

WARLINE



Kingdom Of
SEY



RULES VERSION 1.25

KINGDOM COMPLEXITY LEVEL ●●○○○


Chachi hani

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Surge

Applies only to Sey Kingdom battalions of arms [6]


Maneuver action cost 

Your battalion inspires the serpintaks on which they are mounted to exhale torrential waves that violently sweep away the first battalion the waves consume.

- Spend the appropriate majik from reserve, then target the first top-most opponent, *or* first top-most friendly battalion, in line of facing. Rout the opposing battalion moving it either [1] or [2] zones in a chosen direction. If moving [2] zones, both zones in the line must be unoccupied. All other rules for a standard rout apply.
- If an opponent, place your stunned mark on top of the battalion. If another opponent battalion is already stunned, you may instead keep the mark on that battalion.
- Ramparts impede this action: If there is a rampart situated between your battalion and the target battalion, your battalion cannot surge.

Flood

Applies only to Sey Kingdom battalions of arms [4], [5], [6]


Maneuver action cost 

Your battalion floods nearby valleys, transforming them into deep waterbodies.

- Spend the appropriate majik from reserve and target either the valley zone your battalion occupies or a valley zone adjacent to your battalion. Replace the targeted valley terrain tile and also each valley terrain tile adjacent to the target with waterbody terrain tiles.
- If there are battalions occupying any of the replaced terrain, place the battalions back down onto the zone after the terrain is replaced. Do not change the stack position or status of any of these battalions.

Undertow

Applies to Sey Kingdom battalions of arms [1], [2], [3], [4], [5], [6]


Maneuver action cost 

Your battalion summons a tide, then stirs up an inescapable undercurrent that drags another battalion toward your battalion.


- Spend the appropriate majik from reserve and choose any direction, then target **any** [1] top-most battalion that falls within up to [3] zones away from your battalion. Set the target battalion's facing directly away from your battalion. You may move the target battalion toward your battalion to an unoccupied zone.
- If an opponent, place your stunned mark on top of the battalion. If another opponent battalion is already stunned, you may instead keep the mark on that battalion.
- Ramparts impede this action: If there is a rampart situated between your battalion and the target battalion, your battalion cannot undertow.

Water March

Applies to Sey battalions of arms [1], [2], [3], [4], [5], [6]

Maneuver action cost 

Your battalion is adept at navigating waterbody terrain.

- March into a waterbody terrain zone, ignore the zone's given march maneuver action cost and instead spend only  .

Torrent Rout

Applies to Sey battalions of arms [1], [2], [3], [4], [5], [6]

Maneuver action cost



When routing, your battalion summons powerful tides that brutally drag away another battalion.

- Rout a battalion and move it either [1] or [2] zones in a chosen direction. If moving [2] zones, both zones in the line must be unoccupied. All other rules for a standard rout apply. You may rout a battalion of your party.
- If an opponent, place your stunned mark on top of the battalion. If another opponent battalion is already stunned, you may instead keep the mark on that battalion.



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