

Warhammer 40.000: Warpforge Rules

1 Game Overview

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The Warlord: Your central commander. They stay on board from start to finish. If your Warlord's Health hits 0, you lose.

2 Classic mode rules

In Warpforge, there are two modes of game, Classic and Skirmish. These are the rules that apply only to classic mode.

2.1 Victory condition

The first player that manages to reduce the adversary's warlord health to 0 wins the game, causing defeat to their rival. Since damage is dealt simultaneously in attacks, note that Draws are indeed possible, if both warlords reach 0 health because of the same attack or event.

2.2 Deck building

Deck: Exactly 30 cards + 1 defence card + 1 warlord and his special abilities. There are no neutral cards; all cards must belong to your chosen faction. Players can have maximum one copy of each legendary card in deck and two copies of all other cards.

2.3 Initial hand

- Player 1 starts with 3 cards.
- Player 2 starts with 4 cards + their chosen Defence card.

In classic mode, players can mulligan their initial hand. This means they may select an arbitrary number of cards and put those cards back into the deck. After shuffling the deck, the player then draws the same number of cards they have previously returned to the deck.

2.4 Turn Structure & energy management.

Energy: Both players start with 2/2 Energy. Each turn, energy is replenished and increased by 1. So first turn players have 2/2, second turn 3/3, then 4/4, 5/5, and so on. Energy is spent whenever a card (either a troop or stratagem) is played on board. When you run out of energy, you can't play more cards that turn (unless they cost 0).

Typical turn flow:

1. Replenish energy to your current maximum X/X.
2. Draw 1 card from your deck and add to your hand your Warlords talent + Deployed troop's talent, if any, in that order.
3. Action Phase: You may perform the following in any order:
 - a. Play Cards: Spend energy to deploy Troops or use Stratagems. You can deploy Troops on the left or on the right side of the warlord. 4 slots for troops on the left and 4 on the right side of the warlord. If the board is full of 8 troops, no more troops can be deployed.
 - b. Activate Talent: Use your Warlord's unique ability (it costs Energy, it's like another Stratagem).
 - c. Attack: Each unit (including the Warlord and troops) can attack once per turn.
4. End Turn: Trigger "End of Turn" effects.

2.5 More classic mode rules.

- Overtime Rule: When the **second** player reaches 11 Energy, the game enters the Overtime phase. From that point until the end of the game, players draw 2 cards per turn instead of 1 to accelerate the end game.
- Summoning Sickness Rule: By default, troops cannot attack on the turn they are deployed unless they have the Flank (can attack troops) or Fast (can attack anything) keywords.
- Hand Size Rule: You can hold a maximum of 10 cards. If you draw more, they are "burned" (discarded).
- Warlord's health: Warlords start with +10 health than specified in their respective cards. In other words, the amount of health stated in the cards is the default for Skirmish. Add +10 when you play in classic mode.

2.6 Combat Mechanics: Melee vs. Ranged

This is the heart of Warpforge. When you attack, you choose your "Mode."



Melee Attack: You use your Melee stat (red number). The defender strikes back using their Melee stat.



Ranged Attack: You use your Ranged stat (purple number). The defender strikes back using their Ranged stat.

Damage Resolution: Damage is dealt simultaneously. This means that in a typical attack, both the attacker and the defender deal and receive damage. If a unit Health hits 0, it is removed.

3 Skirmish mode rules

Skirmish is another mode of game. In skirmish, players play with fewer cards and energy adds up more rapidly with each turn, which means that Skirmish mode has a faster pace than Classic. In this section they are detailed those rules particular to Skirmish mode, and what makes it different than Classic mode. For those aspects of the game not indicated here, such as the turn structure, please apply the same rules as in classic mode.

3.1 Victory condition

Same as classic mode.

3.2 Deck building

In skirmish, each player builds a deck consisting of:

- 1 Warlord
- 1 Defence card
- 12 Troops & Stratagems cards.

There is no restriction as per the number of troops and stratagems, but a balance is recommended.

A maximum of 2 copies of the same card may be added for common, rare and epic cards.

Only a single copy of legendary cards may be added.

Besides the warlord, which may or may not be legendary, they are allowed a maximum of 4 legendary cards in total per deck between troops & stratagems, never more than 4.

The following cards are banned from skirmish mode because they are deemed too unbalanced, and can't be included in any skirmish deck:

- **Roaming Outriders** (Stratagem, Cost 5, Rare, Genestealer Cults)
- **Secret Agenda** (Stratagem, Cost 2, Rare, Dark Angels)
- **Self-Destruction** (Stratagem, Cost 5, Rare, Sautekh Dinasty)

Also note that **Tyrnak and Fenrir** (Troop, Cost 10, Legendary, Space Wolves) is not available to be included as a regular troop to any SW deck, neither in classic nor skirmish. It can only be played as part of the initial hand of decks with Logan Grimnar, according to this Warlord's rules.

3.3 Initial hand

- Player 1 starts with 4 cards and the warlord's talent (5 cards in total)
- Player 2 starts with 4 cards, their chosen defence card and the warlord's talent (6 cards in total).

In skirmish mode, there is no mulligan. Players have to play with whatever cards they draw in the initial hand.

3.4 Turn Structure & energy management.

Energy management: Player 1 starts with 3 energy. Energy is increased each turn by 2. In the next turn, the available energy becomes 5/5, then 7/7, 11/11, 13/13 and so on.

Player 2 starts with 3 energy + 1 extra energy, i.e. 4/3 energy. Energy is increased each turn by 2. In the next turn, the available energy is 5/5, then 7/7, 11/11, 13/13 and so on.

Energy carry-over: If a player does not spend all their energy points during the current turn, an extra energy point is carried over to the next turn for that player. For example, if player 1 has 7/7 energy points in their 3rd turn, but only spends 5, in the next turn they will have 10/9 energy points (1 extra) to spend, instead of 9/9. Regardless of the unspent energy, only a maximum of 1 energy point is transferred to the next turn.

The turn flow is the same as the classic mode.

3.5 More skirmish mode rules.

- Overtime Rule: When the **second** player reaches 11 Energy, the game enters the Overtime phase. From that point until the end of the game, players draw 2 cards per turn instead of 1 to accelerate the end game. In reality, it's the same to classic, but since energy is increased by 2 each turn, the overtime phase arrives sooner.
- Summoning Sickness Rule: Same than classic.
- Hand Size Rule: You can hold a maximum of **8** cards (two fewer than classic mode). If you draw more, they are "burned" (discarded).
- Warlord's health: Warlords start with the amount of health indicated in their respective cards, as opposed to classic mode where they start with +10 health.

- **Fatigue damage:** If a player's deck runs out of cards, for each card that should be drawn, either because of a new turn or because an effect or stratagem demands it, that player's warlord takes damage. The first time it happens, the warlord takes 1 point of damage, next time a card has to be drawn from an empty deck, 2 points of damage, next time 3, next 4, 5, 6, and so on. Note that **for cards that specify conditions to draw such as "draw the next troop" or "draw a stratagem", there is no fatigue damage** because the draw is not "mandatory".

3.6 Combat Mechanics: Melee vs. Ranged

Same as classic mode.

4 Card structure

There are 3 different kinds of cards, Warlords, Troops and Stratagems. This section describes the structure of each of those kinds of cards.

4.1 Warlord

- Name
- Energy cost
- Description: Explains if the warlord has a particular ability or effect, and also indicates their Talent.
- Type: Warlord.
- Melee attack value
- Ranged attack value
- Health. The indicated health is for Skirmish, for Classic, add +10.
- Rarity symbol (Rare, Epic, Legendary)

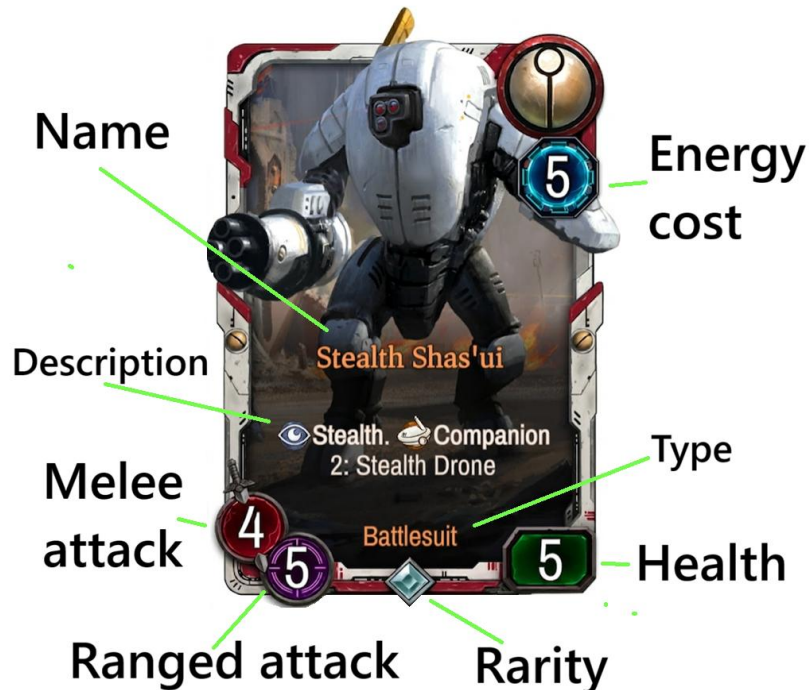
4.2 Troops

- Name
- Energy cost
- Description (optional): Describes if the troop has a particular ability or effect, as well as whether it has a Talent or not.
- Type. Note there are many different types of troops. Not all of them are listed here, but some examples are:
 - Infantry, Vehicles, Beast, Daemon, Battlesuit...

Troop types are important because some effects and stratagems apply only to a specific category of troops.

- Melee attack value

- Ranged attack value
- Health
- Rarity symbol (Common, Rare, Epic, Legendary)



4.3 Stratagems

- Name
- Energy cost
- Description: explains the effect associated to the stratagem. Most stratagems are one-time effects, but there are some of them that trigger an effect for a longer period of time, even for the whole battle (Cadia Stands, Armoured Offensive...).
- Type (optional). Note there are many different stratagem types. Not all of them are listed here, but some examples are:
 - Defence, Combat Elixir, Codicil, Invocation...
- Rarity symbol (Common, Rare, Epic, Legendary)

5 On-the-board caveats and limitations

Warpforge was conceived originally as a virtual Collecting Card Game, and it was only later as the sunsetting of the game was announced that some players decided to print cards and preserve it in physical format. Since the physical format is an adaptation from the original virtual game, it's natural that some cards and effects

might become difficult or even impossible to play in the exact way they were in the virtual version of the game. What follows in this section is a set of rules and considerations that aim at making the OTB version of the game as close as possible to the virtual one.

- Whenever you have to choose a random card from your deck or faction (Azrael's Agenda, Ursula Creed's Legendary Commandant or Saim-Hann Webway Entrance, etc.), I would specify somewhere that in reality the player must choose among 3 random choices, not the whole deck (all cards in your deck) or category (all non-legendary stratagems, all infantry, etc).
- Talent cards should be placed outside the deck and reserved to be readily available to use for the warlord or for the corresponding troop with talent, but they do not go into the deck itself.
- Depending on the deck, you might need a pool of specific cards readily available to be played in addition to your deck. (For example, a bunch of Shock troopers available if your deck has Cadia Stands). Consider this when building your deck.
- When playing Dark Angels with Teleport, cards drawn in the same turn should be visibly placed downwards but in a separated place in your hand only for cards drawn this turn (or somehow make them explicit to the rival). Otherwise, it would be easy to cheat playing a troop as teleported when in reality, you didn't draw it that turn.
- When playing a troop with Ambush, play it on the board facing down.
- Whenever cards are added to your deck (such as a troop returning after ferocity, or creating a secret), the deck should be shuffled, unless the effect explicitly states that the card is placed on top of the deck.
- For random events, such as "deal 1-4 damage to all enemies", using dices of several faces is recommended, but players might agree on whatever method they see fit to implement random events.
- There is a difference between "Healing" and "Gaining Health". A unit can only heal if it has been damaged previously and its current health points are below the original health stat. On the contrary, if a unit gains health, the original health value is increased, and points can be gained even if the unit is not damaged.
- Whenever the melee or range attack stat of a unit reaches 0 due to enemy effects and stratagems, that unit is unable to attack using that attack mode. If both range and melee stats are 0 (or less), the player can't trigger effects that replace an attack such as Duty or Pray.
- Negative modifiers on attack stats do actually stack. Even if they are shown as 0 in the virtual version of the game, an actual negative number is being tracked. For instance, a troop has 1 ranged attack, but it decreases to -3 due

to an enemy effect. Even if it shows as 0 in the virtual version, if I were to buff my troop to +1 ranged it would still show 0 since the game tracks the value as $-3 + 1 = -2$.

6 Keywords

Use the following list as a reference for units effects and abilities as well as other important keywords that define Warpforge's rules:



Agenda: Do an action instead of attacking. Usually grants Quest Progress.



Ambush: Troop is deployed hidden in play until interacted with, trigger X when revealed during your turn.



Armour X: Damage received is reduced by X, to a minimum of 1.



Artifice: Does something when playing a Stratagem.



Backlash: Trigger an effect when this unit dies.



Blast X: When attacking, deal X damage to units adjacent to the target.



Blind: A blind unit's Ranged Attack becomes 0 for one turn.



Blood Thirst: Can attack twice per turn.



Camouflage: This unit cannot be targeted by enemy Stratagems until it attacks.



Can't Attack: Cannot attack enemy units.



Codex: Does something when you use up all your Energy.



Companion X: When this card is played from hand, you can play up to X copies of its Companion this same turn.



Concussive: When this unit deals attack damage to another unit, Stun it.



Cruelty: During your turn, do something when an enemy unit receives damage but is not destroyed.



Dark Pact: Give a blessing from one of the four Chaos Gods, each providing its own effect:

- **Dark Pact of Blood:** Give +2 Melee Attack and Vanguard.
- **Dark Pact of Resilience:** Give +1 Health and Regeneration 1.
- **Dark Pact of Excess:** Give +2 Melee Attack and +2 Ranged Attack.
- **Dark Pact of Fate:** Give +2 Health and Camouflage.



Destroyer: If this unit can kill an enemy, then it cannot attack a different target.



Duty: Do an action instead of attacking, then lose this ability.



Ecstasy X: Does something when this unit's Health is lowered to X or less, if still alive.



Ephemeral: Discard this card from your hand at the end of your turn.



Faith: Trigger an additional effect if your Faith has reached a minimum value.



Fast: This unit can attack the same turn it goes into play (also Warlord).



Ferocity: Uses an action. Can be used the same turn it comes into play. Does something, then return this unit to your deck.



Flank: The unit can attack enemy troops (but not the Warlord) the same turn it goes into play.



Flying: Cannot be targeted with Melee attacks by non-flying units.



Hunt Mark: When this enemy troop is destroyed, deal 1 damage to the enemy Warlord and Heal 1 to your Warlord. Can stack.



Invulnerable: This unit cannot be damaged or destroyed. It is still subject to effects that do not deal damage, such as stun.



Long Range: When doing a Ranged attack, enemies don't retaliate. Lose this ability when attacked.



Markerlight X: When this unit receives a Ranged attack, it receives X additional damage and loses markerlight at the end of the turn.



Mob: Trigger an effect after another friendly unit does a Melee attack.



Oath X: Can be used once the turn it is played. Pay X energy to do something.



Pack: Has +1 melee and +1 Ranged for each other friendly troop in play



Penitence: Does something when damaged.



Pray: Do an action instead of attacking. Gain 1 Faith at the start of your next turn, unless interrupted by damage.



Quest Progress: Add a Secret to your deck for each 3 Quest Progress earned.



Rally: Trigger an effect when this unit is played from hand.



Regeneration X: At the end of each turn, heal X.



Regiment: Trigger an effect after another friendly unit does a Ranged attack.



Remnant: When this unit dies, it leaves behind a Remnant. Remnants are destroyed at the end of your turn.



Sabotage: Create a Sabotage card in enemy hand, with negative effect until it is played.



Sentry: If this unit is attacked, deal X damage to the attacker before the attack is resolved.



Shield: Absorb all damage from one attack or effect.



Shuriken X: When attacking, deal X damage to the target before the attack is resolved.



Slay: Does something after destroying an enemy in combat and surviving.



Sniper: When doing a Ranged attack, enemies killed do not retaliate.



Spirit Stones: Are consumed by some Aeldari cards to trigger additional effects.



Stealth: This unit cannot be targeted for one turn or turn until it attacks.



Stimulation: Does something when targeted by a Stratagem.



Stomp: When attacking, excess damage is dealt to a random enemy adjacent to the target.



Strike: Trigger an effect after attacking, if this unit survives the attack.



Stun: A stunned unit cannot act during its next turn.



Swarm: When played on the left side of a troop with the same name, it is combined with it, adding its stats.



Synapse: When this unit is targeted by a friendly Stratagem, adjacent units are affected by that Stratagem as well.



Talent: Create a card in your hand at the start of your turn.



Teleport: Does something if played on the same turn it was drawn.



Tide X: When this card is played from hand, you can play it again up to X times this turn.



Troop: It refers only to troops, never to the warlord. This distinction is important when it comes to applying talents and stratagems that target troops (as opposed to those that can target also the warlord).

Unit: This term includes both troops and warlord. This distinction is important when it comes to applying talents and stratagems that target units (as opposed to only troops).



Unstable: When this unit dies, it deals 1-3 damage to a random unit.



Uprising: Do something when you deploy another troop on the same turn as this one.



Vanguard: Your other units cannot be targeted with attacks.



Vulnerable X: When this unit is damaged, it receives additional X damage.



Waystone: When this unit dies, it leaves behind a Spirit Stone that can be collected.

7 Disclaimer

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