

# **FÆ Beta**

# **Rules**

**Fae is a 1:1 miniature-agnostic, mythic fantasy skirmish game played in the real world around you.**

Craft your troupe from nature itself, or combine your existing miniatures with our range. Then lead them into our plane, performing arcane rituals to bind ancient faerie rings to your will.

Every battlefield is real—hidden in woods, fields, and forgotten places. Roots, stones, and hedgerows become your terrain as you bend reality with a custom spell deck, twisting the environment and outwitting your enemies through powerful, synergistic magic.

Nothing is impossible within the fae... yet every choice demands a price.

Since the first dawn, the creatures of Fae have walked beside us. Yet when humankind awoke to thought and will — for reasons long lost to time — the Fae withdrew. With spells of shrouding, they tore a rift between our realm and theirs, vanishing into a hidden plane beyond mortal sight.

From that day forth, they became shadows in our folklore, half-remembered in song and story. They watched the ages turn from behind the veil, unseen, unheeded. For many, exile curdled to bitterness. They whispered of ruin and of the day they might once more stride the earth unbound.

But the veil did not leave them untouched. In our realm, their magic falters. Until the veil is broken, they can manifest only in fragments. When glimpsed in the world of men, they are small, their bodies woven from borrowed matter — twigs, roots, leaves... pale imitations of their true forms. A few, more powerful than most, can cross more fully, though diminished in stature. Others creep into the minds of beasts, wearing animal shapes for a time before fading back into shadow.

Weakened though they are, they see cracks spreading through the walls of our world. We poison the seas, blacken the sky, and gnaw at the roots of the earth. The Fae know that if they wait long enough, mankind may undo itself.

Yet not all wish for our end. Among them a schism has grown... The **Seelie Court** dreams of a fragile harmony — that Fae and humankind might together heal what has been broken. The **Unseelie Court** scorns such hope, believing mankind cannot change, and instead seeks to hasten our fall.

Their war for the soul of Fae now spills into our realm, for the key to their designs lies with the ancient gateways — **fairy circles** — where the veil runs thin. Through these rings, a Fae may step briefly into our world of matter and fight for control of the ancient portals. If these circles were ever to be bound together, the veil itself would fail. To attempt such a weaving would be to unmake the exile, a taboo older than memory.

Yet in this age of strife, even the oldest taboos begin to wither. Seelie and Unseelie clash in secret wars across meadows and ruins, forests and fields, each seeking dominion over the circles. Should the gates be joined, the veil would fall, and the Fae would walk once more among us — not as whispers in the shadows, but as rulers... or ruiners... of the last days of man

*Where the veil wears thin, the Fae fight to decide what becomes of the world beyond it*

played in the real world around you.

- **Play with our without a board**
- **High or Low crafting potential**
- **Encourages getting into nature**

Craft your troupe from nature itself

- **Naturebashing**
- **Converting**
- **Modular Kits**
- **Miniature agnostic friendly**

outwitt your enemies through powerful, synergistic magic.

- **Unpredictable spell results**
- **Chain reactions of abilities**
- **Wild magic mishaps**
- **Deck customisation**
- **Simple units Deep Troupe identity**
- **Simple inputs, complex outputs**

Nothing is impossible within the fae...  
but every choice demands a price.

- **Glamour as health and magical power**
- **Strategic consistency, unpredictable outcomes**
- **Simple inputs, crunchy outputs**

# MAGICAL LORE

- **ONES WILL IS ONES POWER**

Your glamour is your most valuable resource

- **MATTER IS FICKLE MAGIC ENDURES**

Units may die, but as long as you have magic and tactics, you are never out of the fight.

- **AS ABOVE SO BELOW**

If a rule effects a system in one way it effects all other systems in the same way

- **EXPECT THE UNEXPECTED**

Effects will always interact with other systems in novel and unexpected ways

- **THE FIRST SHALL BE LAST**

When you are behind the world will conspire to help you

# AIM OF THE GAME

In *FAE*, you command an ethereal troupe of wandering Fae creatures competing for control of the portals into the mortal realm.

The Faerie courts clash over these sites of power for whomever can control all the portals will break the shroud separating the mortal realm from the FAE.

Each scenario tells a different story, but your purpose remains the same: Secure the portal for your troupes court to gain ultimate control over the veil!

Battles can be played within our realm at 1:1 scale, using natural materials as scenery or within the Fae itself using your existing 28mm terrain.

Fae is designed to be accessible at all, you just need to step beyond the veil.

*You can track your Fae's Glamour however you want but we suggest using a die next to their model.*

# DEFINING A FAE

**Fae** - During games, Fae are represented by a model on a specific size base. The larger the base size the more magical energy or 'Glamour' they possess. Fae with more powerful Glamour hold higher Stations within Fae society.

**Station-** The station of a Fae Determines:

- What **die type** they roll in melee
- The Fae's starting/maximum **Glamour Value**
- Their **size**

**Peon-** 25mm base / Size 1 / 4 Glamour / Rolls a **D4** in melee

**Vassal-** 32mm base / Size 2 / 6 Glamour / Rolls a **D6** in melee

**Regent-** 40mm Base / Size 3 / 8 Glamour / Rolls a **D8** in melee

**Monarch-** 50mm Base / Size 4 / 10 Glamour / Rolls a **D10** in melee

**Glamour** – Represents the magical energy a Fae possesses. This Glamour binds the Fae to our plane and it is tracked as a single pool. The weaker the Fae becomes, the less Glamour it can exert on this plane. When a Fae loses all their Glamour they lose their tie to the mortal realm and are removed from the game.

# CREATING A TROUPE

In *Fae*, there are no stat sheets. Everything your model can do is expressed through its **Race, Station, and Form.**

**Troupe Size** - When planning your troupe agree with your opponent on a set Title cost for the troupe. We suggest **65 points** of units and **15 points** of augments for a normal game.

## 1. Choose Race

- Choose a **Race** for your **troupe**. This defines the type of magic your troupe has access to. (see deck building)
- Be aware certain races only allow Fae of a certain Station

*Here are some example races, a full list of courts can be found later in this document.*

| <b>Court</b> | <b>ABILITY</b>                                     | <b>STATION</b>           |
|--------------|--|--------------------------|
| Faerie court | <b>Camouflage, Evade, will o' whisps</b>           | Peon<br>Vassal<br>Regent |
| Briar court  | <b>Born In Thorns, Quick get away, Thorn Traps</b> | Peon<br>Vassal           |

## 2. Choose Station

The higher a Fae's station, the more they will demand in tithe to follow your troupe.

| STATION |  | TITHE |
|---------|--|-------|
| Peon    |  | 5     |
| Vassal  |  | 10    |
| Regent  |  | 15    |
| Monarch |  | 20    |

## 3. Choose Form

- The myriad forms within the Fae are beyond count, from the graceful Faeries of our folk tales to the darker beings without name in our myths. All draw from ancient magics and no two folk manipulate Glamour the same.

- The default form is **humanoid** (two arms, two legs).
- This gives **Move 4/2/1"**.

You **may** purchase augments to modify your form.

| AUGMENT         | ABILITY  | TITHE |
|-----------------|--|-------|
| Shield          | Shielding - +2 when defending, if you win the duel roll move the attacker 1 inch away without triggering attack of o | 5     |
| 2 handed weapon | Wild Swing - -1 on duel roll but +3 to damage, may split damage between multiple targets within their reach          | 5     |
| Dagger          | <b>Backstab</b> - If obscured before charge, opponent gets -2 to duel roll and you gain +3                           | 5     |

|              |  |   |
|--------------|--|---|
|              | to damage roll   |   |
| Blunt Weapon | <b>Blugon</b> - If attack is successful, instead of dealing damage, <b>daze</b> target | 5 |
| Spear        | <b>Back up</b> - spear units reach is extended to 2'                                   | 5 |
| Duel Wield   | <b>Flurry</b> - Roll 2 die during the duel roll and choose the highest for your result | 5 |
| Extra Legs   | Move <b>5/3/2"</b> and gain <b>Trample</b>   | 5 |
| Wings        | Move <b>4/2/1"</b> and gain <b>Fly</b>   | 5 |

# GAME SETUP

## Flow of Play

- The game is played in turns.
- At the start of each turn, players simultaneously reveal a card from hand and the player who revealed the card with the highest Glamour cost chooses who takes priority. The revealed cards are then placed in their owners discard piles.
- A turn is divided into 3 action phases. The player with priority acts first each phase activating all of their units, followed by their opponent. Once both players complete a phase, move to the next.
- Taking Priority gives you a big advantage on the turn so don't be afraid to discard high value cards to win it!

## Action Phase Sequence:

1. Start Phase
2. Main Phase
3. End Phase

During each action phase, Fae may use 3 action points to perform a variety of actions such as moving, fighting, interacting or casting spells. Actions must be completed one at a time — you cannot begin a new action until the current one is resolved.

## What you need to play

- A Troupe of Fae to an agreed tithe value (standard game is 65 tithe)
- A 16-card Spell Deck as well as 1 faction ability and 1 Cantrip card.
- Measuring tape, 8 25mm faction markers, 40mm weaving markers, 25mm objective markers, a set of polyhedral dice (D4,D6,D8) for spell casting
- 3' Circular play area using twigs, stones and other natural materials as terrain.

**Wild Magic** - *The boundary between the mortal realm and the Fae is fragile and becomes increasingly unstable as the conflict escalates.*

As the game progresses more wild magic enters the realm. To represent this add one Wild Magic card into your spell deck and reshuffle whenever you:

- Kill an enemy Fae
- Gain more objectives than your opponent at the end phase of a round.
- Reshuffle your spell deck once your discard is full

When a wild magic card is drawn from your deck, the wild magic card is resolved instantly. They do not go to your discard, instead they are added back into the bottom of the wild magic deck.

Whenever a player draws or plays a wild magic card they increase their veil instability by 1 (tracked on a D12)

When playing a wild magic card check the combined total of both players' veil instability and play the effect that corresponds to that value.

If both players have equal instability **clash** to decide who is affected by the wild magic effect.

**Miscasts** - When rolling to cast a spell, On a roll of a 1 the spell miscasts and you immediately draw and resolve the top card of the wild magic deck.

**PHASES** - now you have a grasp of all the key components involved in a game of Fae we can now break down the 4 phases that make up a game round, Beginning with the start phase

## **START PHASE**

**Reweave**- each player may discard one card from their current hand into their discard pile.

**Draw** – Each player draws cards until they reach their maximum hand size (5 including your cantrip). If your deck is empty, add a wild magic to your discard then reshuffle your discard pile to form a new deck. Continue drawing.

**Renew**– Flip all Cantrips face up; they are ready to use again this Turn.

**Priority** – Both players choose a card from their hand (not their cantrip) and reveal it simultaneously. The player who chose the card with the Glamour cost chooses who takes priority. Both cards are then placed in their respective discard piles.

**Start phase effects** - Trigger any spell or card effects that resolve in the start Phase.

# MAIN PHASE

During the Main Phase, each Fae **may** spend 3 action points to perform a variety of actions. Each action costs one action point, the actions are as follows:

- Move
- Attack
- Cast
- Interact

Actions can be cast multiple times and in any combination but their effects diminish on each subsequent attempt. An action must resolve before the next can be attempted.

**MOVE ACTION** – A voluntary action that causes a Fae to travel up to its Movement value. The movement value will be expressed as 3 numbers, for example **4/2/1**". This means the first move action you move **4**" the second you move **2**" and the third you move **1**". The first move is referred to as Run, the second , jog and the third step.

When a rule instructs you to Move:

1. The Fae must follow a **Clear Path** from its starting position to its final position.
2. The distance moved cannot exceed the value specified by the effect or the Fae's form.
3. If a model enters an enemy **Reach** during a Move, it must **engage**, this is referred to as a **charge**
  - Movement is affected by:  
Terrain types (Difficult, Dangerous, Impassable)
  - Attacks of Opportunity

**Reach-** An invisible 1" circle around an enemy's base edge. If an enemy enters this zone they must engage. This is referred to as a **charge** and the two models count as **engaged**.

**Charge** - If a model enters an enemy **Reach during a Move**, this is referred to as a **charge**  
When a fae charges an opponent they automatically trigger a free attack action (Page XX) that does not cost an action

point. The Fae being charged gets DT-1 for their duel roll and if they win the duel they are unable to deal damage to the charging fae.

**Disengagement** - If an engaged Fae moves away from combat for any reason. They trigger an **attack of opportunity**.

**Attack of Opportunity** - The disengaging Player must take one free attack action from an opponent they were engaged with chosen by the opponent.

If the disengaging player wins the combat they may not strike, if they lose the combat damage is calculated normally (see combat)

*Attacks of Opportunity apply even if the Fae is moved away from combat by a spell or ability.*

## Terrain Types

- **Obscuring:** Any terrain with a size counts as obscuring (see line of sight rules)
- **Difficult:** Entering costs double movement.
- **Dangerous:** A Fae suffers 1 damage when it enters or begins its Move Action within 1" of this terrain. (Fae can only be hurt by dangerous terrain once per activation)
- **Impassable:** Cannot be entered or crossed

**Clear Path** - When declaring a Move, choose a final location within the Fae's Movement range.

The Fae will travel to that location by the shortest legal route it can physically take.

Movement is measured along surfaces the Fae can physically traverse. This route is known as the Clear Path.

A Clear Path:

- Must follow continuous physical surfaces.
- Cannot pass through impassable terrain
- A Clear Path may enter enemy Reach but must end in base contact if physically possible.

If multiple valid shortest routes exist, the controlling player chooses which one is used.

The Fae may be affected at any point along the path by spells, abilities, or reactions that can interrupt movement.

If the surface on the path becomes too steep, Climbing rules apply.

If the surface on the path is uneven or unstable, Difficult Terrain rules apply.

**Placing** - A Place represents repositioning a Fae, weaving or marker without it moving through the space between positions.

When a rule instructs you to Place a Fae, marker or Weaving:

- No Clear Path is required.
- Ignore terrain heights, enemy Reach, Terrain effects and engagement for the purposes of determining the route.
- If engaged, resolve Disengagement (including any Attacks of Opportunity) before the Place occurs.
- The placed Fae does not trigger:
  - Movement-based effects or reactions

The only restriction is that the final position must be legal:

- The Fae, weave or marker must fit fully within the space
- It must not overlap other Fae, Weavings, or Impassable terrain

Unless a rule explicitly states otherwise, placing a Fae does not count as movement.

**Reposition vs Move Action** - A **Move action** is a voluntary action chosen by the controlling player during the Movement Phase.

When a Fae takes a Move action, it moves up to its Movement value, or uses another movement method it has access to (such as Fly).

A **Reposition** refers to any effect that causes a Fae, marker or weaving to change position, including forced movement caused by spells, abilities, or statuses.

Only a Move action counts as having *made* a Move for the purposes of rules and effects.

If a Fae is repositioned by a spell, ability, or status, it has not made a Move action and does not need to spend an action point.

**Traversal Nodes** - On agreement between players, points on the map may be designated as traversal nodes.

Each traversal node must have at least one other traversal node it is considered connected to.

After moving into base contact with a traversal node the player may then place their unit in base contact with the connected node and continue their movement normally.

*A traversal node can take many forms, it could be a set of stairs, a well placed vine or even a magical portal.*

**Climbing** – A Fae may move up or down vertical surfaces.

Each 1" of vertical movement costs 1" of Move.

The Fae must end its movement on a **surface that fully supports its Base.**

**Dropping/Falling** - Instead of climbing down, a Fae may **Drop** from a Terrain features edge. Or may be forced to **fall** from an edge due to a spell effect.

Dropping/falling **does not count towards move distance.**

The dropping/falling Fae must make an **Acrobatics Check**

If successful they can continue their movement normally.

**Jumping** - A Fae may **Jump** across a gap onto another platform within its remaining Move. The jump distance is measured from platform edge to platform edge. A Fae must be able to end its jump on a surface that fully supports its base. If they still have move left after the jump they can continue their move or jump again.

To Jump, make an **Acrobatics Check**

**Acrobatics Check** - Roll a D6 and use the drop/fall/jump distance (in inches rounded up) as the Target Number. If the roll equals or surpasses the target number the drop/fall/jump is successful and the Fae lands safely

- On a drop/fall failure, the Fae drops from the edge of the ledge and suffers Damage equal to:  
**Drop Height – Acrobatics Check roll**
- On a jump failure, the Fae drops from a point x inches horizontally away from the edge they jumped from. X = the Acrobatics Check roll. They suffer damage equal to:  
**Drop height from point X - Acrobatics Check roll**
- A failure also ends a Fae's movement action
- Glamour surges can be used to modify acrobatics check results (see glamour surge page x)

**ATTACK ACTION** - A Fae may make an Attack Action against a single enemy Fae within its Reach.

When an Attack Action is triggered (either by spending an Action Point or as part of a Charge(Page XX)), resolve it using the following sequence:

**Duel Roll** - Both players roll a die based on their Fae's Station:

- Peon → D4
- Vassal → D6
- Regent → D8
- Monarch → D10

Before rolling, declare any modifiers from abilities, augments, or effects.

After rolling, apply all modifiers and compare the final Duel Rolls.

The Fae with the higher result wins the Duel.

If the results are equal:

- The side with the highest combined Size of all engaged Fae wins
- If still tied, resolve a Clash to determine the winner

**CRITS** - If a player rolls the highest value on their die type such as an 8 on a D8 this is known as a crit. Crits ignore any negative modifiers that would be applied to them during the duel or damage step.

**Damage** - The winning Fae deals damage to the loser equal to:

**Damage = Fae's size value + Winning Roll - Losing Roll**

The losing Fae reduces its Glamour by the damage dealt.

**Outnumbered** - If a Fae is engaged with multiple enemies, attackers gain a bonus.

- When making an Attack Action against a Fae engaged with more than one enemy, the enemy gets -1 to their Duel Roll for each additional friendly Fae engaged with the target beyond the first.

*Example: A Regent (D8) with the Brute augment is engaged with two Vassals (D6).*

- *The Regent spends an Action Point to make an Attack Action against one of the Vassals*
- *The Regent spends an extra AP and declares WideSwing before rolling*

• *Both roll:*

- *Regent rolls a 7, reduced to 6 due to the brute's passive, Wild Swing and reduces the 6 to a 5 due to being outnumbered by 1 extra enemy*
- *The Vassal rolls a 4*

• *The Regent wins the Duel*

*Damage is calculated:*

$$5 - 4 = 1,$$

*then +3 from Wild Swing and +2 for the regent's size = 6 total damage*

*Wide Swing allows this 6 damage to be dealt to both enemies in the combat!*

**CAST ACTION** - Spells are cast during the main phase. Spells emanate from the Fae of making the cast action. Fae may cast multiple spells within a round.

**Casting Sequence** - To cast a spell, follow these steps in order:

1. **Check Activation Phase** - If the spell is a sorcery you must cast it during your main phase, if it is an instant it can be cast during either player's main phase.

2. **Declare the Spell** - Announce the spell and its target. This allows your opponent to respond with spells of their own.

3. **Check Range & Line of Sight** -

- C: The spell emanates from the caster.
- Otherwise, measure range in inches from the edge of the caster's base to:
  - the targets base

If the caster has Line of Sight, proceed.

4. **Attempt cast** - When casting a spell, roll a die and compare the result to the spell's Glamour Value.

If the result is equal to or greater than the Glamour Value, the spell is successfully cast.

The die you roll is called your Die Type (DT).

Base Die Type

- Clear Sight: D6

Elevation/LOS Modifiers

- Obscured Target DT-1
- Caster is elevated above the target: DT +1
- Caster is below the target: DT -1

Die Types progress as follows:

D4 → D6 → D8

*(DT cannot be reduced below D4 or increased above D8.)*

**Glamour Surge** - After rolling your DT, the caster may spend their own Glamour to improve the result.

- 1 Glamour = +1 to the cast result
- Glamour cannot be reduced below 1
- You can only ever surge up to the Glamour Value
- Surges cannot be used in melee

**Resolving the Spell** - If the cast result meets or exceeds the spell's Glamour Value, resolve the spell's effect immediately then place the card in your discard pile.

If it fails, discard the spell as normal.

**Line of Sight** - Draw an imaginary line from the centre of the caster's base to the centre of the target's base.

- If this line crosses any Obscuring terrain or a Fae of the same size or larger than the target, the target is **Obscured**.
- Otherwise, the target is in Clear Sight.
- Obscuring terrain the caster is touching that is the same size or smaller than the caster (such as a low wall or window) does not count as obscuring when working out LOS.

**Cantrips** - A Cantrip is a reusable spell chosen from your Court.

- It begins in your hand at the start of the game
- Cantrips are not discarded when cast. Instead, they are flipped face down.

Flip all face-down Cantrips face up during your next Start Phase.

**Card Types** - Each spell card will be classed as one of these 3 types:

**Instant** - Cast immediately when played. May be cast during either player's Action Phase. After resolving, discard it.

**Sorcery** - May only be cast during your Action Phase. After resolving, discard it

**Weaving** - Allow you to summon a magical terrain piece to the board (weaving markers) :

- A weaving may only be placed if it fits, does not overlap another terrain and can lay flat on the board
- Weavings can be destroyed in the same way as markers.
- **Sturdy x** weavings require **x** Interact Actions within the same turn to destroy it.

Once cast remove the weaving spell card from play. When a weaving marker is destroyed you may place the weaving spell card into your discard.

**INTERACT ACTION** - Each Fae may make **one** Interact Action during its activation.

An Interact Action represents a Fae manipulating an objective or scenario element.

You may Interact with an objective or marker within your Fae's Reach.

An Interact Action may be used to:

- Pick up one scenario marker
- Drop any number of scenario markers
- Destroy a marker
- Place a faction marker
- Perform any scenario-specific action

**Scenario Markers** - A Fae may carry **multiple scenario markers** at a time but can only pick up one marker per movement phase. While carrying a marker:

- The marker moves with the Fae
- Markers may be dropped by making an Interact Action.
- If a Fae carrying a scenario marker is removed from play, the scenario marker is placed in base contact with the Fae before it is removed by the controlling player.

**Faction Markers** - Each faction has access to **6 faction markers** which start off the board.

- Each faction's markers do different things as described in their faction rules.
- A faction marker can be placed in base contact with a friendly Fae by using the Interact Action.
- Once All faction markers are placed you must destroy an existing marker of your choosing before placing another.

**Destroying markers** - To destroy a marker you must be within Reach and make an Interact Action to destroy it. You cannot destroy a marker that an enemy Fae is in reach of .

# END PHASE

At the end of each turn, complete the following steps in order:

1. **Capture** - Attempt to capture Glamour Springs/scenario objectives in priority order.
2. **Objective Control** – Update control of objectives if capture conditions are met. Place or remove markers as needed.
3. **Ongoing Effects** – Resolve any spell effects, buffs, debuffs, or conditions that expire at the end of the turn.
4. **Scenario Scoring** – Check mission objectives and award any Victory Points (VPs) gained this turn.
5. **Wild Magic** – The player who scored the most VP this turn shuffles a wild magic card into their deck

# Spell Deck Construction

A Spell Deck contains **16 spell cards**, plus **1 Cantrip** and **1 Faction Ability reference card**.

You may only include **neutral cards** and cards from **your chosen court** when creating a deck.

Different card types allow for different numbers of copies in your deck:

Novice Arcana - 3 Copies

Minor arcana - 2 Copies

Major arcana - 1 Copy

Arcan Ritual - 1 Copy (destroyed after use)

# Missions & Battlefield

- Before the game, roll 3 times on the Scenario Table. Each player may veto one result; the remaining scenario is used.
- Games are played on a roughly 3' circular area (outdoors if possible). Build the battlefield with natural materials (twigs, stones, logs).
- Assign each terrain piece a Size (1–3) and an optional type: Difficult, Impassable, or Dangerous.
- Place Glamour Springs and deploy Fae as instructed by the chosen scenario.

**Glamour Springs** - Glamour Springs are optional scenario elements that create contested objectives on the battlefield.

**Setup** - If playing with Glamour Springs place two Glamour Springs on the board's centre line at least 6" from the centre of the board. Glamour Springs cannot be placed within 6" of each other.

*Represent each Glamour Spring with a D6 set to 6.*

## **Capturing a Glamour Spring -**

During the **Start Phase**, an unengaged Fae in base contact with a Glamour Spring may attempt to capture it.

- Roll a D6
- If the result **equals or exceeds** the Spring's current value, it is captured

*Captured Springs are placed in front of the controlling player.*

## **Captured Glamour-** Captured

Glamour Springs may be spent to boost spells, using the Spring's Glamour instead of the casting Fae's Glamour.

- Reduce the Spring's value by the amount spent
- When a Spring reaches 0, remove it from the game

**Channelling-** Instead of capturing a Spring, a Fae in base contact may **channel** its Glamour while it remains on the battlefield.

- Reduce the Spring's value by **X** to gain **+X** to a spell's Cast Check
- The bonus cannot exceed the spell's Glamour Value or the Spring's current value
- Channelled Glamour uses the Spring's Glamour, not the Fae's

## SCENARIOS

## BIND THE LEY LINE

**Setup** - Place **3 Ley Markers** (strategy markers)

one at the centre of the battlefield and two on the centre line, **8"** to either side.

### Rules

- A Ley Marker is **Bound** if it lies fully within a triangle formed by **three friendly Faction Markers**.
- If a Ley Marker lies within **both players' triangles**, it is **Contested** and does not count as Bound by either player.
- Faction Markers are placed with **Interact Actions**

### Victory Condition

- The scheme is completed when a player has **2 Bound Ley Markers**
- If unresolved by the end of **Turn 5**, the scheme is a **draw**.

## BLOOD RITUAL

**Setup** - Place the Blood Altar (strategy marker) at the centre of the battlefield.

**Rules** - When an enemy Fae is removed from play by melee damage, place a Blood Token (strat marker) in base contact with it before it is removed.

A Fae within 1" may pick up a Blood Token with an Interact Action.

**Scoring** - A Fae within 1" of the Blood Altar may Interact to place a carried Blood Token next to it.

The scheme is completed when the third Blood Token is placed at the Altar.

**Victory Condition** - Complete the ritual to win immediately. If unresolved by the end of Turn 5, the scheme is a draw.

## **PUSH THE LEY LINE**

**Set Up** - After placing your models within your starting area, place one strategy marker in the centre of the battlefield. Then each player places 2 strategy markers. They may be placed up to 6” from a friendly Fae and cannot be placed within 4” of each other.

**Rules** - A Fae in base contact with a strategy marker may make an Interact Action to place the marker within 6” in any direction. Strategy markers may be moved or placed by spell effects that target markers. Strategy markers cannot be destroyed.

**Scoring** - During the end phase, the troupe with the most strategy markers completely on the enemy’s table half gains 1 victory point. Strategy markers completely within the enemies deployment zone are counted twice. In the case of a tie both players score 1 VP.

At the end of the turn the player who scored the least VP this turn may select one strategy marker and place it within 4” of its current location.

**Victory Condition** - The first to 3 victory points wins!

# **FACTIONS**

# FAERIE COURT

Recommended Troupe:  
3 Vassals with wings  
1 Regent with wings

# BRIAR COURT

Recommended Troupe  
5 Vassals  
1 Vassal 2 Legs  
3 Peons with 2 legs

# TREE COURT

**Unlike other troupes the tree court has a set troupe composition**

3 Peons  
3 Vassals  
2 Regents  
1 Monarch

You begin the game with 3 Vassals and 1 Monarch. The Monarch may be placed anywhere within your board half at the beginning of the game

When your units grow you may use your units not in play to replace with. You may only grow a unit if you have a unit out of play to replace with.

# SHROOMEN COURT

Recommended Troupe:

3 Vassals  
1 Vassal 2 legs  
1 Regent

# THE FORGOTTEN COURT

## KEYWORDS & STATUSES

**Death touch** - any damage this Fae does to a single target this turn will kill that unit

**Blinded** -This Fae cannot cast spells that require **Line of Sight** this phase.

**Confused** -Roll a D4. The enemy may **move** the confused Fae a number of inches equal to the result, The Fae stops moving immediately if interrupted. Confused, Fae lose **flying** when moved

**Enraged** -If there is an enemy Fae within Line of Sight, this Fae must move its **full Movement value** directly toward the nearest enemy, following a Clear Path.

**Grounded** -This Fae cannot **Fly**. When Grounded, the Fae moves using its **normal ground movement**, determined by its Form.

**Dazed** - When a Fae becomes Dazed, place a marker beside it. The next time this Fae is involved in an Attack Action:

- It still makes a Duel Roll as normal
- If it loses the Duel, it does not subtract its Duel Roll when determining damage

After the Attack Action is resolved, remove Dazed.

**Camouflaged** - While touching **Obscuring terrain**, this Fae counts as **Obscured**.

**Trample** - If a Fae with **Trample charges**, it gains **DT +1** during the subsequent attack action.

**Guardian (X)** - While touching **X**, this Fae gains **DT+1** in melee and **cannot be moved**.

**Thorny** - An enemy Fae that deals melee damage to a Thorny Fae suffers **1 damage**.

**Stabilize** - Remove a **Wild Magic** card in your hand from your deck.

**Grow** - If a Fae with **Grow** did **not** make a **Move** this turn, then during the **End Phase** it increases its **Size by 1**, up to a maximum **Size of 3**. The Fae retains all damage already suffered.

**Expert Climber** - Ignores the first **4"** of vertical distance when climbing and rolls a **D8** for Acrobatics Checks.

**Hard to Kill** - If this unit has **2** or more **Glamour**, it cannot be reduced below **1 Glamour**.

**Evade** - After this unit completes an engagement it may move up to **3"** without triggering attacks of opportunity

**Regeneration** - Gain **1 Glamour** during your start phase

## DEFINITIONS

**Charge** - When a Fae takes an action to move into engagement with an enemy Fae.

**Clash** - Roll a die, odds player A is successful evens player B is successful.

**Minion** - A **Size 0** summoned Fae that cannot cast spells. You may only ever have **3** friendly minions in play at any time

**Obscured** -Spells cast against an Obscured target have **DT-1**.

**Elevation** - A Fae is considered *Elevated* if its base is fully supported on a surface at least **2" higher** than the target's base.

**Fly** - When making a **Move action**, this Fae may **Place** itself anywhere within **6"** instead of moving. This counts as having made a **Move action**.

**Reach** - an invisible **1"** circle around an enemy's base edge. If an enemy enters this zone they must engage.

**Exile** - Remove a card from play

# STARTER DECKS