



Comprehensive Game Rules (version 0.99.9.0)

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NOTE: This document is a snapshot copy of the living Beta rules (taken 09-01-2018). Some information might be out of date. It is recommended that you reference the online living Beta rules documentation for the most up-to-date rules and information.

<http://warline.eljayplay.com/rules-wip>

About WARLINE

Amid the fire and ruin of war, only one army will crush the Enemy to stand Victorious...

WARLINE: Tactical Fantasy Battles is a tournament caliber tabletop game of strategic planning and tactical maneuvers on the battlefield. You are the General, charged with commanding your army of fantasy warriors, and plunging headlong with them, into an epic clash with the enemy. Out maneuver the enemy General's army to stand victorious in the War of Eternity!

Your goal

Only one army can claim victory on the battlefield - will it be your army, or the enemy's? Implore all of the tactical tools at your disposal, and all of the strategies you can mastermind, in order to achieve one of five different victory conditions - ensuring that it is your army standing victorious when the flames of battle subside.

Game overview

WARLINE is a highly technical game of detailed maneuver warfare, delivering an accessible, fast, and furious expression of battlefield combat. You will discover that WARLINE is a game of simple rules interacting in deeply complex manners. As a result, you can devise countless unique strategies, and develop your very own play personality. There is zero luck involved, which contributes to a distinct separation between new players and seasoned veterans. Similar to other tournament caliber games, WARLINE is easy to learn, but can take years to fully master.

In a turn-based manner, each General issues a tactical order, such as Maneuver, to one of his battalions. During a maneuver, a battalion can move forward, change facing, build a rampart (defensive wall), destroy a rampart, or perform other actions - in any desired order. Chaining movement and facing results in complex "warlines" that can leave destruction in their wake. Building and destroying ramparts is a critical means of blocking or exposing the enemy to achieve your strategic goal. Routing is a means to set up the enemy for a crushing blow, or to take captive a prisoner of war.

Every game of WARLINE unfolds as a dynamic, keep-you-on-your-toes clash between two fantasy armies - a battle of intelligent action and reaction. The battalions' capabilities are continually shifting as a result of combat, and the battlefield continuously transforms, ensuring that each General's strategy must never cease evolving...

⇒CORE RULES⇐

WARLINE can be played either in its Core Rules form, or with the addition of Rules Variants and Modules - which expand the essential game rules, add additional layers of complexity, and allow you to customize the game experience. The Core Rules outlined in this section of the rule book define WARLINE in its most pure form. All of the Core Rules are required to play WARLINE - even if Rules Variants and Modules are added to play. (the official Rules Variants and Modules are covered later in this rule book.)

DESIGNER'S NOTE: I recommended that you first learn to play WARLINE in only the Core Rules form - and play this way until you have a strong grasp of the game mechanisms, tactics, and strategies. Rules Variants and Modules are a fun way to extend WARLINE and to really push your tactical skills limit, but are, by nature, a bit more complex and take longer to learn and master. Also note that it is perfectly acceptable if you decide never to apply Rules Variants or Modules: The Core Rules are rich, rewarding, and infinitely playable along a path to mastery.

Core Game Components

- [2] Generals (players)
- [4] Battlefield segments, which assemble into [1] square Battlefield game platform
- [12] Battalions
 - [6] Kingdom of Frost Battalions
 - [6] Kingdom of Flaym Battalions
- [12] Ramparts
 - [6] Kingdom of Frost Ramparts
 - [6] Kingdom of Flaym Ramparts
- [1] Vigor Token
- [1] Stun Token
- [2] Sacrifice Tokens

Set-up and Preparation

Players: 2 (up to 4 with Rules Variants)

Set-up Time: 2 minutes

Learn Time: 15 minutes

Game Play Time: 30-45 minutes

WARLINE is a competitive game that plays out on a square Battlefield divided into a [7x7] grid of Zones.

- Your goal is to win the Battle by achieving one of the [5] Victory Conditions, described in detail further along in this rule book:
 - *Overpowering/Crushing* (Slaughtering a number of the Enemy's Battalions)
 - *Shackling* (Imprisoning, simultaneously, a number of the Enemy's Battalions)
 - *Paralyzing* (rendering the Enemy incapable of Moving)
 - *Blunting* (rendering the Enemy incapable of taking aggressive action)
 - *Forcing Surrender* (*in a divisive conclusion, exert the dominant influence*)
- Before anything else, assemble the Battlefield from the [4] segments. Then, position the Battlefield on the table between you and the Enemy (your opponent, the other player).
 - You and the Enemy should be situated on opposite sides of the Battlefield, facing one another.
- Decide among one another which Kingdom each of you will lead into Battle - the Kingdom of Frost or the Kingdom of Flaym.
- Gather the [6] Battalions associated with your chosen Kingdom, and set them in front of you on the table (not yet on the Battlefield).
 - On the top side of a Battalion, the Number near the bottom-left corner indicates the Battalion's Arms (the weight of its armor and power of its weaponry). For example, a Battalion with the number [4] on its top side is a Battalion of Arms [4].

- You must flip your Battalions so that the top sides adhere to the following rules:
 - [1] Battalion must be of Arms [1].
 - [1] Battalion must be of Arms [2].
 - [1] Battalion must be of Arms [3].
 - [1] Battalion must be of Arms [4].
 - [1] Battalion must be of Arms [5].
 - [1] Battalion must be of Arms [6].
- **IMPORTANT:** The top side of a Battalion represents the Battalion's current status. All other sides of a Battalion are irrelevant.
- Have the Enemy gather the [6] Battalions associated with his Kingdom, and flip them according to the aforementioned Arms rules.
- Place in front of you the [6] Ramparts that represent your Kingdom. Place your [6] Ramparts in a stack nearby.
- Have the Enemy place in front of him the [6] Ramparts that represent his Kingdom, and and place them in a stack nearby himself.
- Set aside, in a common space near either side of the Battlefield (not in front of you or the Enemy), the [4] Tokens ([1] Vigor, [1] Stun, and [2] Sacrifice).
 - This common space for the Tokens is referred to as the "Tokens Pool".
- Use an agreed upon Challenge method (rock-paper-scissors, coin toss, or any other method you prefer). to determine who is to be Player-1, and who is to be Player-2. Note that the customary challenge method in WARLINE is rock-paper-scissors, and it is driven by psychological competition, rather than plain luck.

Battle Formation

Before the Battle can begin, you and the Enemy must Deploy your unique Battalion combat formations onto the Battlefield.

- In an alternating Turn-based manner, you and the Enemy (beginning with whoever is Player-1) must Deploy [1] of his Battalions per Turn. To Deploy, place your Battalion as follows:
 - Onto any one of the unoccupied Battlefield Zones within the [3] rows of Zones closest to himself, or...

- ...directly on top of another of your own already-Deployed Battalions.
- **IMPORTANT:** Be sure that you do not flip any of your Battalions during Deployment. Each Battalion must maintain the same top side that was assigned to it during set-up (see “Set-up and Preparation”).
- You can Face each Battalion you Deploy in any one of the 4 orthogonal directions. The Sword graphic toward the upper edge on a Battalion’s top side signals the Battalion’s Facing direction.
- Once you have Deployed any Battalion and play has passed on to the Enemy’s Turn, the Battalion you Deployed cannot be moved again during Battle Formation.
- After you and the Enemy have Deployed all of the Battalions onto the Battlefield (your [6] Battalions and the Enemy’s [6] Battalions), Player-1 chooses which General will take the first Turn in Battle. Then, the Battle begins.
- **IMPORTANT:** If you are including the Army Recruiting Rules Variant, you must reveal your Army composition to the Enemy General immediately prior to Battle Formation. You cannot change the Arms of any of your Battalions after revealing your Army composition to the Enemy General.

The Battle

The Battle progresses in an alternating Turn-based manner, each General taking [1] Turn at a time. Battle continues until either you, or the Enemy, achieve any one of the various Victory Conditions.

- **IMPORTANT:** Before the first Battle Turn occurs, the General designated as Player-1 chooses which General will take the first Battle Turn.

On your turn

Your Turn flows through a number of steps, performed respectively in sequence as follows:

1. Resolve Counter Attacks
2. Torment your Prisoners
3. Reset Tokens
4. Complete a Sacrifice
5. Issue a Tactical Order

1. Resolving Counter Attacks

Check whether or not any of your Battalions are capable of Counter Attacking the Enemy. A Counter Attack is possible if any of your Battalions has an Enemy Battalion stacked directly on top of your Battalion. If any Counter Attacks are possible, resolve them as follows:

- Remove your Battalion from beneath the Enemy Battalion.
- Reduce in Arms the the Enemy Battalion by the Arms of your Battalion (see “Attacking the Enemy”).
- Upon reducing in Arms the Enemy Battalion, you are free to Face the Enemy Battalion in any orthogonal direction you please.
 - If the Arms reduction decreases the Enemy Battalion’s Arms to [0] or lower, the Enemy Battalion is Slaughtered and placed in your Graveyard.
 - If the Enemy Battalion is not Slaughtered upon Arms reduction, swap Battalion positions so that your Battalion is now on top of the Enemy Battalion.
- **IMPORTANT:** Do not change the Facing of your Counter Attacking Battalion. Your Battalion must maintain the same Facing as before beginning the Counter Attack.

2. Tormenting Prisoners

If you have any Enemy Battalions taken as Prisoners, you can Torment them to lessen their fortitude.

- If you desire, reduce in Arms by [1] any of the Enemy Battalions you have Imprisoned (if you have any Enemy Battalions Imprisoned).
 - Flip an Imprisoned Enemy Battalion so that its top side represents the next lower Arms. If this action reduces the Enemy Battalion to a Arms lower than Arms [1], the Enemy Battalion is Slaughtered and placed in your Graveyard.
- You are not required to Torment any of the Enemy Battalions that you have Imprisoned. You can selectively Torment each Imprisoned Enemy Battalion of your choosing (one, some, or none).

3. Reset the Tokens

If one of your Battalions is topped with the Vigor Token, and/or one of the Enemy Battalions is topped with the Stun Token, remove the Token(s) and return them to the common Tokens Pool.

- Remove the Vigor Token from your Battalion (if the Vigor Token is already applied to one of your Battalions).
 - Return the Vigor Token to the common Tokens Pool.
- Remove the Stun Token from the Enemy's Battalion (if the Stun Token is already applied to one of the Enemy's Battalions).
 - Return the Stun Token to the common Tokens Pool.
 - **IMPORTANT:** Do not ever remove the Stun Token from your own Battalion. The Enemy General removes the Stun Token from your Battalion at the start of his Turn.

4. Completing a Sacrifice

On your previous Turn, you might have marked one of your Battalions for Sacrifice. If you have a Sacrifice-marked Battalion (i.e. your Battalion is topped with a Sacrifice Token), you must Slaughter your Battalion and gain the benefits of the Sacrificial Ritual.

- Slaughter your Sacrificed Battalion (if one of your Battalions is marked for Sacrifice).
 - Return the Sacrifice Token to the common Tokens Pool.
 - Give your Slaughtered (by Sacrifice) Battalion to the Enemy General. The Enemy General places your Slaughtered (by Sacrifice) Battalion in his Graveyard.
- Choose [1] of your Battalions on the Battlefield to receive the benefits of the Sacrificial Ritual. Your Battalion's available Maneuver Actions are increased to [8] for this Turn of yours.

5. Issuing a Tactical Order

- Now, you must choose [1], and only [1], of your Battalions to execute [1], and only [1], of [5] different Tactical Orders:

- A. Maneuver
 - B. Extricate
 - C. Sacrifice Ritual
 - D. Lighten
 - E. Stall
- You can only choose one of your Battalions that is not underneath any other Battalion(s) to execute the Tactical Order.
 - Once you have concluded the execution of a Tactical Order, your Turn is complete and play is passed to the Enemy's Turn. The Enemy's Turns play out according to the same rules as your Turns.

Tactical Order A: Maneuvering on Warlines

A Maneuver is a sequence of actions that create a "Warline" - a complex path of tactical and combat actions. Maneuver is [1] of the [5] Tactical Orders you can choose to execute on your Turn.

- If you choose Maneuver as your Tactical Order, you must Maneuver your [1], and only [1], chosen Battalion.
 - You cannot Maneuver any of your Battalions that are situated beneath any other of your Battalions. Only the top-most Battalion can Maneuver on this Turn.
 - Your Battalion must be on the Battlefield to be the target of the Maneuver Tactical Order.
- A Battalion has a Maneuver Actions (MA) property that determines how many actions the Battalion can perform during a Maneuver.
 - On a Battalion's top side, the Gemstone graphics along the bottom edge, represents the number of MA a Battalion has available at the start of a Maneuver: [1] MA per Gemstone.
- Your Battalion's MA can be spent on any combination of the following, in any desired order:
 - A. Move (Attack)
 - B. Face
 - C. Rout an Enemy Battalion
 - D. Build a Rampart
 - E. Destroy a Rampart (only if the Battalion is of the requisite Arms)

- You must spend any number of MA greater than or equal to [1], but less than or equal to the Battalion's MA allotted at the start of a Maneuver.
- You are not required to spend all of the Battalion's MA.
- If all of the Battalion's MA are not spent, the unspent MA do not carry over to your next Turn. The Battalion's MA are reset on your next Turn.
- It is okay for your Battalion to conclude a Maneuver on top of another Battalion - however, be mindful that your Battalion will be susceptible to Counter Attack (see "On Your Turn - 1. Resolving Counter Attacks").
- Once your Battalion's MA have been spent to your satisfaction, the Maneuver and your Turn end.
- **IMPORTANT:** If you only spend the Battalion's MA on Facing actions, it is considered to be a Stall (see "Tactical Order E: Stalling").
- **REMINDER:** You can only execute [1] Tactical Order each Turn.

A: Moving on the Battlefield

- **MA cost:** [1] MA per Zone
- Move your Battalion [1] orthogonally adjacent Zone in your Battalion's Facing direction.
 - **NOTE:** Throughout the game rules, the term "adjacent" always refers to a Zone contiguous in one of the four orthogonal directions. No diagonal application of actions is allowed.
- Your Battalion can only Move in the direction that it is already Facing. To Move in a different direction, your Battalion must first change Facing.
 - On a Battalion's top side, the Sword graphic points in the Battalion's Facing direction.
- Your Battalion can Move on top of an Enemy Battalion, thereby Attacking the Enemy Battalion. (See "Attacking the Enemy".)
- Your Battalion cannot Move on top of any Rampart.
- Your Battalion can Move on top of a Friendly Battalion.
 - **DESIGNER'S NOTE:** Be careful about finishing a Maneuver with your Battalion on top of another of your Battalions! While "Stacking" like this can have tactical benefits (protecting a smaller Battalion beneath, for example), it can also be easy for a clever Enemy to take advantage of the situation. Since your Stacked Battalion is not able to Destroy Ramparts, the Enemy can simply Build a Rampart in the Zone adjacent in your

Stacked Battalion's Facing direction, and your Battalion is instantly Paralyzed and cannot Move for the remainder of the Battle. (This is because a Battalion cannot change Facing while on top of another Battalion, leaving your Battalion with only a single option to Move forward, which is impossible because there is a Rampart impeding your Battalion.) Also, consider that by spending only a single MA, the Enemy can Attack and possibly Slaughter your top-most Battalion in the Stack, and then automatically Attack (and possibly Slaughter) the next of your Battalions down in the Stack (according to the "Rules for Stacks of Battalions").

- **NOTE:** If your acting Battalion is on top of any other Battalion, Friendly or Enemy, only your acting Battalion Maneuvers - any Battalions beneath your Battalion remain in place when your Battalion Maneuvers.

Attacking the Enemy

- Any time your Battalion Moves on top of an Enemy Battalion, your Battalion Attacks the Enemy Battalion [1] time.
- To resolve an Attack, reduce the Enemy Battalion in Arms (the number near the bottom-left corner on the Enemy Battalion's top side) by the Arms of your Attacking Battalion.
 - **EXAMPLE:** Your Arms [3] Battalion Attacks a Arms [5] Enemy Battalion. Upon Attack, the Arms [5] Enemy Battalion is reduced in Arms by [3] (the Arms of your Attacking Battalion). The Enemy Battalion is reduced to Arms [2].
 - **IMPORTANT:** If the Enemy Battalion is topped with the Vigor Token, the Enemy Battalion's Arms cannot be reduced by more than [1] altogether, across your entire Turn.
- Flip the Enemy Battalion so that its top side displays the new, reduced Arms.
 - **DESIGNER'S NOTE:** To ensure reducing Battalion Arms a fluid, intuitive process, the Battalions are designed to "lead" you to the next lower Arms: The Sword graphic always points toward the adjoining side representing the next lower Arms.
- Upon flipping the Enemy Battalion, you are free to Face the Enemy Battalion in any orthogonal direction you please.

- Your Battalion can Attack the same Enemy Battalion more than once during a single Maneuver, by validly Moving on top of the Enemy Battalion, then off of the Enemy Battalion, and then back on top of the Enemy Battalion again. Each Move on top of the Enemy Battalion resolves as [1] Attack apiece.
- If the Attacked Enemy Battalion was topped with either the Stun Token or a Sacrifice Token, the Token is returned to the common Tokens Pool.

Slaughtering the Enemy

- If, upon resolving an Attack or Counter Attack, the Enemy Battalion is reduced to Arms [0] or lower, the Enemy Battalion is Slaughtered and added to your Graveyard.
 - **DESIGNER'S NOTE:** It is very easy to know ahead of time if an Enemy Battalion will be Slaughtered by an Attack: If your Attacking Battalion's Arms is greater than or equal to the targeted Enemy Battalion's Arms, the Enemy Battalion will be Slaughtered by the Attack.
- Place the Slaughtered Enemy Battalion directly in front of you on the table. This area on the table is referred to as your "Graveyard" - and can be used to track progress toward the "Overpowering" and "Crushing" Victory Conditions.

Vigor following Attack

- After concluding the Maneuver, if your Attacking Battalion is not Stacked on top of another Battalion (Friendly or Enemy), your Battalion gains Vigor.
 - Place the Vigor Token on top of your Attacking Battalion.
- The Vigor Token remains atop your Battalion until the beginning of your next Turn.
- Throughout the entirety of the Enemy's next turn, your Vigor Battalion's Arms cannot be reduced by more than [1] altogether, across the Enemy's entire Turn.
 - **EXAMPLE:** After gaining Vigor on your Turn, the Enemy Attacks your Battalion twice, with an Enemy Arms [2] Battalion. Normally, your Battalion would be reduced in Arms by [4] ([2] Arms reduction for each of the [2] Attacks). However, since your Battalion is in Vigor, your Battalion is only reduced by [1].
- **REMINDER:** The Vigor Token is not applied to your Battalion if your Battalion is Stacked on top of any other Battalion upon concluding the Maneuver.

B: Change Facing

“Facing” is the direction in which your Battalion is oriented. A Battalion’s current Facing is indicated by the Sword icon, which points in the Battalion’s Facing direction.

- **MA cost:** [1] MA per [90] degree rotation
- Rotate your Battalion’s Facing direction [90] degrees clockwise or counter-clockwise (but do not change which is the Battalion’s top side).
- Your Battalion cannot change Facing while Stacked on top of any other Battalion (Friendly or Enemy).
- A Battalion may only Face in one of the [4] orthogonal directions.
- If you desire to spend all of your MA on Facing alone, you must execute the Stall Tactical Order, instead of the Maneuver Tactical Order (see “Tactical Order D: Stalling”)...

C : Routing the Enemy

A Rout is a Maneuver Action that forces an Enemy Battalion into a different position on the Battlefield, and leaves the Enemy Battalion momentarily Stunned.

- **MA cost:** All remaining MA
- A Rout costs the remainder of your Battalion’s MA.
 - **CLARIFICATION:** If your Battalion has [5] MA remaining and performs a Rout, your Battalion spends all [5] MA, and your Turn ends following the Rout. Likewise, if your Battalion has only [1] MA remaining and Routs, the Battalion spends the [1] MA, and your Turn ends after the Rout. The effects of a Rout are identical, regardless of how many MA your Battalion spent to perform the Rout.
- Your Battalion can Rout (push) an Enemy Battalion into any [1] of the Zones adjacent to the Enemy Battalion, as long as the chosen Zone is not occupied by any other Battalion or a Rampart.
 - Reposition the Enemy Battalion onto the chosen Zone.
 - Change the Enemy Battalion’s Facing so that it is Facing directly away from the Zone it was previously occupying before the Rout.
- In order to perform a Rout:
 - Your Battalion must be Facing the Enemy Battalion.

- Your Battalion must be situated in a Zone adjacent to the Enemy Battalion.
- A Rout cannot be executed if the Zone in which you plan to drive back the Enemy Battalion is occupied by a Rampart or any other Battalion.
- A Rout cannot be executed at all if none of the Zones adjacent to the Enemy Battalion are unoccupied.
- If the Enemy Battalion is adjacent to the edge of the Battlefield, the Enemy Battalion can be Routed over the edge of the Battlefield. Routing over the edge of the Battlefield results in taking the Enemy Battalion as your Prisoner of War. (See “Imprisoning the Enemy”.)
- Your Battalion does not Move when Routing. Your Battalion remains in the Zone from which it executed the Rout.
- Your Battalion cannot Rout if your Battalion is Stacked on top of another Battalion (Friendly or Enemy).
- Your Battalion does not get topped with the Vigor Token following the Rout.

Stun following Rout

- Following a successful Rout, place the Stun Token on top of the Routed Enemy Battalion.
 - The Stun Token remains atop the Enemy Battalion until the beginning of your next Turn.
- The Routed Enemy Battalion is Stunned and cannot be issued any Tactical Order, until the Stun Token is removed.

Imprisoning the Enemy

- If a Rout forces an Enemy Battalion off the edge of the Battlefield, the Enemy Battalion is immediately taken captive as your Prisoner.
- Place the Imprisoned Enemy Battalion in front of you onto the table, between your Graveyard and the Battlefield. This area on the table is referred to as your “Prison” - and can be used to track progress toward the Shackle Victory Condition.
- The Enemy Battalion remains Imprisoned until either the Enemy chooses to Extricate his Imprisoned Battalion, or you Slaughter the Imprisoned Battalion by Torment.

- The moment that you take Prisoner an Enemy Battalion, you can opt to Torment the Enemy Battalion (see “Tormenting Prisoners”).

Tormenting Prisoners

- **DO NOT FORGET:** At the beginning of any of your Turns (and also at the moment you take Prisoner a Battalion), if an Enemy Battalion is still Imprisoned, you can elect to Torment the Enemy Battalion.
 - Reduce the Enemy Battalion in Arms by [1].
 - If this action reduces the Enemy Battalion to a Arms lower than Arms [1], the Enemy Battalion is Slaughtered and added to your Graveyard.
 - You are never required to Torment an Imprisoned Enemy Battalion.
 - If you have more than [1] Enemy Battalion in your Prison, you can Torment any combination of the Enemy Battalions: None of, some of, or all of the Enemy Battalions.

D: Rampart Building

- **MA cost:** [1] MA per Rampart
- Your Battalion of any Arms can Build [1] Rampart on any unoccupied Zone adjacent to your Battalion; or on any unoccupied Zone adjacent to another of your own Ramparts that can be traced contiguously back - through your own Ramparts - to your Battalion.
- No Battalion, of your Army or the Enemy’s Army, can Move on top of any Rampart.
- Any Arms Battalion can Build a Rampart.
- Your Battalion cannot Build a Rampart if your Battalion is Stacked on top of another Battalion (Friendly or Enemy).

E: Rampart Destruction

- **MA cost:** [1] MA per Enemy Rampart, or [0] MA per your own Rampart
- **Requirement:** Battalion Arms [4] or greater
- Your Battalion of Arms [4], [5], or [6] can Destroy (permanently remove from play) a Rampart on the Zone adjacent to your Battalion, in your Battalion’s Facing direction.

- **NOTE:** A War Hammer icon behind the Arms number on your Battalion's top side indicates that the Battalion can Destroy Ramparts.
- Battalions of Arms [3] and lower cannot Destroy Ramparts.
- Your Battalion cannot Destroy a Rampart if your Battalion is Stacked on top of any other Battalion (Friendly or Enemy).
- If the Rampart is associated with a different Kingdom than your Battalion's Kingdom, this action costs [1] MA.
- If the Rampart is associated with your Battalion's Kingdom, this action costs [0] MA.
- Remove the Destroyed Rampart from play, permanently.

Rules for Stacked Battalions

In some cases (which are uncommon, but quite possible), you might need to interact with Battalions that are Stacked on top of one another (two Battalions or more). The following rules and clarifications are applied to Stacks of Battalions.

- Thematically, Battalions situated on top of one another (Stacked) are considered to be "engaged", or tightly intermingled in a single crowd - no positional verticality is implied.
- Only the top-most Battalion in a Stack is eligible as the target for a Tactical Order. If this Battalion Moves, the other Battalions that were beneath remain in place.
 - **IMPORTANT:** The only Maneuver Action this Battalion can perform is Move.
- **Stack Attacks**
 - Your Battalion only Attacks an Enemy Battalion that is directly beneath your Battalion in a Stack. An Enemy Battalion in a Stack is not Attacked if a friendly Battalion separates your Battalion from the Enemy Battalion in the Stack.
 - If your Battalion's Attack Slaughters the Enemy Battalion, leaving your Battalion now on top of a different Enemy Battalion in the Stack, immediately Attack the Enemy Battalion your Battalion is now situated on top of (and so on downward).
 - The Attack sequence ends when your Battalion is either situated on top of another friendly Battalion or upon a Battlefield Zone.
- **Stacks and Routing**

- Your Battalion can Rout a Stacked Enemy Battalion only if the Enemy Battalion is the top-most Battalion in the Stack.
- **Stacks and Counter Attacks**
 - Only your top-most Battalion in a Stack (directly beneath the top-most Enemy Battalion) performs a Counter Attack.
 - If your Counter Attack Slaughters the top-most Enemy Battalion, leaving your Battalion now on top of a different Enemy Battalion in the Stack, immediately Attack the Enemy Battalion your Battalion is now situated on top of (and so on downward).
 - The Counter Attack sequence ends when your Battalion is either situated on top of another of your Battalions or upon a Battlefield Zone.

Tactical Order B: Extricate a Prisoner of War

If the Enemy has Imprisoned one (or more) of your Battalions, it is possible for you to Extricate (rescue) your Imprisoned Battalion. Extricate is [1] of the [5] Tactical Orders you can choose to execute on your Turn. **REMINDER:** You can only execute [1] Tactical Order each Turn.

- If you choose Extricate as your Tactical Order, you must Extricate [1], and only [1], of your Battalions Imprisoned by the Enemy.
- Take your Battalion from the Enemy's Prison and place the Battalion onto one of the unoccupied Battlefield Zones that are in the row of Zones closest to you. Your Turn then ends.
- Do not change your Battalion's Arms during Extrication.
- You cannot place your Extricated Battalion onto a Zone already occupied by any other Battalion.
- You cannot place your Extricated Battalion on top of any other Battalion.
- You cannot place your Extricated Battalion on top of any Rampart.
 - **NOTE:** If you declare Extricate as your Tactical Order, then immediately realize that you cannot Extricate your Imprisoned Battalion (due to lack of an unoccupied Zone), it is okay for you to instead choose another Tactical Order.

Tactical Order C: Sacrificing a Battalion

You can Sacrifice one of your Battalions on the Battlefield, in order to enhance another Battalion. Sacrifice is [1] of the [5] Tactical Orders you can choose to execute on your Turn. **REMINDER:** You can only execute [1] Tactical Order each Turn.

- If you choose Sacrifice as your Tactical Order, must begin the ritual Sacrifice of [1], and only [1], of your Battalions on the Battlefield.
 - You cannot begin the ritual Sacrifice on an Imprisoned Battalion or a Slaughtered Battalion.
- Place a Sacrifice Token on the top of your Battalion. Your Turn then ends.
- The Sacrifice Token remains atop your Battalion until the start of your next Turn.
- If during the Enemy's Turn, your Sacrificed Battalion is Attacked or Routed, the Sacrifice Token is removed and returned to the common Tokens Pool.
- However, if your Battalion is not Attacked or Routed during the Enemy's Turn, at the start of your next Turn, your Sacrificed Battalion is instantly Slaughtered and placed in the Enemy's Graveyard.
 - Return the Sacrifice Token to the common Tokens Pool.
- During this next Turn of yours, if you choose Maneuver as your Tactical Order, the Battalion you choose to Maneuver begins with [8] MA to spend.
 - **NOTE:** The Battalion's Arms and default starting MA do not factor into this rule. Any Battalion you choose begins the Maneuver with [8] MA.
 - All other Maneuver rules apply as usual.

Tactical Order D: Lightening a Battalion

At times, it might be beneficial to your strategy to Lighten (reduce the Arms of) one of your Battalions. Your Battalion can discharge any number of the warriors within, and then reform as the lower Arms - increasing the Battalion's Maneuver capabilities, but decreasing its Attack power and defensive capacity. Under certain conditions, you can also transfer the dismissed warriors to another Battalion, thereby increasing the Arms of that other Battalion.

- If you choose Lighten as your Tactical Order, you must Lighten [1], and only [1], of your Battalions.
- Reduce your Battalion in Arms, to any lower Arms greater than or equal to [1]. Flip your Battalion so that its top side displays the chosen lower Arms.
- You can set the Battalion's Facing direction to any orthogonal direction that you desire.
- After Lightening your Battalion, your Turn ends.

Transferring dismissed warriors

- To transfer warriors, your Lightening Battalion must be Stacked directly on top of another of your own Battalions.
- Increase the bottom Battalion by any Arms value of your choosing, up to a maximum of the Arms value that you Lightened the top Battalion by.
- **EXAMPLE:** Your top Arms [3] Battalion is Lightened by [2] (to Arms [1]). You choose to transfer [1] of those [2] dismissed warriors into your Arms [3] Battalion beneath - which you increase in Arms by [1], to Arms [4].
- The bottom Battalion can increase to a maximum Arms of [6].
- You can set both Battalions' Facing direction to any orthogonal direction that you desire. The Battalions can Face in different directions, or the same direction.
- You can only transfer warriors into Battalions of your own Army.

Tactical Order E: Stalling

You might find that it is to your tactical advantage to take no significant action on your Turn. In this case, you can Stall and pass your Turn.

- You can Stall and elect to pass your Turn.
- You take no action, except for any number of Facing actions, if you choose (you are not required to change Facing). Then, play is immediately passed to the Enemy General's Turn.
 - Your Battalion cannot change Facing during a Stall if your Battalion is situated on top of an Enemy Battalion.
- **IMPORTANT:** If you Stall on [2] consecutive turns, you immediately Surrender and the Enemy General wins the Battle.

Victory Conditions

When you recognize, at the end of any Turn, that certain game parameters are met, a Victory Condition is triggered. At this point, the Battle ends and a Victor is declared.

- You can only check for Victory Conditions at the end of a Turn.
 - **IMPORTANT:** It is up to you to recognize and declare a Victory Condition. The Enemy is not obligated to point out a Victory Condition for you - and, if you overlook a Victory Condition before passing on to the Enemy's Turn, you cannot declare the Victory Condition until the end of the Enemy's Turn.
 - **IMPORTANT:** If upon declaring a Victory Condition for your Army, the Enemy also recognizes a Victory Condition for his own Army, you must conclude the Battle according to the rules outlined in the "Surrender, Stalemate, and Resolve" section of this document.
- There are [5] different Victory Conditions. You only need to recognize one of the Victory Conditions to end the Battle.
 - **NOTE:** In Organized Play, each Victory Condition awards a different number of Organized Play Points. In the case that you recognize more than one Victory Condition, you can declare the Victory Condition that awards you the most Organized Play Points. (Outside of Organized Play, however, all Victory Conditions are equal in value.)

Aggressive Actions

- In the Victory Condition descriptions, the key term "Aggressive Action" is used to indicate any of the following actions:
 - Attack
 - Counter Attack
 - Rout
 - Destroy a Rampart
 - Extricate a Battalion

Overpower or Crush the Enemy

- Recognize that you have Slaughtered [5] Enemy Battalions (there are [5] Enemy Battalions in your Graveyard). This Victory Condition is called, “Overpowering” the Enemy.
- Recognize that you have Slaughtered [6] Enemy Battalions (there are [6] Enemy Battalions in your Graveyard). This Victory Condition is called, “Crushing” the Enemy.
- **NOTE:** Imprisoned Enemy Battalions are not considered to be Slaughtered.

Shackle the Enemy

- Recognize that you have Imprisoned simultaneously at least [3] of the Enemy’s Battalions. This Victory Condition is called, “Shackling” the Enemy.
- **NOTE:** If an Enemy Battalion is Extricated from your Prison, the Extricated Battalion is no longer counted toward achieving the Shackle Victory Condition. Only Enemy Battalions currently in your Prison count.

Paralyze the Enemy

- Recognize that you have rendered all of the Enemy’s Battalions incapable of Moving at least [1] Zone during a Maneuver, or of rendering himself capable of Moving in a coming Maneuver. This Victory Condition is called, “Paralyzing” the Enemy.
- **IMPORTANT:** If the Paralyze condition seems true for the Enemy Battalions on the Battlefield, but there is at least [1] Enemy Battalion in your Prison, the Paralyze condition is not satisfied - the Enemy General can Extricate on his next Turn.

Blunt the Enemy

- Recognize that the Enemy is not capable of taking any Aggressive Action (see “Aggressive Actions”, and your Army has at least [1] Battalion (on the Battlefield or in Prison) with a War Hammer icon beneath its Arms number. This Victory Condition is called, “Blunting” the Enemy.
- If at the end of your Turn, neither you or the Enemy are capable of taking any Aggressive Action, refer to “Stalemate, Voluntary Surrender, and Resolve”.

- **DESIGNER'S NOTE:** It can be challenging at first to recognize the Blunt Victory Condition. However, once you understand the idea of "Aggressive Actions", it becomes easy to recognize. Basically, if the Enemy General can possibly take even a single Aggressive Action, the Blunt Victory Condition is not triggered. Refer to the beginning of this rules section for a complete list of actions classified as Aggressive Actions.

Forcing Surrender

There are a couple of conditions under which you press the Enemy into a Forced Surrender:

- If the Enemy Stalls (see "Tactical Order E: Stalling") two consecutive times, the Enemy Surrenders and you win the Battle.
- In a Divisive Conclusion (at the end of a Turn, it is ruled that both you and the Enemy General have each satisfied Victory Conditions), if you exert the Dominant Influence over the Battlefield, you force the Enemy into Surrender and are Victorious. Refer to the "Surrender, Stalemate, and Resolve" section of this document for the conditions that determine which General exerts the Dominant Influence.

Surrender, Stalemate, and Resolve

- **Divisive Conclusion:** A Divisive Conclusion results if at the end of a Turn, it is ruled that both your Army and the Enemy Army each satisfy Victory Conditions (even if the Victory Conditions are not the same as one another). To determine if either you or the Enemy General are Victorious - or, neither of you are Victorious - proceed as follows:
 1. First, Check the Total Arms of each Army (on the Battlefield and in Prison). The General whose Army's Total Arms is greater is Victorious by Forced Surrender. However, if both Armies' Total Arms is equal, then...
 2. ...check the total number of Battalions in each Army (on the Battlefield and in Prison). The General whose Army contains the most Battalions is Victorious by Forced Surrender. However, if both Armies contain the same number of Battalions, then the Battle ends in Stalemate.
 3. Stalemate is considered to be a loss for both Generals.

- **Voluntary Surrender:** If the Enemy General concedes defeat, you are Victorious by Voluntary Surrender.
 - **Resolve:** If both you and the Enemy General continuously ([3] or more full Turn Cycles) make no effort to take, or work toward, Aggressive Action, neither Army is Victorious, and the Battle ends in “Resolve”.
 - Resolve is considered to be a loss for both Generals.
 - Outside of Organized Play, the Generals may not elect for a coin toss to determine the winner by “Fate”.
 - **DESIGNER’S NOTE:** Resolve is a shameful way to end a Battle, and therefore neither General can ever be declared a Victor, under any circumstances, by any means.
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⇒ VARIANTS & MODULES ⇐

Rules Variants and Modules for WARLINE allow you to increase the game complexity and modify the Battle experience. You are free to mix and match any of the Rules Variants and Modules to suit your taste - so long as you always include the Core Rules, and so long as both Generals agree (all Rules Variants and Modules apply to both Generals.). Rules Variants and Modules are completely optional, and are not required to play WARLINE.

- Any Rules Variants and Modules chosen to be included must be elected before Battle Formation begins.
- In Friendly play, both Generals must agree to include Rules Variants and/or Modules, and agree upon which Rules Variants and/or Modules are included in play.
- In Organized Play, the Tournament Organizer or League Organizer elects which Rules Variants and/or Modules, if any, are included in play.
- All elected Rules Variants and Modules included apply to both Generals.
- **DESIGNERS NOTE:** Adding Rules Variants and Modules into WARLINE play is a fun way to mix things up and help make every Battle feel unique and challenging. Rules Variants and Modules can also be used to create handicaps for one player or the other - which is great for leveling the field when masters are competing against less seasoned players. I encourage you to be creative - use Rules Variants and Modules to play WARLINE your way!

Game Expansions

(Module)

The WARLINE base game set can be expanded and customized in many ways. If you desire to increase the scope and scale of war, then consider adding WARLINE game expansion sets to your collection. There are a number of different game expansions: Some expansions introduce Battalions from different Kingdoms, other expansions introduce unique Battlefield Terrain modifiers, while other expansions contribute to

new ways to play WARLINE. Full details regarding current and future WARLINE game expansion sets can be found online at [warline.eljayplay.com/expansions].

Battle Arts

(Variant)

Battle Arts are unique capabilities that each Kingdom can call upon during Battle.

- Battle Arts can be included in Organized Play.
- **NOTE:** Kingdoms not included in the WARLINE base game set are available as expansion sets. Some of these expansion Kingdoms' Battle Arts are also outlined below.

Kingdom of Flaym (Fiyreksis)

Pounce

- Pounce is an additional action you can choose within the Maneuver Tactical Order, for a Arms [6] Battalion of Flaym.
- **Applies to Battalion Arms:** [6]
- **MA cost:** [1] MA per Pounce
- Pounce is treated as a form of Move action when resolving rules for Pounce Attacking Battalions occupying a Zone modified with Battlefield Terrain.
- Your Kingdom of Flaym's Arms [6] Battalion can Pounce, in your Battalion's Facing direction, instantly onto the first Enemy Battalion occupying a Zone any orthogonal-straight-line distance away from your Battalion.
- The Enemy Battalion is thereby Attacked and instantly Slaughtered.
 - Place the Vigor Token on top of your Battalion, after resolving the Attack.
- Your Battalion cannot Pounce if there is a Rampart situated between your Battalion and the Enemy Battalion.
- Your Battalion cannot Pounce if a non-contiguous Battlefield segment edge is situated between your Battalion and the Enemy Battalion.

Burn

- Burn is an additional action you can choose within the Maneuver Tactical Order, for any Arms Battalion of Flaym.
- **Applies to Battalion Arms:** [1], [2], [3], [4], [5], [6]
- **MA cost:** All remaining MA
- Your Kingdom of Flaym Battalion can Burn each Battalion situated in a Battlefield Zone adjacent to your Battalion.
- Reduce in Arms by [2] any Burned Battalion.
 - Battalions topped with the Vigor Token are fully damaged by Burn.

Incinerate

- Incinerate is an additional action you can choose within the Maneuver Tactical Order, for a Arms [4], Arms [5], or Arms [6] Battalion of Flaym.
- **Applies to Battalion Arms:** [4], [5], [6]
- **MA cost:** All remaining MA
- **Requirement:** Situated upon a Forest Terrain modifier
- Your Kingdom of Flaym's Arms [4], Arms [5], or Arms [6] Battalion can Incinerate (Burn) a Forest Terrain modifier that your Battalion is situated upon.
 - The Forest Terrain modifier is immediately Incinerated and Destroyed (permanently removed from play). Remove the Incinerated Forest Terrain from the Battlefield.
 - All other Forest Terrain modifiers that can be traced contiguously back - through other Forest Terrain - to the Incinerated Forest your Battalion is situated upon are also Incinerated and Destroyed.
 - Reduce in Arms by [3] (Severe Burn) any Battalion occupying an Incinerated Forest Terrain Zone.
 - Battalions topped with the Vigor Token are fully damaged by Severe Burn.
 - Terrain occupied by a Rampart cannot be Incinerated.

Scald

- Scald is an additional action you can choose within the Maneuver Tactical Order, for a Arms [4], Arms [5], or Arms [6] Battalion of Flaym.

- **Applies to Battalion Arms:** [4], [5], [6]
- **MA cost:** All remaining MA
- **Requirement:** Situated upon a Marsh Terrain modifier
- Your Kingdom of Flaym's Arms [4], Arms [5], or Arms [6] Battalion can Scald (heat to a boil and Evaporate) a Marsh Terrain modifier that your Battalion is situated upon.
 - The Marsh Terrain modifier is immediately Scalded, Evaporates and is Destroyed (permanently removed from play). Remove the Destroyed Marsh Terrain from the Battlefield Zone.
 - All other Marsh Terrain modifiers that are adjacent to the Scalded Marsh that your Battalion is situated upon are also Scalded, Evaporate and are Destroyed.
 - Reduce in Arms by [2] (Severe Burn) any Enemy Battalion occupying a Scalded Marsh Terrain Zone.
 - Battalions topped with the Vigor Token are not immune to the effects of this Severe Burn.
 - Terrain occupied by a Rampart cannot be Scalded.

Fireproof

- Fireproof is a passive ability that applies to any Arms Battalion of Flaym, when the Battalion interacts with certain modifiers on the Battlefield.
- **Applies to Battalion Arms:** [1], [2], [3], [4], [5], [6]
- Your Kingdom of Flaym Battalion is immune to the Arms reduction effects from Burning and Scalding.

Melt

- Melt is an additional action you can choose within the Maneuver Tactical Order, for a Arms [4], Arms [5], or Arms [6] Battalion of Flaym.
- **Applies to Battalion Arms:** [4], [5], [6]
- **MA cost:** All remaining MA
- **Requirement:** Situated upon a Ice Terrain modifier
- Your Kingdom of Frost's Arms [4], Arms [5], or Arms [6] Battalion can Melt (transform into water) an Ice Terrain modifier that your Battalion is situated upon.

- The Ice Terrain modifier is immediately Melted and transformed into water. Replace the Melted Ice Terrain modifier with a Waterbody Terrain Modifier.
- All other Ice Terrain modifiers that are adjacent to the Melted Ice that your Battalion is situated upon are also Melted and replaced with Waterbody Terrain modifiers.
- Terrain occupied by a Rampart cannot be Melted.

Kingdom of Frost (Iysblud)

Alight

- Alight is an additional action you can choose within the Maneuver Tactical Order, for a Arms [6] Battalion of Frost.
- **Applies to Battalion Arms:** [6]
- **MA cost:** [1] MA per Alight
- Alight is treated as a form of Move action when resolving rules for Moving Off-of Battlefield Terrain modifiers.
- Your Kingdom of Frost's Arms [6] Battalion can fly and Alight onto (land on top of) any Rampart on the Battlefield that was Built by your Army (and not already topped with another of your Battalions).
- If there is a Terrain modifier beneath the Rampart your Battalion is to Alight onto, the Terrain modifier's properties are ignored (the Rampart is treated as an empty Zone).
- You can Face your Battalion in any orthogonal direction that you please, the moment that the Battalion lands on top of the Rampart.
- While on top of a Rampart, your Battalion treats the Rampart as though it were an empty Battlefield Zone (therefore, all applicable Maneuver Actions are valid, and any Terrain modifiers beneath the Rampart are ignored).
- The Rampart beneath your Arms [6] Battalion still acts as an obstruction to other Battalions. Any other Battalion (Friendly or Enemy) must first Destroy the Rampart beneath your Alighted Arms [6] Battalion before being able to interact with your Battalion.
- If there is a Terrain modifier beneath the Rampart that your Battalion is on top of, and the Rampart is Destroyed, the Terrain modifier's properties resume effect on your Battalion.

- Your Battalion can fly straight upward and Alight back down onto the same Rampart.
- To Move off of a Rampart onto a Battlefield Zone (modified by Terrain or not), you must employ the Battalion's Descend Battle Art.
- **IMPORTANT:** Your Battalion cannot be issued a Lighten Tactical Order while on top of a Rampart.

Descend

- Descend is an additional action you can choose within the Maneuver Tactical Order, for a Arms [6] Battalion of Frost.
- **Applies to Battalion Arms:** [6]
- **MA cost:** [1] MA per Descend
- You must already be Alighted on top of a Rampart to employ Descend.
- Your Arms [6] Battalion Descends from the Rampart down onto an orthogonally adjacent Battlefield Zone (or, another Battalion on the Zone).
 - If the Battlefield Zone is modified by Terrain, the Terrain's Move Onto rules are ignored (Descend always costs 1 MA).

Snowblind

- Snowblind is an additional action you can choose within the Maneuver Tactical Order, for any Arms Battalion of Frost.
- **Applies to Battalion Arms:** [1], [2], [3], [4], [5], [6]
- **MA cost:** [0] MA per Snowblind Move
- When Moving Onto an unoccupied Battlefield Zone that is adjacent to one of your own Ramparts, Your Battalion of Frost can summon a Snowblind from your Rampart, allowing the Battalion to Move unnoticed and unhindered, for a cost of [0] MA.
- A Snowblind Move MA cost overrides the MA cost of any Battlefield Terrain modifier.

Freeze

- Freeze is an additional action you can choose within the Maneuver Tactical Order, for a Arms [4], Arms [5], or Arms [6] Battalion of Frost.
- **Applies to Battalion Arms:** [4], [5], [6]

- **MA cost:** All remaining MA
- **Requirement:** Situated upon a Waterbody Terrain modifier
- Your Kingdom of Frost's Arms [4], Arms [5], or Arms [6] Battalion can Freeze (transform into ice) a Waterbody Terrain modifier that your Battalion is situated upon.
 - The Waterbody Terrain modifier is immediately Frozen and transformed into ice. Replace the Frozen Waterbody Terrain modifier with an Ice Terrain Modifier.
 - All other Waterbody Terrain modifiers that are adjacent to the Frozen Waterbody that your Battalion is situated upon are also Frozen and replaced with Ice Terrain modifiers.
 - Terrain occupied by a Rampart cannot be Frozen.

Mountain March

- Mountain March is a passive ability that applies to any Arms Battalion of Frost, when the Battalion interacts with Mountain Terrain modifiers on the Battlefield.
- **Applies to Battalion Arms:** [1], [2], [3], [4], [5], [6]
- Mountain Terrain modifier rules overrides, for the Kingdom of Frost's Battalions (any Arms):
 - Move Onto: [1] MA cost

Ice March

- Ice March is a passive ability that applies to any Arms Battalion of Frost, when the Battalion interacts with Ice Terrain modifiers on the Battlefield.
- **Applies to Battalion Arms:** [1], [2], [3], [4], [5], [6]
- Ice Terrain modifier rules overrides, for the Kingdom of Frost's Battalions (any Arms):
 - Move Onto: [2] MA cost

Kingdom of Sey (Tiydaliks)

Surge

- Surge is an additional action you can choose within the Maneuver Tactical Order, for a Arms [6] Battalion of Sey.

- **Applies to Battalion Arms:** [6]
- **MA cost:** [1] MA per Surge
- Your Kingdom of Sey's Arms [6] Battalion can Surge Rout (push) an Enemy Battalion to any [1] of the Zones adjacent to the Enemy Battalion, or any [1] Zone that is [2] Zones orthogonally away from the Enemy Battalion, as long as the chosen Zone is not occupied by any other Battalion or a Rampart.
- The Enemy Battalion must be the first Enemy Battalion occupying a Zone any orthogonal-straight-line distance away from your Battalion, in your Battalion's Facing direction.
- Your Battalion is not required to be adjacent to the Enemy Battalion. All other Rout Core Rules apply according to specification.
- Your Battalion cannot Surge Rout if there is a Rampart situated between your Battalion and the Enemy Battalion.
- Your Battalion cannot Surge Rout if a non-contiguous Battlefield segment edge is situated between your Battalion and the Enemy Battalion.
- The effects of a Surge Rout on an Enemy Battalion are identical to the effects of a Core Rules Rout (see "Routing the Enemy").
- Apply the Stun Token only to the last most Enemy Battalion affected by a Surge Rout.
 - If the last most Enemy Battalion affected is Surge Routed off of the edge of the Battlefield (taken Prisoner), the Stun Token is not applied to any Battalion.

Undertow

- Undertow is an additional action you can choose within the Maneuver Tactical Order, for any Arms Battalion of Sey.
- **Applies to Battalion Arms:** [1], [2], [3], [4], [5], [6]
- **MA cost:** all remaining MA
- Your Battalion of Sey can churn up an Undertow to pull an Enemy Battalion, at a distance of [2] Zones away in any orthogonal direction, toward your Battalion.
 - Your Battalion is not required to be Facing the target Enemy Battalion.
- Reposition the Enemy Battalion directly next to your Battalion (in the Zone adjacent to your Battalion, on the same line as the Zone the Enemy Battalion was pulled from).
- Face the Enemy Battalion directly away from your Battalion.

- Apply the Stun Token to the Undertowed Enemy Battalion.
- Your Battalion cannot Undertow an Enemy Battalion if there is a Rampart situated between your Battalion and the target Enemy.
- Your Battalion cannot Undertow an Enemy Battalion that is already situated in a Zone adjacent to yours Battalion.
- If there is another Battalion (Friendly or Enemy) between your Battalion and the Undertowed Enemy Battalion, reposition the Enemy Battalion on top of the intervening Battalion.
 - If the intervening Battalion is Friendly, the intervening Battalion is not Attacked (even though the Enemy Battalion is placed on top).

Flood

- Flood is an additional action you can choose within the Maneuver Tactical Order, for a Arms [4], Arms [5], or Arms [6] Battalion of Sey.
- **Applies to Battalion Arms:** [4], [5], [6]
- **MA cost:** All remaining MA
- **Requirement:** Situated upon a Valley Terrain modifier
- Your Kingdom of Sey's Arms [4], Arms [5], or Arms [6] Battalion can Flood (fill with water) a Valley Terrain modifier that your Battalion is situated upon.
 - The Valley Terrain modifier is immediately Flooded and filled with water. Replace the Flooded Valley Terrain modifier with a Waterbody Terrain modifier.
 - All other Valley Terrain modifiers that are adjacent to the Flooded Valley that your Battalion is situated upon are also Flooded and replaced with Waterbody Terrain modifiers.
 - Terrain occupied by a Rampart cannot be Flooded.

Water March

- Water March is a passive ability that applies to any Arms Battalion of Sey, when the Battalion interacts with Waterbody Terrain modifiers on the Battlefield.
- **Applies to Battalion Arms:** [1], [2], [3], [4], [5], [6]
- Waterbody Terrain modifier rules overrides, for the Kingdom of Sey's Battalions (any Arms):
 - Move Onto: [1] MA cost

Kingdom of Timber (Umbris)

Flourish

- Flourish is an additional action you can choose within the Maneuver Tactical Order, for a Arms [6] Battalion of Timber.
- **Applies to Battalion Arms:** [6]
- **MA cost:** [1] MA per Overgrow
- Your Kingdom of Timber's Arms [6] Battalion can Flourish (Build) a Rampart on any Zone that is not occupied by a Battalion or a Rampart.
- The Zone on which you Build the Rampart is not required to be adjacent to your Battalion or any other Rampart.

Harvest

- Harvest is a passive ability that applies to your Arms [4], Arms [5], or Arms [6] Battalion of Timber, upon Destroying your own Army's Ramparts.
- **Applies to Battalion Arms:** [4], [5], [6]
- **MA cost:** [0] MA per Harvest
- When your Kingdom of Timber's Arms [4], Arms [5], or Arms [6] Battalion Destroys a Rampart that you own, automatically Harvest (reclaim) the Rampart.
- Return the Rampart to your pool of unbuilt Ramparts. This Rampart can be built again according to the Core Rules.

Overgrow

- Overgrow is an additional action you can choose within the Maneuver Tactical Order, for any Arms Battalion of Timber.
- **Applies to Battalion Arms:** [1], [2], [3], [4], [5], [6]
- **MA cost:** [1] MA per Overgrow
- Your Battalion of Timber can Build a Rampart on top of any other Rampart on the Battlefield.
- When Building on top of your own Ramparts, valid positions at which an Overgrown Rampart can be Built remain unchanged from the Core Rules Rampart Building (i.e. adjacent to your Battalion or contiguously traceable back to your Battalion).

- When Building on top of Enemy Ramparts, you can only Build on top of Enemy Ramparts that are adjacent to your Battalion.
- Overgrow cannot be combined with the Flourish Battle Art.
- When any Rampart (Friendly or Enemy) interacts with Overgrown Ramparts (Destroying, etc.), only the top-most Rampart is interacted with for each single interaction.
 - **EXAMPLE:** An Enemy Battalion is adjacent to and Facing a stack of two Overgrown Ramparts. The Enemy Battalion chooses to Destroy a Rampart. The top-most Rampart is Destroyed, while the bottom Rampart remains. The Enemy must now spend an additional MA if he wishes to Destroy the remaining Rampart.

[[[

- [[[is an additional action you can choose within the Maneuver Tactical Order, for a Arms [4], Arms [5], or Arms [6] Battalion of Timber.
- **Applies to Battalion Arms:** [4], [5], [6]
- **MA cost:** All remaining MA
- **Requirement:** Situated upon Flatland Terrain (i.e. Zone with no Terrain modifier)
- Your Kingdom of Timber's Arms [4], Arms [5], or Arms [6] Battalion can [[[(populate with trees) a Flatland Terrain that your Battalion is situated upon.
 - The Flatland Terrain is immediately [[[and transformed into a forest. Replace the [[[Flatland Terrain with an Forest Terrain Modifier.
 - All other Flatland Terrain that are adjacent to the [[[Flatland that your Battalion is situated upon are also [[[and replaced with Forest Terrain modifiers.
 - Terrain occupied by a Rampart cannot be [[[.

Forest March

- Forest March is a passive ability that applies to any Arms Battalion of Timber, when the Battalion interacts with Forest Terrain modifiers on the Battlefield.
- **Applies to Battalion Arms:** [1], [2], [3], [4], [5], [6]
- Forest Terrain modifier rules overrides, for the Kingdom of Timber's Battalions (any Arms):
 - Move Onto: [1] MA cost

Natural Architect

- Natural Architect is a passive ability that applies to any Arms Battalion of Timber, when the Battalion interacts with certain Terrain modifiers on the Battlefield.
- **Applies to Battalion Arms:** [1], [2], [3], [4], [5], [6]
- Crag Terrain modifier rules overrides, for the Kingdom of Timber's Battalions (any Arms):
 - Your Battalion can Build a Rampart onto this Terrain.
- Marsh Terrain modifier rules overrides, for the Kingdom of Timber's Battalions (any Arms):
 - Your Battalion can Build a Rampart onto this Terrain.

Kingdom of the Blak (Balista)

Mortar

- Mortar is an additional action you can choose within the Maneuver Tactical Order, for a Arms [6] Battalion of the Blak.
- **Applies to Battalion Arms:** [6]
- **MA cost:** [1] MA per Mortar
- Your Kingdom of the Blak's Arms [6] Battalion can launch a ballistic Mortar onto any Zone, up to [3] Zones away, in the Battalion's Facing direction.
- Any Battalion situated in a Mortar's target Zone is reduced in Arms by [3].
- Any Rampart situated in a Mortar's target Zone is Destroyed.
- Your Battalion cannot target a Battalion if there is a Rampart situated between your Battalion and the target Battalion.
- **IMPORTANT:** Mortar is not classified as an Attack, and therefore your Battalion does not gain Vigor for performing a Mortar action.

Farshot

- Farshot is an additional action you can choose within the Maneuver Tactical Order, for any Arms Battalion of the Blak.
- **Applies to Battalion Arms:** [1], [2], [3], [4], [5], [6]
- **MA cost:** All remaining MA

- Your Battalion of the Blak can fire a ballistic Farshot, in your Battalion's Facing direction, into the first Battalion (Enemy or Friendly) occupying a Zone any orthogonal-straight-line distance away from your Battalion, up to [4] Zones away from your Battalion.
- The target Battalion is reduced in Arms by [1].
- Your Battalion cannot target a Battalion if there is a Rampart situated between your Battalion and the target Battalion.
- **IMPORTANT:** Farshot is not classified as an Attack, and therefore your Battalion does not gain Vigor for performing a Farshot action.

Chasm Forge

- Chasm Forge is an additional action you can choose within the Maneuver Tactical Order, for any Arms Battalion of the Blak.
- **Applies to Battalion Arms:** [1], [2], [3], [4], [5], [6]
- **MA cost:** [5] MA per Forge
- Your Battalion of the Blak can launch ballistic grappling hooks to Forge a single Chasm Terrain modifier, crossing to the other side of the Chasm-modified Battlefield Zone.
 - Reposition your Battalion onto the Battlefield Zone on the opposite side of the Forged Chasm Terrain-modified Zone.
 - Your Battalion must remain Facing in the same direction as Faced upon executing the Chasm Forge.
- Your Battalion must be situated adjacent to, and Facing, a Chasm Terrain modifier in order to Forge the Terrain.

Devastate / Obliterate

- Devastate is an additional action you can choose within the Maneuver Tactical Order, for a Arms [4], Arms [5], or Arms [6] Battalion of the Blak.
- **Applies to Battalion Arms:** [4], [5], [6]
- **MA cost:** All remaining MA
- **Requirement:** Situated upon a Flatland Terrain (i.e. Zone with no Terrain modifier) / Situated upon a Crag Terrain modifier
- Your Kingdom of the Blak's Arms [4], Arms [5], or Arms [6] Battalion can Devastate a Flatland Terrain that your Battalion is situated upon.

- The Flatland is immediately Devastated. Replace the Devastated Flatland with a Crag Terrain modifier.
- All other Flatland Terrain that are adjacent to the Devastated Flatland that your Battalion is situated upon are also Devastated and replaced with Crag Terrain modifiers.
- If any affected Terrain was already Crag before Devastate was executed, the Terrain is Obliterated and transformed into Chasm. Replace the Obliterated Crag Terrain modifier with a Chasm Terrain modifier.
- Any Battalion (including your acting Battalion) situated on a Terrain that is transformed into Chasm is instantly Slaughtered.
- Terrain occupied by a Rampart cannot be Devastated/Obliterated.

Crag March

- Crag March is a passive ability that applies to any Arms Battalion of the Blak, when the Battalion interacts with Crag Terrain modifiers on the Battlefield.
 - **Applies to Battalion Arms:** [1], [2], [3], [4], [5], [6]
 - Crag Terrain modifier rules overrides, for the Kingdom of the Blak's Battalions (any Arms):
 - Move Onto: [1] MA cost
 - Your Battalion can Build a Rampart onto this Terrain.
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Army Recruiting

(Variant)

Army Recruiting is a process by which Generals build out a custom Army before a Battle begins, as opposed to beginning Battle with the fixed Army assignments included in the Core Rules. Army Recruiting uses a combination of Battalion count regulation and total Battalions Arms regulation in order to ensure that a relatively even playing field is maintained.

- Army Recruiting can be included in Organized Play.
- Before Battle Formation, build out your custom Army by choosing individual Battalions from any Kingdom set (those included in the base game set along with

those included in any expansion Kingdom set) and assign each Battalion's starting Arms, while adhering to the following guidelines:

- You and the Enemy General must agree upon (or the Tournament/League Organizer must define) how many Battalions each of General has in his Army.
 - An Army must have at least [6] Battalions within.
 - Both General's Armies must have the same number of Battalions within.
- The Combined Arms of an Army's Battalions must be no greater than $[3.5] \times [n]$, rounded down, where [n] is the number of Battalions in the Army.
 - The Battalion's Combined Arms is not required to be equal to the calculated maximum total Arms.
 - **EXAMPLES:** If your Army consists of [6] Battalions, then the Combined Arms of the Battalions must be no greater than [21] ($[3.5] \times [6]$). However, if your Army consists of [8] Battalions, then the Combined Arms of the Battalions must be no greater than [28] ($[3.5] \times [8]$). Additionally, if your Army is built of [7] Battalions, the Combined Arms must be not greater than [24] ($[3.5] \times [7]$, rounded down).
- At least [1] of your Battalions must be of Arms [4] or higher.
- The Arms of each individual Battalion in your Army is not regulated by the parameters defined in the Core Rules Set-up and Preparation. You can assign each individual Battalion's Arms as you see fit, as long as you adhere to the guidelines outlined above.
- **IMPORTANT:** You are not required to reveal the composition of your Army until Battle Formation begins.
- If there is any crossover among Kingdoms, between your Army and the Enemy General's Army, apply the Player ID Braces to your Battalions so that your Battalions are easily distinguishable from the Enemy Battalions.
- **IMPORTANT:** Each General brings to Battle a number of Ramparts equal to the number of Battalions in his Army.
 - Each of your Ramparts must be associated one-to-one with each Battalion's Kingdom. For example, if your Army consists of [2] Battalions of Flaym and [4] Battalions of Sey, then you must bring to battle [2] Ramparts of the Flaym Kingdom and [4] Ramparts of the Sey Kingdom.

- **DESIGNER'S NOTE:** While you and the Enemy General are free to choose any number of Battalions to make up an Army, I *highly* recommend a ratio of [3] Battalions for every [1] Battlefield segment that the Battlefield is wide (the distance from left to right, not the distance between you and the Enemy General). Rigorous play testing has proved that including [3] Battalions per [1] Battlefield segments of Battlefield width results in a finely-tuned experience that maximizes tactical variety, while eliminating any Turns that lack meaningful interaction.
-

Battlefield Terrain

(Module)

The Battlefield can be fully customized with Battlefield Terrain modifiers. Zones on the Battlefield can be transformed into mountains, forests, rivers, chasms, and more - each Terrain affecting rules of Moving about the Battlefield.

- Battlefield Terrain can be included in Organized Play.
- Only [1] Battlefield Terrain modifier can be applied to any given Zone on the Battlefield.
- Both Generals must agree upon which Battlefield Terrain modifiers, if any, are placed, and must also agree upon which Zones the modifiers are applied.
 - In Organized Play, the Tournament or League Organizer (not the Generals) must define the specifics of Battlefield Terrain application.
- In Scenario Play, Battlefield Terrain set-up is predefined within any given Scenario's outline.
- Battlefield Terrain modifiers adjust the rules of Moving as follows:
 - **Flatland**
 - Move Onto [1] MA cost
 - **NOTE:** A Battlefield Zone without a Terrain modifier applied is considered to be Flatland Terrain.
 - **Mountain**
 - Move Onto: [3] MA cost
 - **Hills**
 - Move Onto: [2] MA cost

- **Valley**
 - Move Onto: [0] MA cost
- **Forest**
 - Move Onto: [3] MA cost
 - If your Battalion is Slaughtered by Sacrifice while on a Forest Zone, the Forest Terrain modifier is Burned and Destroyed. Remove the Destroyed Forest Terrain from the Battlefield Zone.
 - All other Forest Terrain modifiers that can be traced contiguously back - through other Forest Terrain - to the Burned Forest your Battalion is situated upon are also Burned and Destroyed.
 - Reduce in Arms by [2] any Battalion (Friendly or Enemy) occupying a Burned Forest Terrain Zone.
- **Marsh**
 - Move Onto: [4] MA cost
 - Your Battalion cannot Build a Rampart onto this Terrain.
 - You cannot execute a Sacrifice Tactical Order, or resolve a Sacrifice on this Terrain.
- **Waterbody**
 - Move Onto: [5] MA cost
 - Your Battalion cannot Build a Rampart onto this Terrain.
 - You cannot execute a Sacrifice Tactical Order, or resolve a Sacrifice on this Terrain.
- **Chasm**
 - You cannot Move Onto or Deploy onto this Terrain.
 - If Routed onto, the Routed Battalion is instantly Slaughtered.
 - Your Battalion cannot Build a Rampart onto this Terrain.
 - You cannot Extricate a Battalion onto this Terrain.
- **Ice**
 - Move Onto: [4] MA cost
- **Crag**
 - Move Onto: [3] MA cost
 - Your Battalion cannot Build a Rampart onto this Terrain.
- **Cliffside**
 - You cannot Move Onto or Deploy onto this Terrain.

- If a Battalion situated upon any non-Waterbody Terrain is Routed onto a Cliffside Terrain, the Routed Battalion is instantly Slaughtered.
 - A Battalion situated upon a Waterbody Terrain cannot be Routed onto a Cliffside Terrain.
 - Your Battalion cannot Build a Rampart onto this Terrain.
 - You cannot Extricate a Battalion onto this Terrain.
 - **Populace**
 - Move Onto: [2] MA cost
 - Your Battalion can only Deploy onto a Populace Terrain if your Kingdom controls the Populace (as determined by a Scenario, lore, or an agreement between you and the Enemy General).
 - **Stronghold**
 - Move Onto: [6] MA cost
 - Your Battalion can only Deploy onto a Stronghold Terrain if your Kingdom controls the Stronghold (as determined by a Scenario, lore, or an agreement between you and the Enemy General).
 - Your Battalion cannot Rout an Enemy Battalion that is situated on a Stronghold Terrain (though, your Battalion situated on a Stronghold Terrain can Rout an Enemy Battalion that is not situated on a Stronghold Terrain).
- The “Move Onto” cost of a Terrain modifier apply during the action of your Battalion Moving onto that Terrain.
- Some Kingdoms’ Battle Arts (see “Battle Arts”) interact with Terrain modifiers. In these cases, the rules for Battle Arts override the rules for Terrain Modifiers.
- In the case of Moving on top of, or off from on top of, another Battalion that is occupying a Zone with a Terrain modifier, the rules for Movement apply as though your Battalion is directly Moving Onto the Terrain itself.
- When [2] Battlefield Terrain modifiers are situated adjacent to one another, it is possible for your Battalion to Move directly from one Terrain to the other Terrain. When Terrain-to-Terrain Movement occurs, only the rules for the destination Terrain are applied.

Enforcing Closure

If the Battlefield Terrain module is included in play, the “Closure” rule is enforced under certain conditions.

- If at the end of either General’s Turn, both Armies have only [2] Battalions each still active (on the Battlefield or in Prison), remove all Terrain modifiers from the Battlefield before resuming the Battle.

Custom Battlefield Game Preparation

When including Battlefield Terrain, it is not uncommon for asymmetries to exist in the Battlefield. To ensure that no General has an egregious advantage, a series of additional regulating steps is applied to game set-up and preparation.

1. Use an agreed-upon Challenge method (dice rolls, rock-paper-scissors, etc.), and the winner chooses which General is Player-1.
2. Player-1 divides the Battlefield evenly in half.
 - a. The Zone row that runs directly down the middle between the two halves of the Battlefield cannot be Deployed upon by either General.
 - b. Player-1 can choose to divide the Battlefield in half either horizontally or vertically (but, never diagonally).
3. Player-2 chooses which of the Battlefield halves he will Deploy his Battalions upon, during Battle Formation.
4. Player-1 chooses which General will take the first Battle Formation Turn.
5. Play passes on to the Battle Formation phase, and the General chosen for first Battle Formation Turn Deploys his first Battalion.
6. Following Battle Formation, the General who Deployed first chooses which General will take the first Turn in Battle.

If Battlefield Terrain is included, this additional game preparation sequence is not necessary, as the two halves of the Core Rules Battlefield are identical.

Double Time

(Variant)

Double Time is a Rules Variant that increases the tempo of a Battle.

- Double Time can be included in Organized Play.
- Each General must execute [2] (the same or different) Tactical Orders in a row before passing play on to the Enemy General's Turn.
 - During Battle Formation Deployment, each General must Deploy [2] Battalions per Turn.
- Each set of [2] Tactical Orders counts as [1] Turn.
- You cannot select your same Battalion for each of the [2] Tactical Orders.
- The Vigor Token is only placed on top of the last most of your Battalions that successfully Attacked during your Turn.
- The Stun Token is only placed on top of the last most Enemy Battalion that you Routed during your Turn.
- If you execute Sacrifice as your first Tactical Order, then execute Sacrifice again as your second Tactical Order, the Sacrifice Token is only placed on top of the second Battalion. Remove the Sacrifice Token from the first Battalion and place it on top of the second Battalion.
- If a Battalion is marked for Sacrifice on the first Tactical Order, the Sacrifice does not resolve at the beginning of the second Tactical Order. The Sacrifice resolves at the beginning of your next Turn, as usual.
- **IMPORTANT:** When including the Double Time Rules Variant, the first General (or Alliance) that takes a Turn in Battle can execute only [1] Tactical Order on the first Battle Turn.
- **DESIGNER'S NOTE:** The obvious change to WARLINE when integrating the Double Time Rules Variant is an increased Battle tempo. However, if you consider the implications of executing two Tactical Orders back-to-back, you begin to see the incredible new dynamics that come into play. One example: Routs can now be used to create awesome one-two-punch combos in a single Turn! There are plenty of other interesting new dynamics that Double Time leads to - but I leave it up to you to experiment and discover those new dynamics on your own.

3-Player and 4-Player Battles

(Variant)

Generals can clash in 3-player or 4-player Battles as fire-forged coalitions. 3-player and 4-player Battles make use of the Core Rules in a modified form, with slight changes to the rules for starting Battalion count, Battle Formation Deployment, Victory Conditions, Turn flow, and Tokens.

Basic Guidelines

- 3-player and 4-player Battles cannot be included in Organized Play.
- [3] or [4] Generals can compete in Alliance Battles (teams of Generals).
- If there is crossover among Kingdoms, between your Army and any other General's Army, apply the Player ID Braces to your Battalions and Ramparts so that your Battalions and Ramparts are easily distinguishable from the other Generals' Battalions and Ramparts. (Other Generals might also need to apply unique Player ID Braces, so that no single General's Battalions and Ramparts can be confused with any other General's.)

Alliance Battles

In 3-player and 4-player Alliance Battles, [2] or [3] Generals form an Alliance (team) and compete against either [1] other Enemy General or an Enemy Alliance of [2] other Generals.

- All of the basic guidelines for 3-player and 4-player Battles apply to Alliance Battles.

3-Player Alliance Battles

- **Battalions per Army, teamed:** [4] Battalions, Arms [3]-[6]
- **Ramparts per Army, teamed:** [4] Ramparts
- **Battalions per Army, lone:** [6] Battalions, Arms [1]-[6]
- **Ramparts per Army, lone:** [6] Ramparts

- **Forming teams:** [2] Generals must be included on a team, while the remaining [1] General stands alone.
- **3-Player Alliance Victory Conditions:**
 - In Alliance Battles, check Victory Conditions against the Enemy team of Armies, as though the team were a single Army. Do not check against each individual Enemy Army.
 - The Battle ends immediately when any single team (or General, in the case of [1] General standing alone) achieves a Victory Condition.
 - All Victory Conditions remain unmodified from the Core Rules, with the exception of checking against a team of Enemies instead of checking against a single Enemy.
- The diagram below illustrates the valid Zones for Battalion Deployment during Battle Formation, for each team in a 3-player Alliance Battle.
- The lone General (L) is always granted Double Time (see “Double Time”) on his Turns.
- The lone General (L) always takes the first Turn in Battle, even if he is not first to Deploy in Battle Formation.

A	A	A	A	A	A	A
A	A	A	A	A	A	A
A	A	A	A	A	A	A
L	L	L	L	L	L	L
L	L	L	L	L	L	L
L	L	L	L	L	L	L

4-Player Alliance Battles

- **Battalions per Army:** [3] Battalions, Arms [4]-[6]
- **Ramparts per Army:** [3] Ramparts

- **Forming teams:** Generals can form teams to compete [2] versus [2] or [1] General versus a team of [3] Generals.
- **4-player Alliance Victory Conditions:**
 - In Alliance Battles, check Victory Conditions against the Enemy team of Armies, as though the team were a single Army. Do not check against each individual Enemy Army.
 - The Battle ends immediately when any single team (or General, in the case of [1] General standing alone) achieves a Victory Condition.
 - All Victory Conditions remain unmodified from the Core Rules, with the exception of checking against a team of Enemies instead of checking against a single Enemy.
- The diagram below illustrates the valid Zones for Battalion Deployment during Battle Formation, for each team in a 4-player Alliance Battle.

A1						
A1						
A1						
A2						
A2						
A2						

Turn flow in Alliance Battles

- **NOTE:** The Initiative Banner used in Free-for-all Battles is not used in Alliance Battles.
- Turn flow in Alliance Battles operates in the same manner as within Core Rules 2-player Battles, albeit Turns pass back-and-forth between Alliances (instead of between Generals).
- Each General in an Alliance must execute [1], and only [1], Tactical Order per Turn of his own Alliance. Therefore, in a [2] versus [2] Battle, a single Alliance

executes [2] total Tactical Orders each Turn - [1] Tactical Order for each General - and in a [3] versus [1] Battle, the Alliance of [3] Generals executes a total of [3] Tactical Orders each Turn.

- On any given Turn, the Generals in an Alliance can choose which General executes the first Tactical Order.
- A General can only issue his Tactical Order to a Battalion that he owns.
- In Alliance Battles, the Stall Tactical Order operates as within the Double Time Rules Variant (see “Double Time”).
- **IMPORTANT:** The first Alliance that takes a Turn in Battle can execute only [1] Tactical Order on the first Battle Turn.
- During Battle Formation Deployment, both Generals in an Alliance Deploy [1] Battalion each per Turn.

Tokens and Sacrifice in Alliance Battles

- The rules for Tokens (Vigor, Rout, Sacrifice) and the Sacrifice Tactical Order are included in Alliance Battles, but operate as they do within the Double Time Rules Variant (see “Double Time”).
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⇒Organized Play⇐

WARLINE is a game that entirely excludes factors of chance, and fully supports skill-based play - making WARLINE a game that is ripe for Organized Play within Tournaments and Leagues. Battles in Organized Play adhere to the same rules as Friendly Battles, but include the addition of Organized Play Points scoring to track each General's progress up the Tournament ladder, or to track each General's standing in his respective League.

- All Core Rules are required to be included in Organized Tournament and League Play Battles.
- Rules Variants and Modules can be included in Organized Play, on a case-by-case basis. Whether or not any given Rules Variant or Module can be included in Organized Play is noted within each Variant's outline or Module's outline.
 - It is up to the Tournament Organizer or League Organizer to decide which Rules Variants and/or Modules, if any, are included.
 - All Battles throughout a Tournament and all Battles across a League are required to include whichever Rules Variants and Modules, if any, were elected by the Organizer at the outset of the Tournament or League.
 - After a Tournament or League begins, no Rules Variants and/or Modules are allowed to be added into, or removed from, Battles.
- Only 2-player Battles are allowed in Organized Play.

General Respect

IMPORTANT: Before any Organized Play Battle begins (immediately preceding the Battle Formation phase), both Generals are required to clasp hands in a mutual sign of General Respect and goodwill. Any General that refuses to take part in this activity is immediately Disqualified from the Tournament or League.

Organized Play Points Scoring

- Organized Play Points (OPP) are awarded upon conclusion of any Tournament Battle or League Battle, and are used to track a General's advancement up a Tournament ladder or standing within a League.

- OPP are assigned according to the Victory Condition achieved by the Victorious General:
 - Overpowering: [1] OPP
 - Crushing: [3] OPP
 - Shackling: [5] OPP
 - Paralyzing: [3] OPP
 - Blunting: [2] OPP
 - Forced/Voluntary Surrender: [1] OPP
- The General(s) who lost the Battle are penalized OPP as follows:
 - Lost by Overpower, Crush, Shackle, Paralyze, Blunt, or Forced/Voluntary Surrender: [-0] OPP
 - Lost by Stalemate: [-1] OPP (both Generals)
 - Lost by Resolve: [-10] OPP (both Generals)
- **NOTE:** If you achieve more than one Victory Condition simultaneously, you can claim the Victory Condition that is worth the most OPP.

Tournament Play Structure

WARLINE Tournament play is structured as two stages of round-robin play: First, an initial Qualifying Stage, then continued with a Final Stage.

Qualifying Stage

- In setting up the Qualifying Stage, all registered Tournament participants are divided up into an even number of Qualifying Groups, which each contain the same even number of participants.
 - In the case that an odd number of participants registered for a Tournament, it is incumbent on the last registering participant to find another participant to register (making the total number of participants an even number) - or the last registering participant is eliminated from the Tournament.
- During the Qualifying Stage, each participant competes in [1] Battle against each [1] other participant (round-robin) from their assigned Qualifying Group.
 - OPP are awarded following each Battle.

- Once all participants in a Qualifying Group have competed against all other participants in a Qualifying Group, OPP are totaled and the General with the highest total OPP advances into the Final Group.
- **NOTE:** It is up to the Tournament Organizer to determine the number of participants in each Qualifying Group. The determined number of participants per Qualifying Group must adhere to the aforementioned Qualifying Stage set-up rules. As an example: [8] participants register for a Tournament. The Tournament Organizer may divide the participants into [4] Qualifying Groups of [2] participants each, or [2] Qualifying Groups of [4] participants each.

Final Stage

- During the Final Stage, each participant competes in [1] Battle against each [1] other participant (round-robin) from the Final Group.
 - OPP are awarded following each Battle.
- Once all participants in the Final Group have competed against all other participants in the Final Group, OPP are totaled and the General with the highest total OPP is crowned Victor of the Tournament.

Tie Breakers

At any stage of a Tournament or League, in a case of the final OPP totals resulting in a tie, the tie is broken by checking various other results in the following respective order:

1. The most Victories. If still tied, then...
2. The most Victories by Shackle. If still tied, then...
3. The most Victories by Crush. If still tied, then...
4. The most Victories by Paralyze. If still tied, then...
5. The most Victories by Blunt. If still tied, then...
6. The fewest defeats by Stalemate. If still tied, then...
7. The fewest defeats by Resolve.
8. If in the extremely unlikely case that there still is no resolution, a Playoff Battle must occur. The winner of the Playoff Battle is the winner of the Tournament or League. If the Playoff Battle outcome is Stalemate or Resolve, another Playoff Battle must occur (and so on, until there is a defined winner of a Playoff Battle).

Disqualification and Forfeit

In some cases, a Tournament or League participant is Disqualified and permanently removed from the Tournament / League.

- Regardless of his score at the time of Disqualification, a Disqualified participant cannot win the Tournament / League.
- In the case of Disqualification, the participant's remaining scheduled opponents are awarded [1] OPP for each Battle that is not fought as scheduled.
- To follow are some conditions under which a participant can be Disqualified from a Tournament or League:
 - A participant Forfeits some number of Battles. It is up to the Tournament / League Organizer's to decide what number of Forfeits is considered grounds for Disqualification.
 - A participant fails to, or refuses to, take part in the show of General Respect (see "General Respect").
 - A participant behaves in a manner not conducive to a harmonious play environment.
 - **NOTE:** Conditions for Disqualification are not limited to those outlined above. A Tournament / League Organizer can establish his own Disqualification conditions as to benefit the whole of the Tournament / League and its participants.

Forfeiting a Battle

- A participant Forfeits a Battle if:
 - He is not present to participate in a Battle, as scheduled.
 - He does not have the game components necessary to compete in a Battle. (It is okay, however, for a participant to borrow game components in order to meet the criteria to compete.)

WARLINE League of Champions

The WARLINE League of Champions (WLOC, pronounced "warlock") is an international, officially organized mega-group that competes in sanctioned Battles across Seasons - competing for glory and prizes. If you are interested in registering

for participation in the WARLINE League of Champions, please visit
[warline.eljayplay.com/wloc] for complete details.

⇒Scenario Play⇐

An excerpt from the *Theater of WARLINE* companion book: The War of Eternity is a tumultuous, ceaseless struggle for domination. Countless Armies have risen and fallen in the chaos of The War. Fortunately for you, throughout the ages, many notable Battles have been etched deeply into the annals of history. With this knowledge, you can learn from the mistakes of defeated Generals and tap into the wisdom of powerful Victors. In WARLINE Scenario Play, you can recreate and experience first-hand many of the epic, unforgettable Battles of The War of Eternity.

- Scenario Play cannot be included in Organized Play.
 - Scenario Play is a set of Rules Modules. Some Scenarios require additional game Components outside of the Core Rules Components, along with certain Rules Variants.
 - The complete rules and narrative accounts necessary for Scenario Play can be found in the *Theater of WARLINE* Scenario Play companion book that is included in the base game set. You can also access a convenient digital presentation of the *Theater of WARLINE* companion book by visiting [warline.eljayplay.com/scenarios].
 - **DESIGNER'S NOTE:** Playing Scenarios can radically change your WARLINE experience. Not only will your strategies and tactics be tested in new and engrossing manners, but you will also discover first hand the trials and tribulations of the great Armies engaged in The War of Eternity. Scenarios are a fantastic learning tool: You will very likely see Battle from perspectives you never have before, and you will very likely run headlong into tactical puzzles more perplexing than before. I do, however, recommend that you consider yourself fluent with the Core Rules before playing Scenarios, so that you can maximize the experience and your learnings.
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⇒ Campaign Play ⇐

Within WARLINE Campaign Play, you and another General enact over time a series of Battles that all feed into higher goals of conquest. Effects of one Battle propagate to, and persist within, future Battles, just as in a living, breathing saga of war. Battle after Battle, your play naturally creates a unique narrative of struggle between two warring Kingdoms, vying for control and domination of the lands - a narrative that sticks forever in memory, and is recounted for years to come.

During a WARLINE Campaign, Armies discover powerful ancient Relics, dropped on Battlefields ages ago by fallen warriors of legend. Obtaining and Equipping a Relic enhances your Army in incredible ways, giving you strategic and tactical advantages - if wielded correctly. In this manner, you customize your Army over time as an evolving machine of war.

- Campaign Play cannot be included in Organized Play.
- Campaign Play implements a set of Rules Modules. Campaigns require additional game Components outside of the Core Rules Components, and also require the inclusion of certain Rules Variants.

Campaign Tools and Components

There are a number of additional game components that are used to help smoothly move along a Campaign, and help enrich the experience of an epic war. All of the components necessary to play a standard WARLINE Campaign are included in the base game set.

- All Core Rule components
- [1] Campaign Map (of the Soroyland continent)
- [1] Battleground Frame
- [2] Base Frames
- [3] Rumor Frames
- [1] Advancement Measure
- [1] Retreat Measure
- [1] Relic Card Box

- [12] Relic Cards
- [12] pairs of Relic Equipment markers (24 pieces, in total)
- Terrain modifiers (see “Battlefield Terrain”)

Understanding the Campaign Map [TBD]

Battlefield setup and progress through the Campaign is determined and tracked with the aid of a Campaign Map (one Campaign Map, of the Soroyland continent, is including in the base game set). The map helps you and the opposing General make informed, critical decisions about where to initiate Battles, how to set up the Battlefield before a Battle, and events that take place after each Battle is concluded.

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Campaign Key Objectives

Invader’s Key Objective

The Invader’s Campaign Key Objective is to invade and capture the Defender’s Base of operations. This objective is accomplished by the Invader being Victorious in Battles and marching in progression toward the Defender’s Base. To claim Victory in the Campaign, the Invader must ultimately fight and stand Victorious in a Battle that takes place on the Defender’s Base Sector.

Defender’s Key Objective

The Defender’s Campaign Key Objective is to drive back the Invader, all the way to the Invader’s Base of operations, and demolish the Invader’s Base. This objective is accomplished by the Defender being Victorious in Battles and driving back the Invader’s Scouting Sector, toward the Invader’s Base. To claim Campaign Victory, the Defender must ultimately fight and stand Victorious in a Battle that takes place on the Invader’s Base Sector.

Campaign Setup

1. Prepare components
2. Choose Kingdoms

3. Define Bases of operation
4. Determine the Invader and Defender
5. Determine the Invader's initial Scouting Sector

Preparing the components

- Gather all of the game components outlined in the "Campaign Tools and Components" list.
- Shuffle, face-down, all of the Relic Cards, and then place the Cards into the Relic Card Box. Do not look at any of the Relic Card faces, and do not let the Enemy General look at any of the Card faces. Flip closed the Relic Card Box lid, and set aside the Box.

Choosing Kingdoms

Before a Campaign can begin, you and another General must each choose a different Kingdom to lead into the theater of war. Your and the Enemy General's Kingdoms will be in opposition during the entire Campaign.

- Each General must choose one, and only one, Kingdom for the Campaign.
- Generals cannot choose the same Kingdom.

Defining a Base

Once you and the opposing General have chosen a Kingdom, you each must define a Base of operations by choosing a Sector on the Campaign Map to serve as your Base. Most often, for thematic reasons, the Sector you choose mostly overlaps the major Stronghold Terrain that is associated with your Kingdom.

- Each General must choose one, and only one, Map Sector to represent his own Base.
- The chosen Map Sector does not have to encompass the entire region of Terrain that is thematically linked to your Base, but the Sector does have to include at least [1] Zone from that thematic region of Terrain.
- Once Bases are chosen, you place [1] of the Base Frames onto the Campaign Map, framing the Sector that you have chosen to represent your Base. The opposing General does the same and places [1] Base Frame onto the Campaign Map, framing his Base Sector.

- Keep the Base Frames on the Campaign Map for the remainder of the Campaign.

- **EXAMPLE: ...**

Determining the Invader and Defender

Either by friendly agreement or by an agreed upon Challenge method (coin toss, die roll, etc.), you and the opposing General determine who is to be the Invading Kingdom and who is to be the Defending Kingdom. The Invader's goal is to invade and capture the Defender's Base, while the Defending Kingdom's goal is to push back and demolish the Invading forces.

Determining initial Scouting Sector

After Bases are established and sides have been determined, the Invader must choose his initial Scouting Sector.

- A Scouting Sector is a Sector on the Campaign Map that represents the Invader's current position. From a Scouting Sector, the Invader chooses which other Sector he will attempt to advance into.

To determine the initial Scouting Sector, the Invader chooses a Sector that is roughly halfway between his Base and the Defender's Base.

- The chosen Scouting Sector is not required to be exactly halfway between the Invader's and Defender's Bases, but the Sector is required to be roughly halfway between the Bases. Both Generals must agree that the chosen Sector represents "halfway".
- The chosen Scouting Sector is not required to intersect a straight line between the Invader's and Defender's Bases.
- The Invader places onto the Campaign Map the Battleground Frame so that the Frame exactly encompasses the [8] by [8] region of Zones that represent the Invader's chosen initial Scouting Sector.
- **NOTE:** A Battle is not fought at the Scouting Sector. If you are the Invader choosing an initial Scouting Sector, keep this in mind, as the first Battle in the Campaign will take place in different location of your choosing, some distance away from the Scouting Sector (see "Propagating Rumors and Performing Recon").

- **EXAMPLE: ...**

Once the Invader's initial Scouting Sector has been determined, and the Battleground Frame has been placed onto the Map, the Campaign begins.

Campaign Flow

1. Propagate Rumors (Invader) / perform Recon (Defender)
2. Construct the Battlefield
3. Build out Armies
4. Battle
5. Collect Relics
6. Resolve Battle outcome
7. Repeat at step [1], until one General attains his Key Objective

Propagating Rumors and performing Recon

In the first step of the Campaign flow, the Invader propagates Rumors, while the Defender performs Recon. The Invader chooses his next position to try and advance into, while spreading Rumors of other positions, in order to throw off the Defender's scouting reports. The Defender reconnoiters one of the Invader's Rumored positions of advancement, in attempt to gain a preemptive strike against the Invader.

Rumors

- The Invader chooses [3] different Sectors on the Map (considering the Terrain makeup of the Sectors, and also considering the Defender's assumptions).
- The Invader places *face down* [1] Rumor Frame onto [1] of his [3] chosen Sectors, until all [3] Rumor Frames have been placed onto the Campaign Map. The face-down Rumor Frame that has the checkmark icon on its face-down side represents the true Sector that the Invader is attempting to advance into.
 - **IMPORTANT:** The Invader must not allow the Defender to know which of the Rumor Frames has the checkmark on its face-down side.
 - The Invader places each Rumor Frame so that it exactly encompasses the [8] by [8] region of Zones that represent [1] of the Invader's chosen Rumored advancement Sectors.

- The Invader's chosen Sectors must each reside within [5] Sectors' distance away from the current Battleground Frame, in any direction, orthogonal or diagonal.
- Use the Advancement Measure component to ensure that a Sector is within the allowed distance away. Place the Advancement Measure so that one of its ends touches the Battleground Frame. If the Rumor Frame in question touches the other end of the Advancement Measure, then the Rumor Frame resides at a valid position.

● **EXAMPLE: ...**

Recon

- After the Invader is through placing the Rumor Frames, the Defender chooses [1] of the [3] Rumor Sectors to perform Recon upon (considering which of the [3] Sectors he feels the Invader is truly attempting to advance into).
- The Defender points to the Rumor Frame of his choosing, but does not pick up or move the Rumor Frame.
- If the Rumor Frame pointed to by the Defender is the Frame with the checkmark on its face side (i.e. the "true" Rumor), the Defender has successfully discovered where to the Invader is attempting to advance. As a result, the Defender gains "Ambush" for the upcoming Battle. (If the Defender guesses incorrectly, the Defender does not gain "Ambush" for the coming Battle.)

After Recon concludes, replace the "true" Rumor Frame with the Battleground Frame. Be sure that the Battleground Frame encompasses the same [8] by [8] region of Zones that the Rumor Frame had encompassed. The Battleground Frame's new position on the Map represents the Battlefield on which the coming Battle is to be fought.

Constructing the Battlefield

By referencing the Map Zones encompassed by the Battleground Frame, you can quickly and easily construct the Battlefield upon which a Campaign Battle is to rage.

- First, assemble a [2] segment by [2] segment Battlefield.
- Each Zone on the Campaign Map represents [1] Zone on a Battlefield.
- The color of a Zone on the Map indicates whether or not a Terrain modifier is to be applied to the Zone, and also which type of Terrain modifier is to be applied

(e.g. Mountain, Waterbody, Forest, etc.). Reference the Terrain Legend on the Campaign Map and place [1] Battlefield Terrain modifier on each colored Zone of the Battlefield, according to the Map Zone's matching Terrain Legend color.

- **NOTE:** Do not place a Terrain modifier onto any Battlefield Zone that is represented by a [black] Campaign Map Zone. [Black] Campaign Map Zones represent Battlefield Zones unmodified by Terrain.

Building out Armies

After the Battlefield has been prepared, you and the opposing General each build out your own Armies.

- In a standard WARLINE Campaign, each General's Army is limited to at most [6] Battalions.
- If you are including a custom Army build out, you must adhere to the common Army Recruiting rules (see "Army Recruiting").
- It is at this time that you can (but are not required to) Equip your Battalions with any Relics that you have in your Relics Collection.

About Relics

Throughout the annals of the *History of the War of Eternity*, legends tell of warriors carrying into Battle items imbued with powerful Majik. Many of these warriors fell valiantly in combat, dropping Majikal Relics that became lost forever amidst the chaos of war. For ages, the leaders of Kingdoms have sought to uncover the Relics that lie scattered and hidden about the lands - for, wielding such Relics can transform any leader into a formidable force.

- If your Kingdom has any Relics in Collection, you can Equip these Relics to individual Battalions before heading into Battle. (Note that, at the start of a new Campaign, you and the Enemy General both begin without any Relics in your Collections.)
- You can only Equip [1] Relic to each individual Battalion. (You can Equip all of your Battalions with a Relic, if you have enough Relics and desire to do so.)
- You are not required to Equip any Relics that you own.
- Upon Equipping a Relic to a Battalion:

- Place a Relic Equipment marker onto your Battalion. This Relic Equipment marker is one half of a pair of markers - keep handy the other marker of the pair.
- Place your chosen Relic Card down in front of you on the tabletop, face-up and in plain sight, so that both you and the opposing General can clearly discern and read the Card. Be sure to place the Card out of the way of your Graveyard and your Prison.
- Now, place onto the Card the Relic Equipment marker that matches the paired Relic Equipment marker on your Battalion.
- Until just prior to Deployment, you are not required to reveal to the Enemy General which of your Battalions are Equipped with Relics, and you are not required to reveal which Relics are Equipped. If you wish to conceal a Relic, you can place it face-down on the table until Deployment begins.

As long as a Relic is Equipped and usable in Battle, your Battalion can activate the Majikal properties of the Relic.

- The rules for activating any given Relic are printed directly on the associated Relic Card.
- Your Battalion can only activate the Relic's properties (i.e. rules) when your Battalion is the target of your Tactical Order (unless otherwise stated by the rules of the Equipped Relic).
- Once Battle begins, your Battalion's Relic remains Equipped until either the Battle ends or your Battalion is Slaughtered or Imprisoned. You cannot choose to un-Equip a Relic during Battle.
- If during Battle, your Relic-Equipped Battalion is Slaughtered or Imprisoned by the Enemy, the Equipped Relic is immediately Stolen by the Enemy:
 - Remove the associated Relic Equipment markers from the Card and your Battalion.
 - Give the Relic Card to the opposing General. The opposing General places aside the Relic Card, out of play, and cannot Equip the Relic during the present Battle (but, the opposing General can Equip the Relic in a subsequent Battle of the Campaign).

The Battle begins

- If the Invader fooled the Defender, leading the Defender to incorrectly guess the Invader's Rumor Sector, Deployment prior to Battle plays out normally (i.e. Generals alternate Turns, Deploying [1] Battalion each Turn).
 - In this case:
 - The Invader *always* divides the Battlefield evenly in half (either horizontally or vertically).
 - The Invader *always* chooses which Battlefield half to Deploy upon.
 - The Invader *always* takes the first Battle Formation Turn.
 - The Invader *always* issues the first Tactical Order after Deployment is complete.
- If the Defender correctly guessed the Invader's Rumor Sector, the Defender Ambushes the Invader, and Deployment plays out differently than normal:
 - In this case:
 - The Defender *always* divides the Battlefield evenly in half (either horizontally or vertically).
 - The Defender *always* chooses which Battlefield half to Deploy upon.
 - The Invader must first Deploy all of his Battalions, before the Defender Deploys a single Battalion.
 - Once the Invader has Deployed all of his Battalions, the Defender then fully Deploys.
 - After the Defender has Deployed all of his Battalions, the Defender *always* issues the first Tactical Order, and the Battle plays out normally from there.

Collecting Relics

After the Battle has concluded, Generals Collect any Relics that they either discover at the site of Battle or have Stolen from their opponent.

- If there is report of a Relic hidden at the Battle site (see "Understanding the Campaign Map"), the Victorious General excavates and Collects the hidden Relic.
 - If you are the Victorious General, flip open the Relic Card Box and, without looking into the Box, blindly pull out [1] Relic Card - add this

Card to your Relic Collection. You can use this newly discovered Relic in future Battles.

- After you pull the Relic Card from the Box, it is okay for you to look at the Card. You are not, however, required to show the Card to the Enemy General.
- If there are no Relic Cards remaining in the Box when you are to pull a Card, then no Relic is discovered at the Battle site - the legend is refuted.
- If during Battle you Stole any Relics from the Enemy, add them to your Relic Collection at this time. You can use this Stolen Relic in subsequent Battles.

Resolving the Battle outcome

Depending upon which General is Victorious in the Battle, one of two different events occur: The Invader farther advances toward his goal, or the Defender pushes back the Invader.

- If the Invader is Victorious, loop back to [Step 1], where the Battle site now becomes the Invader's new Scouting Sector.
- If the Defender is Victorious:
 - The Defender chooses [1] Sector on the Map to drive back the Invader into.
 - The Defender temporarily replaces the Battleground Frame with any one of the Rumor Frames.
 - The Defender then places the Battleground Frame so that it exactly encompasses the [8] by [8] region of Zones that represent the Defender's chosen Sector to drive back the Invader into.
 - The Defender's chosen Sector must reside within [7] Sectors' distance away from the temporarily-placed Rumor Frame, in any direction, orthogonal or diagonal.
 - Use the Advancement Measure component to ensure that a Sector is within the allowed distance away. Place the Advancement Measure so that one of its ends touches the Rumor Frame. If the Battleground Frame touches the other end of the Advancement Measure, then the Battleground Frame resides at a valid position.
 - The Battleground Frame represents the site of the next immediate Battle. Loop back to [Step 2] and prepare for the coming Battle.

- If the Battle ends in either Stalemate or Resolve, the Campaign flow does not advance. In this case, another Battle must be fought at the same Battleground position (repeat [Step 4] of the Campaign flow).

Obtaining a Key Objective

The steps of the Campaign flow are cycled until either you or the Enemy General obtains his Campaign Key Objective.

- If you are the Invader:
 - You must advance on the Map until you are fighting a Battle that takes place on a Battleground that at least partially overlaps the Defender's Base Frame (even if only [1] Zone overlaps).
 - If you are Victorious in this Battle, then you have obtained your Key Objective. You invade the Defender's Base and are Victorious in the Campaign.
 - If you are the Defender:
 - You must drive back on the Map the Invader until you are fighting a Battle that takes place on a Battleground that at least partially overlaps the Invader's Base Frame (even if only [1] Zone overlaps).
 - If you are Victorious in this Battle, then you have obtained your Key Objective, demolish the Invader's Base, and stand Victorious in the Campaign.
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⇒END←

