

# GRIMPATH

## QUICKSTART RULES

THESE RULES WILL HELP YOU GET STARTED WITH THE GRIMPATH DEMO AS QUICKLY AS POSSIBLE.

FOR MORE INFORMATION VISIT [WWW.GRIMPATH.COM](http://WWW.GRIMPATH.COM)

## Tabletop Simulator DEMO

IN THIS DEMO YOU'LL CHOSE A DECK AND A WARLORD AND BATTLE USING DIGITAL VERSIONS OF OUR MINIS AND CARDS. LOOK AT THE TTS TRIPS FOR MORE TIPS!

## TRADING CARD & WARGAME!

Grimpath is as much a TCG as it is a Miniatures Wargame and it borrows mechanics from both. You'll bring a deck of 30 cards, 10 or 12 fantasy miniatures, and a battlemat to battle. Each match lasts about 15-30 minutes and your Warlord & Warband will grow in power as it progresses.

Grimpath lets you bring your imagination to life with custom fantasy miniatures, and combines with that the ability to design your own gameplay and bring your own style to a match!

## WARLORDS

UNLIKE YOUR OTHER CARDS, YOU'LL ONLY HAVE ONE WARLORD THAT ACCOMPANIES YOUR DECK.

CHOOSE FROM ALL KINDS OF LEGENDARY FANTASY CHARACTERS TO BUILD YOUR DECKS AROUND IN THE FULL VERSION OF GRIMPATH—COMING TO KICKSTARTER IN FEBRUARY 2024!



## GAMEPLAY OVERVIEW

### ABOUT

In Grimpath, you become a fearsome warlord and you'll face off against your friends and enemies on custom battlefields!

Command a warband of cards and fantasy miniatures and master up to five spheres of influence, that give you unique powers and abilities that you and your minions can use to bring your opponents to their knees - begging for mercy!



### INFLUENCE

Once per turn, you can put an influence card into play for free, increasing your power as a match progresses.

Influence gives you the power to command your warbands and there are 5 Spheres of Influence for you to master. When building your own decks, you may mix and match any of them to create a warband limited only by your imagination.

### WINNING THE GAME

The goal of every warlord is to be the last one standing! To achieve this, you will deal damage to your opponent's warlord by attacking it on the battlefield or by playing and using cards from your hand.

The first player to bring all the opposing warlords to 0 Health, becoming the last one standing - Wins The Game!

## DEMO SETUP

### DEMO CONTENTS:

- 2x 30 CARD DECKS (Fury Battalion / The Slime Lord's Lair.)
- 2x WARLORD CARDS (Goblin Summoner / Gluetrap)
- 1x BATTLEFIELD (10x10)
- 4x D10 (to track warlord health)
- 6x D6 (to track minion health)
- FANTASY MINIATURES:
 

<b>SHADOW (14)</b> 2x SLICK SLIMES 2x SHADOWLIGHT SENTRY 2x TERRORANTULA 2x TWILIGHT EMESSARY 2x SHADOWY ASSASSIN 2x SHADOWMANCER 2x SEVERED SERVANTS	<b>FURY (17)</b> 3x PACK GOBLIN 3x DROPGOBLIN 3x ROCKET RIDER 2x DEMOLITIONS EXPERT 2x LEAPFLOGGER 2x KNICKNACKER 2x PAINBRINGER
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- 6x TOKEN MINION CARDS (for summoned minions)
- 10x TERRAIN PIECES (stone cubes)

### SETUP

1. Face off on either side of the battlefield with your deck of cards and minis at the ready.
2. Roll for initiative - place that many terrain pieces onto your half of the battlefield.
3. Player 1 places their warlord on their starting line, then player 2 does. When ready, begin play!

## PARTS OF A CARD

**COST:** How much influence must be spent to play the card.

**NAME:** Name of the card. (A max of 4 cards with the name is allowed in a deck.)

**INFLUENCE:** Minions & Warlords may be exhausted while on the battlefield to provide you with influence of their cards type.

**TYPES:** A cards type & subtype.

**ABILITIES:** Cards provide you with various abilities or effects, read them carefully to become a master tactician.

**OFFENSE:** Minions and Warlords deal as much damage as they have Toughness whenever they attack.

**HEALTH:** A mini has health that when reduced to 0 or less causes them to be destroyed. A destroyed minion goes to your discard pile, and its mini is removed from the battlefield, however when your warlords health is reduced to 0, you lose the game..

NOTE: Influence cards have no cost (MINION CARD)



## CARD TYPES

YOU CAN MIX AND MATCH ANY OF THESE CARDS BUT THERE IS A MAXIMUM OF 4 OF ONE WITH THE SAME NAME PER DECK.

### MINIONS

RECRUIT MONSTERS, HEROS, AND VILLAINS TO STAND BY YOUR SIDE ON THE BATTLEFIELD.



### ACTIONS

SINGLE USE EVENT CARDS THAT YOUR MINI'S CAN PERFORM DURING A MATCH. THERE ARE 3 TYPES: SPELLS, FEATS & INITIATIVES.



### INFLUENCE

ONCE PER TURN YOU INCREASE YOUR POWER TO COMMAND YOUR WARBAND BY PUTTING AN INFLUENCE CARD INTO PLAY—FOR FREE.



### RELICS

RELIC CARDS AUGMENT A MINIATURES ABILITIES! USE THEM TO GIVE YOUR MINIATURE POWERFUL MAGIC ITEMS THAT IT CAN USE DURING A MATCH.



# TABLE SETUP

TO BEGIN YOU'LL NEED TO SETUP THE PLAY AREA.

BOTH PLAYERS FACE OFF AGAINST EACH OTHER ON EITHER SIDE OF THE BATTLEFIELD, PLACING THEIR CARDS IN FRONT OF THEM, IN THE AREA KNOWN AS THE BARRACKS, WHERE THEY CAN EASILY ACCESS THEM.



# TURNS & PHASES

Players take turns moving, recruiting, and attacking each other's miniatures.

Each turn is broken into Phases:

START OF TURN TACTICS COMBAT END OF TURN

You may have as many tactics and combat phases as you wish per turn.

## START OF TURN

1. Ready any exhausted cards that you control.
2. Draw a card from the top of your deck. (Player 1 skips this step on their first turn)

## TACTICS PHASE

The tactics phase is where you'll gain influence, Recruit or Rally minions, and move your mini's around the battlefield.

While on your Tactics phase, whenever you are ready to enter combat and can, you may do so. (Skip to the Combat Phase steps.)

### GAINING INFLUENCE

Once per turn you may put an Influence Card from your hand into your barracks area without paying any costs.

You may use influence immediately, and may choose to exhaust it to provide you with influence—or to use its ability printed on the card.

Any unused influence is lost when transitioning between phases.

### RECRUITING MINIONS

You recruit a minion by paying its 'Influence cost', located in the top left corner of a card.

When you recruit a minion you'll also put a miniature onto the battlefield, anywhere along your Starting Line or next to your Warlord.

Minions have a Power, Toughness & Health and when recruited can be move attack and may be exhausted to gain influence, (equal to their power.)

## TACTICS PHASE (CONT.)

### RALLYING MINIONS

If you don't have an influence card to play in your hand, instead you may 'Rally a minion'—without paying its influence cost.

Rallied Minions support your warlord by cheering on your warband from the safety of the Barracks Area of your playspace.

Rallied Minions are not accompanied by a miniature, and cannot use their abilities.

Recruited minions provide you with influence equal to their power, but when Rallied you ignore all of a minion's stats and text—instead, rallied minions only provide you with 1 influence of the type the rallied minion is.

You may Recruit a Rallied minion, any time you could normally recruit one (during any of your tactics phases). However to recruit a rallied minion you must not only pay its influence cost, but it must be in the upright (Ready) position. You may not use a rallied minion to pay its own recruitment cost.

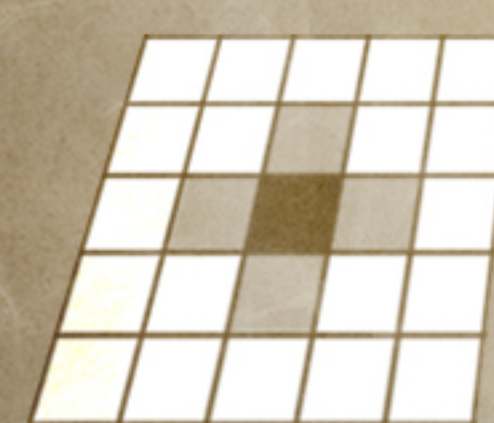
### MOVEMENT

Movement can only happen during the active player's Tactics Phase.

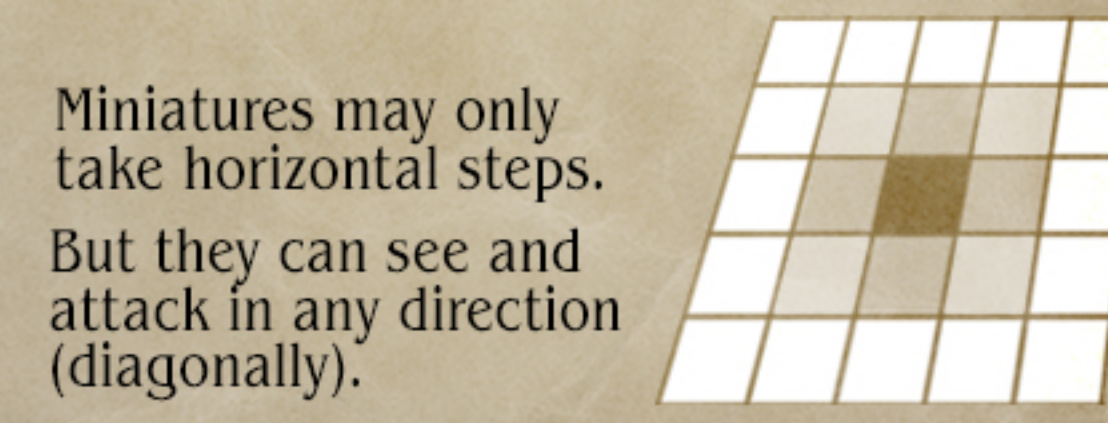
You can move by spending influence at a 1:1 exchange rate to take a step (move 1 space)

Or by using abilities, provided by Influence Cards.

1 = ONE-STEP



Movement



Interact

### RECRUITMENT PENALTY

When you recruit a minion, imagine it running onto the battlefield to join your warband.—As a result, during the first turn it enters play, it is unable to move, perform actions, or attack.

# TERRAIN & HIGHGROUND

### TERRAIN & THE BATTLEFIELD

Grimpath is designed to be played on any environment. Units are divided up into "steps" and the battlefield is made up of 10x10 steps.

This also applies to terrain. Terrain takes up an entire space when it's on the battlefield, horizontally and vertically and blocks line of sight.

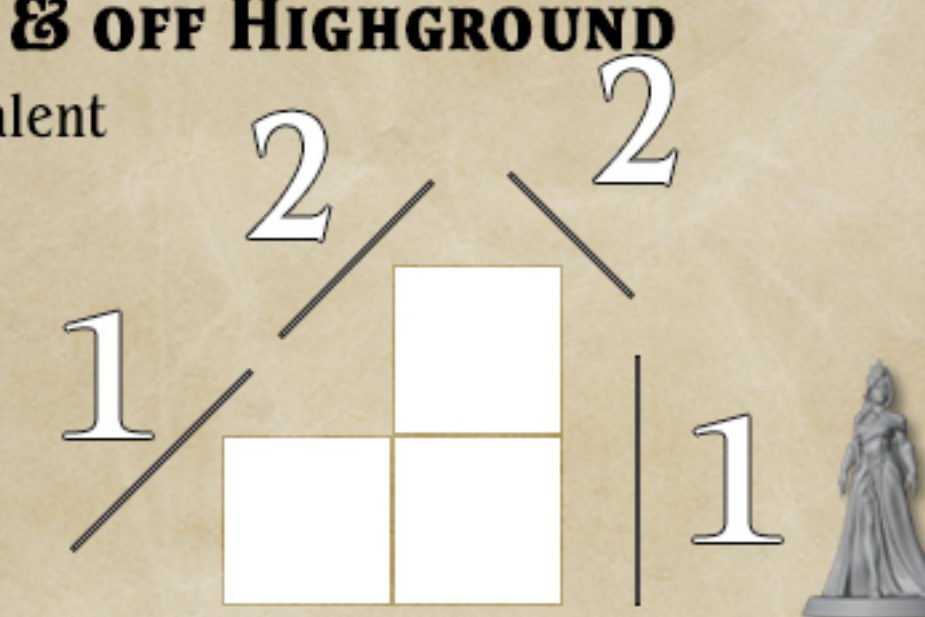
Any Terrain you can stand on is highground. Miniatures are in melee range on highground as long as they are 1 unit above or below each other.

When placing highground onto the battlefield it must be in melee range of a space next to it—you cannot stack 2 units of highground, without any units of highground next to it in at least 1 direction.

### MOVING ON & OFF HIGHGROUND

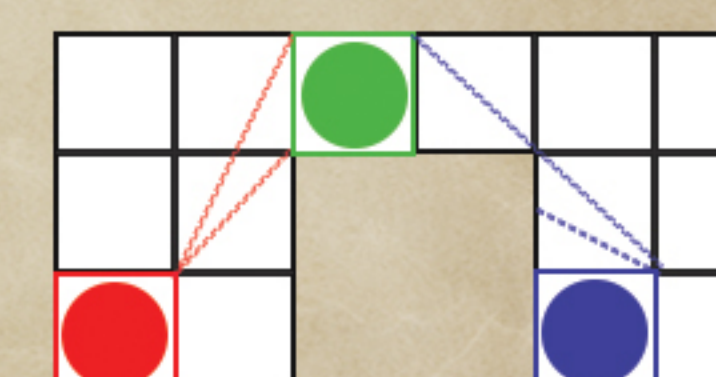
Highground is equivalent to 1 step vertically.

Minions may take 1 step up to highground for free, but for each subsequent step up highground, they must pay one influence.



### LINE OF SIGHT

Mini's can see each other when you can draw two imaginary lines from the corner of a space that a mini occupies to at least 2 corners of a space your desired target is on.



In this example, the Green and Red Minis can see each other, but the blue Mini is obscured from view.



# STARTING A MATCH

FOLLOW THESE STEPS TO SETUP AND START YOUR MATCH!

1. ROLL D10 FOR INITIATIVE (HIGHER ROLL CHOOSES TO GO FIRST)
2. MATCH YOUR D10 HEALTH COUNTERS TO YOUR WARLORD'S
3. TAKE TURNS PLACING TERRAIN ON THE BATTLEFIELD (ON YOUR SIDE OF THE BATTLEFIELD, EQUAL TO YOUR INITIATIVE ROLL)
4. PLACE YOUR WARLORD ONTO YOUR STARTING LINE (IN ORDER OF INITIATIVE)
5. DRAW 7 CARDS (YOU MAY MULLIGAN ONCE; DISCARD YOUR HAND, SHUFFLE AND REDRAW)
6. WHEN PLAYERS ARE READY—THE GAME BEGINS! (ON START OF THEIR FIRST TURN—PLAYER 1 DOES NOT DRAW A CARD)

## READYING & EXHAUSTING CARDS

To gain influence, to attack, or sometimes to perform abilities, you'll need to exhaust your cards.

To do this, simply rotate it from its upright position (ready) 90° to its side (exhausted).



Exhausted minions can move, but they can't perform any other abilities.

At the start of your turn, ready all your cards.

## COMBAT PHASE

Combat flows from picking attackers, to the opponent counter attacking or choosing blockers, and then sorting out the damage. When abilities and actions get involved, they go onto the Stack—a sort of "waiting room" where the last thing added acts first. The stack helps ensure everyone's actions happen in the right order.

After Combat you'll return to a new Tactics Phase and may enter into another Combat Phase whenever you are able to attack an enemy mini.

### RANGE

As long as the edge or a corner of a space a miniature is on touches the edge or a corner of a space another mini is on, they are considered next to each other—and are in Melee range of each other.

Ranged attacks comes in the form of a Keyword and with a value attached to it on some cards, for example:

If a mini has Ranged 4 — Count the spaces between the Red mini and its target (the Green one) to see if it is in range.



In this example, the green mini is out of range of the red one.

### COMBAT STEPS

To ensure orderly play, follow these steps when attacking:

#### ATTACKER START STEP

To start your attack exhaust your minion, and declare which mini you are attacking. Players may cast instants or activate abilities before blockers are declared.

#### DEFENDER STEP

The defending player chooses if they will counter attack or which mini(s) they will block with. Players may cast instants or activate abilities before Damage is dealt.

#### DAMAGE AND END OF COMBAT STEP

Both players minis deal damage to each other simultaneously.

End of combat effects are triggered and players have a final opportunity to cast instants or activate abilities related to combat before re-entering the next Tactics Phase.

## COMBAT PHASE (CONT.)

### DAMAGE

Damage in Grimpath is Persistent, when your warlord takes damage, track it by adjusting the D10 dice next to your deck.

To keep track of your minion's health, place a D6 counter dice on it.



You can gain and lose as any number of Health during a match, but whenever a minion's is reduced to 0 it is killed, and moves to the discard pile and its mini is removed from play.

When your warlord's is reduced to 0—you lose the game.

### COUNTER ATTACKING

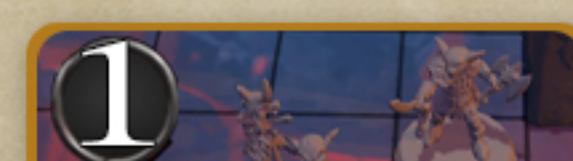
Whenever a mini you control is attacked, it has the opportunity to counter attack! To do this simply exhaust the mini that is under attack, and deal damage equal to its Toughness to the attacker.

Note: If you attack an exhausted mini, it cannot counter attack.

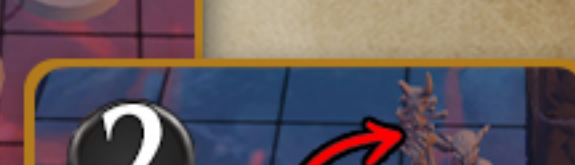
### BLOCKING

You may have a Minion or a Warlord block for each other. To do this they must occupy spaces next to each other.

1. Player 1 Attacks the Goblin Summoner with Trapfang Assassin.



2. Defending player declares the blocker: Pack Goblin—so Pack Goblin switches places with Goblin Summoner



3. Pack Goblin becomes the target of the attack, and damage is dealt between Pack Goblin and the Trapfang Assassin instead.



Note: Blockers Deal Damage as if they were the original target.

### OPPORTUNITY ATTACKS

Miniatures have the opportunity to enter combat on an enemy player's turn—through the use of Opportunity Attacks.

These attacks trigger, whenever a player moves a minion out of range of a Ready Minion it's adjacent to.



# ACTION CARDS



Action cards allow you to defeat your opponent with style!

Each action card is a one shot effect that you can deal damage—or create unusual gameplay effects for you to take advantage of.

To play them you must pay their influence cost, but unlike other cards, actions leave play after being resolved.

When the effect has been completed move the action card that provided it into your discard pile.

### SPELLS & FEATS

These are action cards that you can perform during the tactics phase of your turn only. The difference between a spell & a Feat is only in the naming—A Spell is a magical action while a Feat is a physical one.

### INITIATIVES

Initiatives are surprise actions that you can perform at any time and resolves immediately, whereas a Spell & Feats follow turn structure and resolves on the stack

# RELIC CARDS

Relic Cards are Magic Items that you can augment your minions and them with abilities for you to use during a match.

Unless a relic card's text says otherwise when it enters play it appears attached to a miniature—in its inventory.

### USING A RELIC

Miniatures can use relics they have in their inventory by having you declare the use when exhausting it—To make an attack with a relic in a miniature's inventory, simply declare that you are attacking with it, when you do you use the relic's cards text, instead of the minion's.

### "DROPPING" RELICS & TRINKETS

Whenever a minion that's holding a relic dies, it drops it onto the space it was standing on.



Place a "trinket" onto the space where the relic is, and put the relic card in the battlefield enchantment area of the playspace.

### PICKING UP A RELIC

At any time you can "pick up" a dropped relic, by paying its pick up cost printed on the card—put it back into your hand.

Note: You may pick up your own relics, but not the enemy player's.