cover - marked with green provides a -1 penalty to ranged attacks that pass through or into it, and -1 speed to units that occupy or pass through cover during their activation.**

**Water - marked with blue, reduces a unit's Speed by half rounded up, any turn they pass through or occupy water.**

**Elevation - marked by red, elevation provides a +1 bonus to all attack rolls on targets you are above.**
**1 elevation is equal to 1 inch.**

### Climbing
**You may climb elevation at the cost of 2" of movement per 1 elevation climbed, unless the red line marking the elevation is dotted - Indicating an easily climbed slope, stairs, or ladder. Climbing a dotted red line costs 1 inch of movement per elevation.**
**If ending an activation climbing, keep track of how far your unit has climbed.**
**You may not make attacks while climbing.**

## Jumping

You may jump as part of your movement action.

A unit may make a running jump - To do so, the unit must have already moved at least 2" and have an amount of movement equal to the number of inches being jumped.

A unit may also make a standing jump, the jump distance is 1" per 2" of movement spent on the jump.

You may include using a march action to make greater jump distances.

A jump may only be made in a straight horizontal line - At the end of a jump climbing and or falling may occur.

## Falling

Units may be dealt damage from falling.

Each unit that falls 2 or more elevation levels risks injury.

Roll 1d6 for each unit that has fallen 2 or more elevations, on a result of 5+ the unit is dealt 1 damage - For every elevation past the 2nd they have fallen this roll gains a +1 modifier.
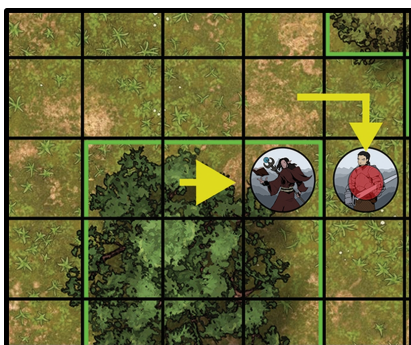
A unit receives +1 damage for each elevation past the 3rd.

Above we see Athum Tellur and a soldier attempting to reach the space marked with the red dot.
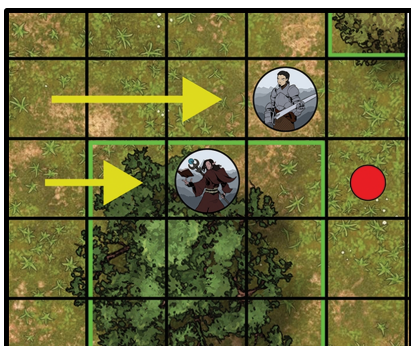


As the two move, the soldier moves 3" as its (Spd) allows. Athum may move an equal amount but is reduced 1 Spd after entering cover - This continues to hinder Athum for his march action (Below) as the soldier reaches the target.

(Above) Athum and a peasant prepare to climb a wall (3 elevation)

(Below) we see both units have made movement and march actions, both units total 5" of movement with these actions combined.

Athum was able to climb the dotted line for 3" of movement, and then was able to continue to move onto and to the other side of the wall with his march action.

The peasant could only reach 2 elevation with 5" of movement so the unit's height was marked.

(Above) Athum wishes to target the soldier with a ranged attack - to do so Athum must make a line of sight and the soldier is found in Athum's blind spot.

Athum stands on an elevation of 3, the soldier is on the ground level elevation 0, and Athum is 1" from the edge of the elevation.

Distance from edge = 1, elevation difference = 3, 1x 3=3 making the blind spot equal to 3 inches as shown.

Athum then moves to the edge (Below) making his distance from it 0, reducing his blind spot to 0 - Now Athum may make a line of sight with the soldier.

Note: in the above the soldier may not make a line of sight with Athum either.

# Units

**Stats**

**The left of the info card shows a list of stats.**

**Attack(Atk) - Determines the unit's attack bonus.**

**Range(Rng) - The maximum number of inches you may make a ranged attack from.**

**Defense(Def) - The difficulty to hit the unit.**

**Health points (Hp) - The amount of damage a unit can take before being killed.**

**Speed(Spd) - How many inches the unit may move when making a movement action.**

**On the right side is the unit's point value.**

**Above is the units name, and below that is its keywords.**

**The lower half shows the units class, size, and faction.**

**Classes**

 **: None**

 **: Warrior**

 **: Wizard**

 **: Rogue**

 **: Ranger**

 **: Beast**

## Unit info

**Below is a breakdown of an info block.**

**You may find info blocks in the following pages.**

**Info blocks contain all the information for Strife units.**

Key words   Unit name   Point value

Attack

Range

Defense

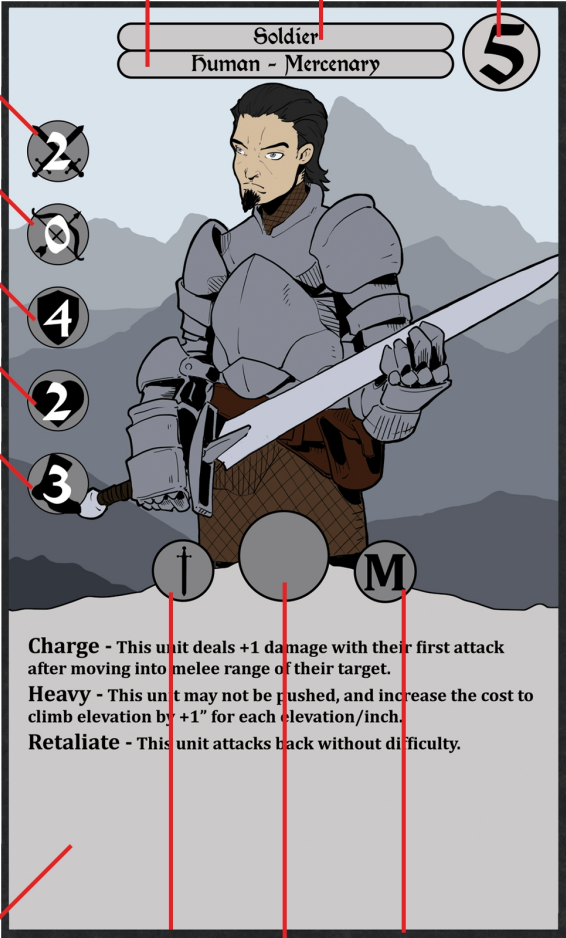Health points

Speed

Soldier
Human - Mercenary

5

2

0

4

2

3

**Charge -** This unit deals +1 damage with their first attack after moving into melee range of their target.

**Heavy -** This unit may not be pushed, and increase the cost to climb elevation by +1" for each elevation/inch.

**Retaliate -** This unit attacks back without difficulty.

Abilities and special rules

Class

Faction

Size

**Size**

**Size determines what models may represent a unit on the battle field.**

**Every unit has a size and must be represented by a model that fits within their sizes**

**requirements.**

**S - Small - Small units must be represented by a model with a base size between 18 and 25mm.**

**M - Medium - Medium units must be represented by a model with a base size between 25 and 40mm.**

**L - Large - Large units must be represented by a model with a base size between 40 and 50mm.**

**H - Huge - Huge units must be represented by a model with a base size between 50 and 60mm.**

**G - Giant - Giant units must be represented by a model with a base size between 60 and 80mm.**

**Abilities list**

**Absorption**
Units with this ability reduce all damage they receive by the listed amount (Absorption 2, reduces by 2).

**Backstab**
Units with this ability deal +1 damage with attacks when they are flanking their target.

**Charge**
Units with this ability gains +1 damage to their first attack after moving into melee range of their target.

**Cleave**
When a unit with this ability deals damage and kills a unit with a melee attack, any excess damage is dealt to another unit within melee range that your attack roll could have hit.

**Climb**
Units with this ability reduce their cost of climbing elevation by -1" per elevation.

**Critical**
Units with this ability deal double damage when an attack roll they make is a 6.

**Deflect**
Units with this ability may make a deflect roll (1d6) when being attacked with a ranged attack, on the result of a 5+ the attack fails.

**Dodge**
Units with this ability may make a dodge roll (1d6) when being attacked, on the result of a 6+ the attack fails.

**Fellhanded**
Attacks made by a unit with this ability may not be deflected or parried.

**Flight**
Units with this ability are unaffected by terrain during its movement.

**Heavy**
Units with this ability may not be pushed, and increase the cost to climb elevation by +1" for each elevation/inch.

**Honed blade**
Units with this ability may re-roll one attack roll a turn.

**Multi-attack**
Units with this ability may make an extra attack during their attack action,  if multi-attack is followed by a number such as multi-attack(3) the unit may make that many extra attacks.

**Parry**
Units with this ability may make a parry roll (1d6) when being attacked with a melee attack, on the result of a 5+ the attack fails.

**Quick**
Units with this ability gains +1 to breaking away rolls.

**Reach**
Units with this ability increase their melee range to 2"

**Retaliate**
Units with this ability don not have difficulty to attack back rolls.

**Shove**
Units with this ability may shove their target immediately "Push" the defending unit.

**Team up (Intrigue)**
Units with this ability may use their standard action to "team up" this adds half of their attack bonus and damage (rounded down) to a target friendly units attack this turn, both this unit and the friendly unit must be able to attack the enemy targeted.
If at any point before the attack roll is made any of the units involved are unable to attack the enemy their bonus is removed and wasted.

**Teleport**
Units with this ability may use their movement action to move to any unoccupied space within a number of inches equal to their speed that they may see.

**Vigilant**
Units with this ability may not be flanked.

**Volley**
Units with this ability may make an extra ranged attack with "Difficulty" against a unit they have already made a ranged attack against this turn.

## Standard hero abilities

**These abilities may be used by any unit with the Hero keyword.**
**A hero may only use one of the following abilities per turn. Circled numbers before the ability represents the energy cost to activate the ability.**

**① Great strike**
**The next attack this unit makes deals +1 damage.**

**② Slice**
**This unit deals 1 damage to a unit within melee range.**

**②◇ Shrug off**
**Reduce damage this unit is receiving by 1.**

**③ Momentum**
**This unit may make an extra attack this turn.**

**②◇ Focus**
**This unit gains +2 to attack rolls this turn.**

**④ Recover**
**This unit heals 1d3 HP.**

**①◇ Guard**
**This unit gains +2 defense this turn.**

**Ⓧ Recruit**
**Create a non-hero unit you could add to your army within 2" of a runestone you control - This unit may not activate this turn.**
**X is equal to the units point value +1.**
**This unit may have equipment if it as also payed for with energy.**

## Quick reference

**Unit actions**
1 Movement - Move a number of inches equal to units Speed.

1 Standard :
March - Move half Spd rounded up.
Attack - 1D6+Atk succeeds on a result greater than targets Def - Attacks deal 1 damage
Other - Any ability with the action symbol : ⚙

When a unit is attacked by a standard attack action, they may attack back with the same type of attack (Range/melee).

Attack back rolls are made with difficulty.

Locked in combat - When a unit is in melee range of an enemy.

Ranged attacks have difficulty while locked in combat.

Units may make 1 free melee attack of opportunity when an enemy leaves melee range of them without breaking away - Break away 1d6 result of 4+.

Gain +1 flanking bonus to attack rolls against units that are locked in combat by a friendly unit.

Attack roll of 6 always hit and 1s always fail

Energy abilities may only be activated on your turn.
Energy abilities do not require an action unless they have an action symbol.

A unit may activate each energy ability they have access to once per turn.

An ability may be activated on each turn if it has the Fast symbol : ◇

⚔ - Attack (Atk)
🏹 - Range (Rng)
🛡 - Defense (Def)
❤ - Health points (Hp)
👢 - Speed (Spd)

⚪ - No class       - Rogue
  - Warrior       - Wizard
  - Ranger       - Beast

Difficulty - Roll 2 dice take the lowest result.

Ease - Roll 2 dice take the highest result.

having both on a single roll will cancel each other.

**Terrain**
Barrier - Gray, breaks line of sight, and stops movement.

Cover - Green, -1Spd -1 to ranged attack rolls.

Water - Blue, unit speed 1/2 rounded down.

Elevation - Red, 2" to climb 1", +1 to ranged attacks from above.

Falling - 2" or more roll 1d6 6+ unit is dealt 1 damage, +1 to this roll for every higher elevation, and +1 damage for elevation past 3.

Blind spot - Inches from edge of elevation X elevation difference.

Line of sight - To make a ranged attack the attacker must be able to see 50% of targets unblocked base.