

WARCROW



SEASON I

BIRTH OF THE FLAME
V1.0



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BIRTH OF THE FLAME

Ismail adjusted his coat and swung the satchel across his shoulder. The weight was little more than a whisper; he carried only what he must, and where he was bound, he would not need much. Under Parisa's watchful eye, he stacked the last of his papers with deliberate care, let his gaze pass once more about the room, then signaled to his guardian. She slipped away to ensure no curious ears lingered in the corridors of the Observatory.

Left alone, Ismail turned the hirz, his brother's talisman, in his hand. He willed it to steady him, though the flutter in his chest would not relent. Facing the mirror, he drew a breath and called, voice unsteady:

"Kinan, I am ready."

From the glass came a butterfly, azure wings rimmed in flame. It hovered, wavering, tracing paths until its fire curved into a spiral, faster and faster, the air finally rearing open into a ring of smoldering light. Inside, a pool of absolute darkness.

"The Merchant Alliance's safe conduct grants me the rights of an ambassador," Ismail said, clearing his throat. "No hand may be raised against me. However, if I get in trouble, Kinan and his brothers will come to my aid - three of them, at least." He whispered, attempting to create the shadow of a joke. Parisa offered only a nod, and he pressed on:

"All these armies marching through the continent, this positioning is not... usual. If I can muster information about what each of them is plotting, the Merchant Alliance will hold a significant advantage."

The silence between them was long enough to weigh the air. His grip whitened on the strap of his satchel, knuckles stiff to mask the tremor in his hands.

"In five years, we have never been apart," he whispered. "I will... I will miss..."

"I will always be waiting for you," Parisa interrupted, as she stepped close and folded him into her arms, his tears breaking at last against her shoulder. Lifting her gaze to the portal, the Immortal called: "Spirit, he is in your charge now. Guard him well."

From the dark came a shimmer of golden eyes, gleaming, and a voice that sang like a harp: "Rest assured, Bloodling. My portals cross all of Lindwurm in a heartbeat, and no harm may reach us there. Besides, he is a Pillar now, one of us. He carries power!"

Parisa removed her mask, pressing her brow against Ismail's. Her whisper was no more than breath.

"Be salaamat."

Ismail nodded, the tremor gone from his stance. He turned toward the portal and the golden gaze of his closest friend. The path ahead was cloaked in shadow, yet the charge upon him blazed clear: he would gather word of battles and whispers alike, offering his mage's craft where armies clashed. For already, the nations of Lindwurm drew steel, and the Merchant Alliance would not stand idle while the storm gathered.

TOURNAMENT RULES

WHAT IS A TOURNAMENT?

A Warcrow tournament is an organized battle where each participant brings their army to compete in different rounds.

Basically, it's an opportunity to meet other players, test your strategies, meet like-minded people, and, above all, **have fun**.

Furthermore, everyone is welcome regardless of their level of experience.

SPORTSMANSHIP

All participants in an event, whether organizers, players, or guests, are expected to conduct themselves in a friendly and considerate manner at all times. If a participant disrupts the good atmosphere of an event, the organizer may penalize them or altogether remove them from play.

Expected player etiquette includes giving the opponent time to clearly see the results on your dice before picking them up, sharing with them all open information from your army list, clarifying any possible misunderstandings as often as requested, etc.

Remember

Warcrow is, first and foremost, a game, thus events should be fun for everyone involved.

WHAT DO I NEED TO PARTICIPATE?

Just bring your **company (miniatures and army list), dice, movement templates, tokens**, and your enthusiasm to play, and you're all set. Some tournaments may have specific rules, but in these cases, they're usually explained in advance.

WHAT MINIATURES CAN I USE?

- **Official Corvus Belli miniatures only.** All miniatures you use must be from the official **Warcrow range**. No other brands are permitted.
- **They must be assembled.** They don't have to be perfect, but at least the main parts must be glued together and the miniatures stuck onto their bases (you can use those that come with the miniatures or same size equivalents).

- **Miniatures must clearly represent what they are.** That is, the model must resemble the unit it represents, including its main equipment or armament. If you don't have the exact model, **you can use another Corvus Belli model**, as long as the organizer allows it and you clearly establish to your opponent what it represents.

DO THEY NEED TO BE PAINTED?

Having painted models isn't required (**unless the tournament rules state otherwise**), but it's **highly recommended**. A painted army looks much better on the table and makes the gaming experience much more immersive. Go ahead and add some color to your miniatures!

CAN I USE PROXIES?

If you don't have a specific miniature, you can use another one **as long as it's a Corvus Belli miniature** and you clearly state what it represents. **No other brands of miniatures are permitted**. Also, the base must be the appropriate size for the unit it's representing.

WHAT IF I WANT TO MAKE CONVERSIONS OR TRANSFORMATIONS?

If you like to customize your miniatures, go for it! Conversions are allowed **as long as the majority of the miniature is from Corvus Belli** and it's clear which unit it represents. However, **the base must still be the correct size**.

ARMY LIST

Your company's army list must comply with the rules in the Warcrow rulebook, and if the event has special rules, you must also follow them. The army list must be created and checked using the CorvusSphere app: <https://sphere.corvusbelli.com/>, where you will find the most updated version of the units' profiles.

COMPANY

In the following text and those you will find in scenarios and feats, we will use the term “company” to refer to both the player and their army.

EVENT ORGANIZERS

The event organizer is the person, store, or club that will coordinate and manage the event.

Organizers are expected to be an example of good conduct, whether they are participating in the event as players or not.

DUTIES OF THE ORGANIZER

The organizer is responsible for:

- Ensuring that the rules of the event and the game rules are observed.
- Informing Corvus Belli of the results of the event, as indicated in the rules for that type of event.
- Ensuring all participants are registered in the CorvusSphere app before the event takes place. Players can register using the form available at: <https://corvusbelli.com/en/community/corvus-id/register>
- Providing an adequate venue for the event, as well as anything else required to play (tables, scenery, etc.).
- Establishing the times and duration of each game.

REFEREES

During events, referees are the ultimate authority in matters of game rules, which is why they are expected to make fair resolutions and to devote all the time necessary to solving the players’ doubts. To make the referee’s job easier, players are encouraged to try to solve their disputes in a friendly manner and only turn to the referee if an agreement cannot be reached. Once requested, the referee’s rulings are final.

In the same way, the referee can establish the sanction they consider appropriate if a player doesn’t follow the rules determined by the organizer.

The referee and the organizer of the event will often be the same person. If they are not, the organizer is bound by the rulings of the referee like any other participant, both in matters of game rules and conflict resolution.

To prevent conflicts of interest, it is advisable—but not mandatory—for the referee to abstain from participating in the event as a player.

TOURNAMENT FORMAT

The format is simple: **minimum 4 people, minimum 3 rounds, and always 1 vs. 1**. If there is a higher number of players, the tournament can be up to 5 rounds, but that depends on the organizers.

PARTICIPANTS	ROUNDS
4-8	3
9-16	4
17+	5

Normally, the organizers maintain this structure, but it can be changed. The only thing that cannot be done is to allow **fewer than 3 rounds**.

ROUNDS AND GAMES

- Every game will be played within an **adventure**.
- An adventure is the combination of a **scenario** and a **feat**.
- Scenarios will provide **military points (MP)**.
- Feats will provide **arcane points (AP)**.
- The sum of MPs and APs represents the **victory points (VP)** earned by each company.
- Victory in the game is determined by victory points (VP), allowing for possible outcomes. Each one awards a different amount of **tournament points (TP)**:

RESULT	TOURNAMENT POINTS (PT)	DESCRIPTION
Supremacy	4	Obtain more MP and AP than the rival company.
Partial triumph	3	Obtain more VP than the rival company, but without surpassing it in MP and AP.
Evenly matched duel	2	Obtain the same amount of VP as the rival company.
Tactical retreat	1	Obtain fewer VP than the rival company, but without being surpassed in MP and AP.
Bitter defeat	0	Obtain fewer MP and AP than the rival company.

Example:

Company A obtained 4 MP and 2 AP, while Company B obtained 5 MP and 1 AP. Their total VPs are: 6 VP for Company A and 6 VP for Company B. It's an evenly matched duel!

Company A obtained 6 MP and 1 AP, while Company B obtained 3 MP and 2 AP. Their total VP are 7 VP for Company A and 5 VP for Company B. Company A wins the adventure but with a partial triumph, since Company B obtained more AP than Company A (Company B got a result of a Tactical retreat).

Company A obtained 8 MP and 3 AP, while Company B obtained 2 MP and 1 AP. Their totals are: 12 VP for Company A and 3 VP for Company B. Company A wins with a Supremacy result, while Company B suffers a Bitter defeat.

HOW ARE THE PAIRINGS MADE?

- **First round:** Random, anyone can play against anyone.
- **From the second round onwards:** Those with similar scores (TP) compete against each other.

If there is a tie in TP, the company with the highest total VP will be on top. If the tie persists, the company whose rivals obtained the lowest VP in their matched adventures will be on top.

ODD NUMBER OF PARTICIPANTS (BYES)

If the number of participants in the tournament is not even, each round one company will have to wait for the next round to play; that company is said to be "given a bye". A company that takes a bye is awarded a partial triumph (worth 3 tournament points) and 0 victory points for that round.

For the first round, the company given a bye is determined at random.

In subsequent rounds, the company with the lowest ranking, that hasn't already taken a bye takes a bye.

Once the last round ends, companies that were given a bye follow these steps:

- Add up all the victory points the company earned during the tournament.
- Multiply the result by the number of rounds of the tournament.
- Divide the result by the number of rounds played (one less than the rounds of the tournament) and then round up.
- The result is their final victory points score.

FINAL RANKING

When the tournament ends, the players are ranked **from highest to lowest in Tournament Points** to obtain the final ranking (in case of a tie, the rules outlined in the previous point apply).

RANKINGS

Every Official WTS event counts towards Warcrow player rankings.

Rankings rate players according to their performance in officially sanctioned events, as indicated by their WTS rating.

Players start the season with a WTS rating of 1000. Their performance in each official WTS event they take part in modifies that rating, depending on whether the result was better or worse than expected as predicted by an Elo rating system.

The amount by which the WTS rating of a player varies with each event depends on the event's K factor, set by default to 32, but special events, such as the Interplanetario Tournament, might have different K factors.

At the end of the season, the winner of the ranking will receive the following prizes:

- A guaranteed seat in the next season's Interplanetario Tournament.
- The current WTS Season exclusive miniature, painted by the Corvus Belli team.
- An official current WTS Season trophy.

RULES PRECEDENCE

All rules mentioned in this document, scenarios and feats take precedence over those explained in the Warcrow rulebook.

If there are discrepancies between the published rules in different languages, those published in Spanish take precedence.

UNIT PROFILES

Unit profiles' information published on the official CorvusSphere app takes precedence over the one on the printed cards.

HIDDEN INFORMATION

All units are considered hidden information until they are deployed on the battlefield.

This means that a company shouldn't announce or show the rival company which units are part of their company until they are deployed on the battlefield.

SCOUT AND AMBUSER UNITS

Scout and *Ambusher* units with a *Permanent* ability that haven't yet been deployed may decide to apply their effects (revealing the profile to the opponent) or not (keeping the profile as hidden information).

GAME PREPARATION

Before starting to play, you need to make the following preparations in the order shown:

1. Gather your command (COM)
2. Determine the Initiative
3. Choose your deployment zone
4. Deploy your units

GATHER YOUR COMMAND (COM)

Both companies add up the COM value of their units and receive as many command tokens as the total.

DETERMINE THE INITIATIVE

Both companies make a face-to-face roll with  . The company with the highest COM value adds  to its roll.

The company with the highest number of ★ decides whether to keep the initiative or pass it to its rival. In the event of a tie, reroll.

The company with the initiative decides:

- Which company starts deploying one of its units.
- Which company activates first in the first game round.

The company without the initiative decides:

- The deployment zone for both companies.

CHOOSE YOUR DEPLOYMENT ZONE

The company that does not have the initiative chooses a deployment zone for its units, therefore assigning the other to the rival company.

DEPLOY YOUR UNITS

The company with the initiative decides which company will deploy a unit first. Companies will take turns deploying one unit at a time until all of them have been deployed.

COMMAND TOKENS

To allow for easy tracking of fair play, it is recommended to place all command tokens that will be used together, in case this has to be checked later on.

END OF THE GAME

Games end when the end of the game conditions specified in the scenarios are met. If a company can't activate a unit on their turn (due to all of them being destroyed or demoralized) then it must pass until it can do so, or until the game ends.

OBJECTIVES

Scenarios use objectives to represent strategic points or features of major interest.

Unless otherwise specified in the scenario, objectives are represented by 2-stride diameter (infantry base) markers, called **objective**. These markers are terrain features with the keywords *Impassable* and *Block LoS*.

CONTROLLING AN OBJECTIVE

Conquest markers will be used to determine which company controls an objective. These markers show two colours, each identifying a company.

- An objective without a conquest marker is not considered controlled by any company.
- An objective can only be controlled by one company at a time.

If a company gains control of an objective, it places a conquest marker on it, removing any conquest markers it may have previously held.

CONTEST CONTROL OF AN OBJECTIVE

When a unit ends its activation, it contests control of objectives within 3 strides. Other units within 3 strides of these objectives also contest their control. For each objective:

- Both companies add the conquest value of their units that contest the objective (have it within 3 strides).
- The company with the highest total wins control of the objective.

ADDITIONAL RULES

UNITS LOST IN THE FOG

The following units **cannot** be a part of any company.

- Amelia Hellbroth
- Nayra Caladren
- Naergon Caladren
- Trabor Slepmond (+ Mk-oS Automata)
- Ormuk

- Iriavik Restless pup (+ Coal)
- Darach Wildling
- Oona
- Ludivine
- Jacques & Hellion

MERCENARIES

Some units (such as Vercana and Ismail, the Eighth Pillar) have the Mercenary characteristic. These units can be used on all factions, but your company may only have one Mercenary unit.

BIGGER THAN THEY LOOK

Warcrow Adventures units with a 55mm base (Kipleacht, Mórnmab, and Crucible) must be used with a 60mm base.

- No conversion work is required; you can use adhesive putty to attach the Warcrow Adventures miniature to a 60mm base.



WARCROW

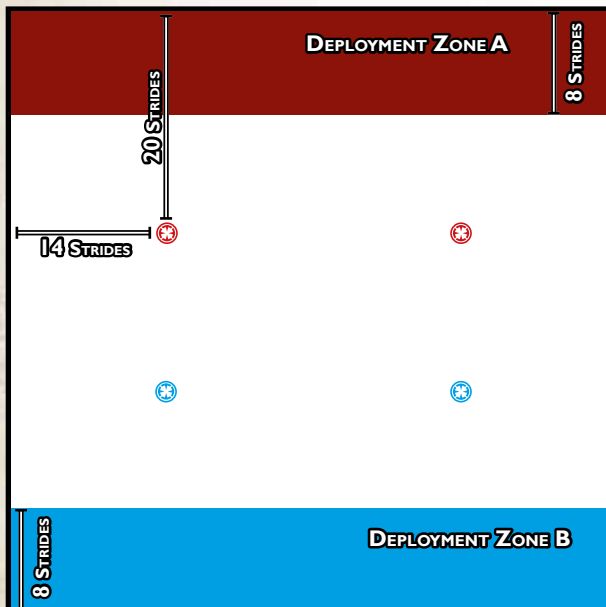
SCENARIOS

TAKE POSITIONS

REQUIRED MATERIAL

- 2 red objective markers.
- 2 blue objective markers.

PREPARATION



ROUNDS

Each round has a duration of **5 turns**.

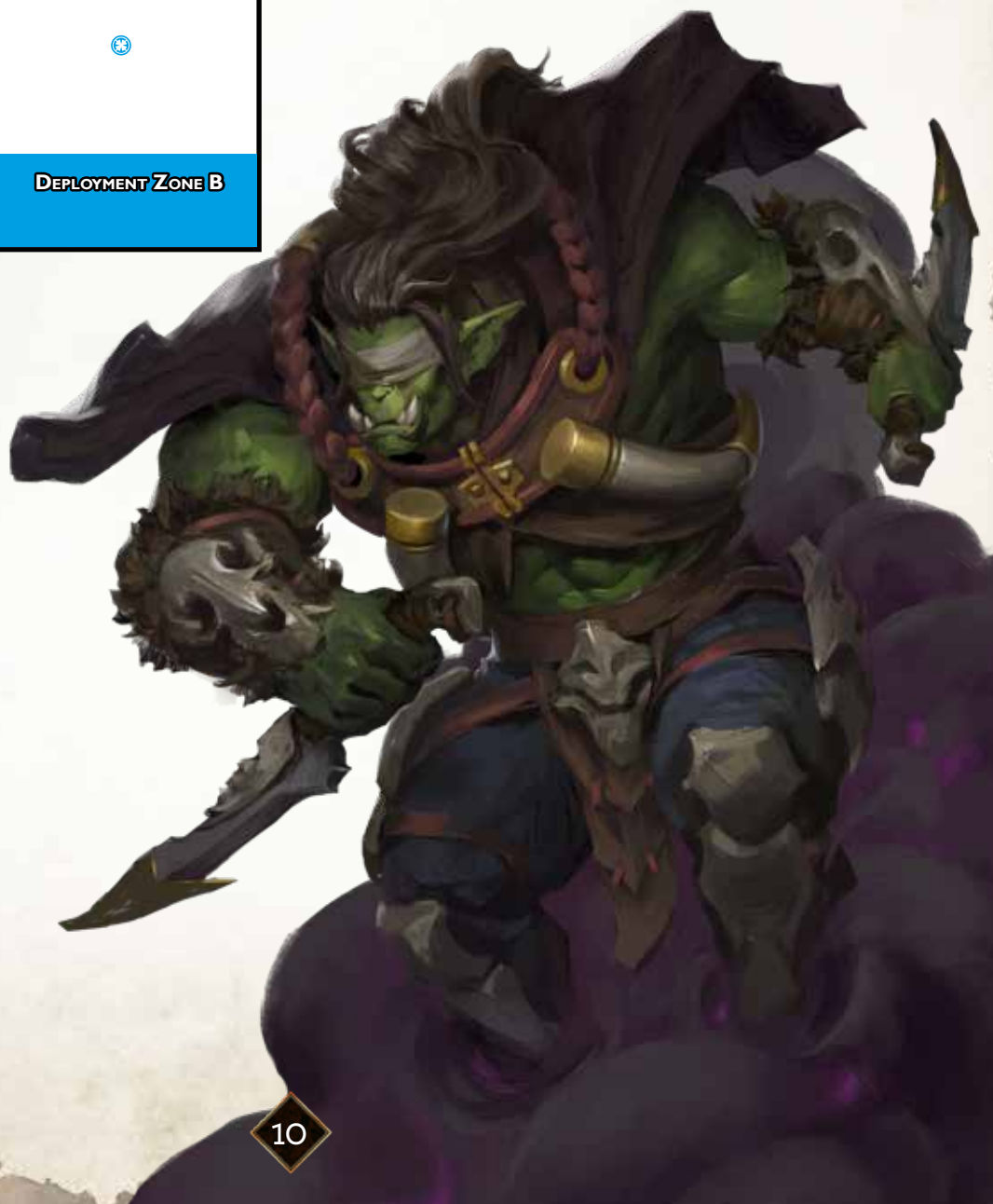
SCORING

At the end of each round, each company obtains:

- **1 MP** for each objective of their rival's color they control.
- **1 MP** if no objective of their color is controlled by their rival.

END OF THE GAME

The game ends at the end of **round 3**.

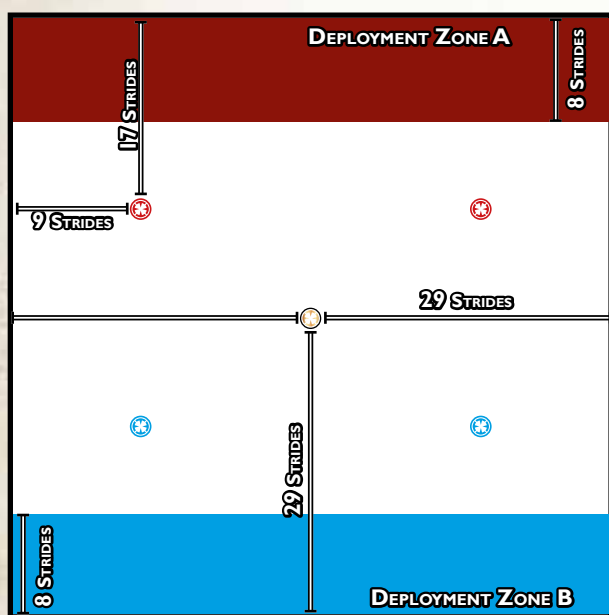


INFLUENCE ZONES

REQUIRED MATERIAL

- 2 red objective markers.
- 2 blue objective markers.
- 1 brown objective marker.

PREPARATION



ROUNDS

Each round has a duration of **5 turns**.

SCORING

At the end of each round, each company obtains:

- **1 MP** if they control more objectives than their rival.
- **1 MP** if they control at least one objective of their rival's color.
- **1 MP** if they control at least 2 objectives.

END OF THE GAME

The game ends at the end of **round 3**.

STRATEGIC DOMAIN

- All units that are not demoralized have their conquest value increased by 1.
- Conquest modifiers are not increased.

INFLUENCE ZONES

Units may contest control of objectives at 7 strides instead of 3.

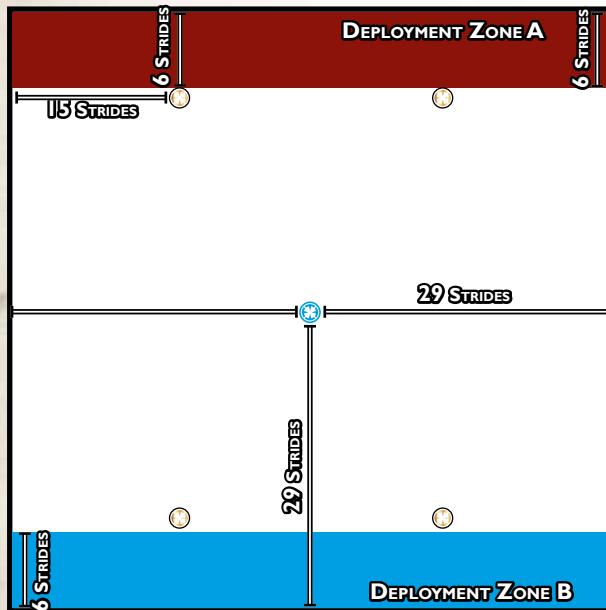


EXPANSE

REQUIRED MATERIAL

- 4 brown objective markers.
- 1 blue objective marker.

PREPARATION



Brown objective markers start the game controlled by the company that has their deployment zone adjacent to them.

ROUNDS

Each round has a duration of **5 turns**.

SCORING

At the end of each round, each company obtains:

- **2 MP** if they control more brown objectives than their rival.
- **1 MP** if they control the same amount of brown objectives as their rival.
- **1 MP** if they control the central objective (blue).

END OF THE GAME

The game ends at the end of **round 3**.

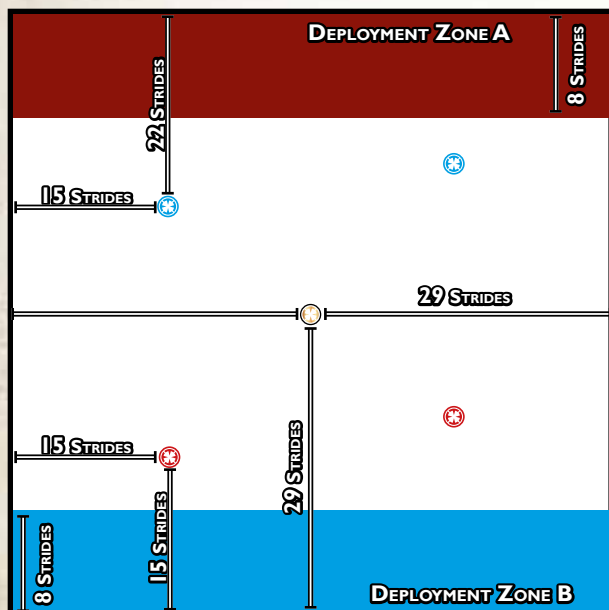


LOOT

REQUIRED MATERIAL

- 2 red objective markers.
- 2 blue objective markers.
- 1 brown objective marker.

PREPARATION



ROUNDS

Each round has a duration of **5 turns**.

SCORING

At the end of each round, each company obtains:

- 1 **MP** if they have at least 1 *loot*.
- 1 **MP** if they have more *loot* than their rival.
- 1 **MP** if their rival has no *loot*.

END OF THE GAME

The game ends at the end of **round 3**.

LOOT

Objective markers are used to represent *loot*.

They use the following rules instead of those from the rulebook:

- At the end of its activation, a unit adjacent to an objective marker may suffer 1 stress to pick it up (placing it on their profile card).
- Units may move through an objective marker but **cannot** end their movement on one.
- Units **cannot** pick up objective markers of their rival's color.
- Units **cannot** carry more than 1 objective marker at the same time.
- When a unit carrying loot is about to be removed from the battlefield, the company controlling it places the loot adjacent to their leader before removing it from the battlefield. If the unit has been destroyed and had an *Officer Character* joined, it may instead give the loot to the *Character*.
- When a unit carrying loot becomes demoralized, place the objective marker adjacent to their leader before fleeing.
- If a *Character* leaves a unit carrying loot, it can choose to take the loot or leave it in the unit.

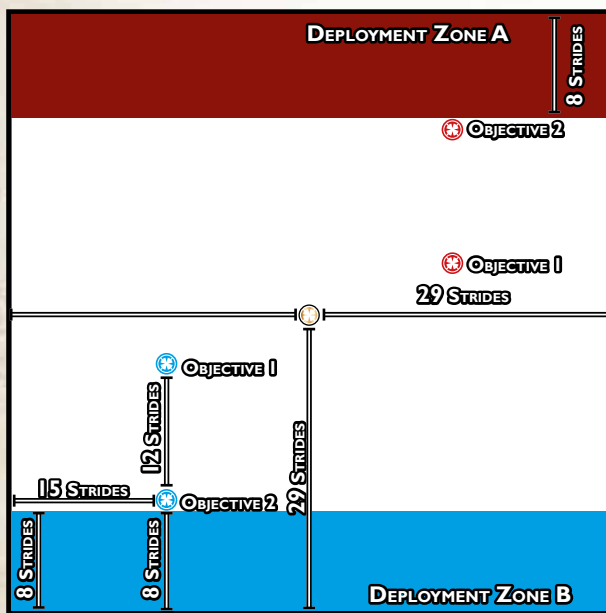


CONSOLIDATED PROGRESS

REQUIRED MATERIAL

- 2 red objective markers.
- 2 blue objective markers.
- 1 brown objective marker.

PREPARATION



ROUNDS

Each round has a duration of **5 turns**.

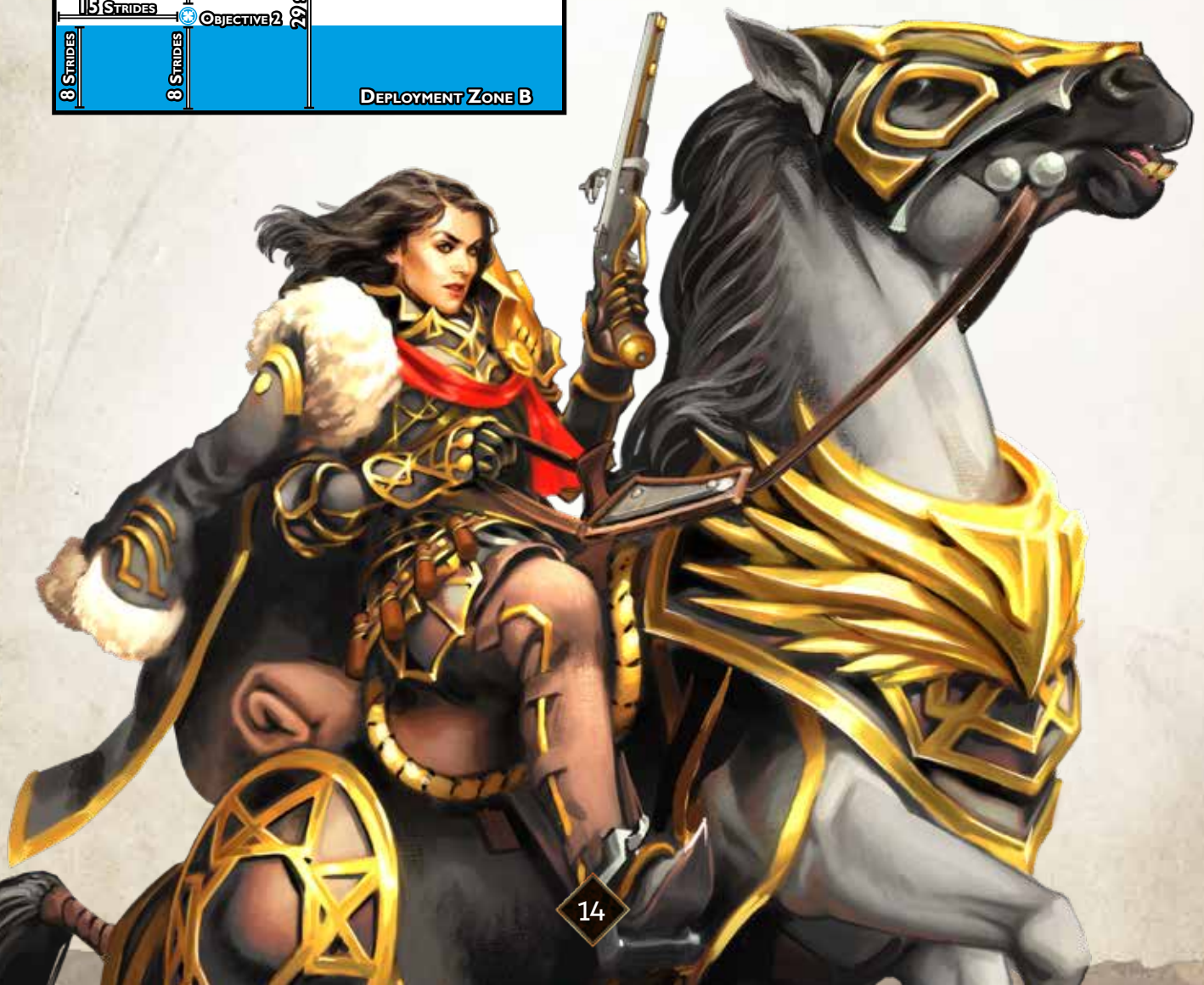
SCORING

At the end of each round, each company gets:

- **1 MP** if they control the central objective.
- **1 MP** if they control objective 2 of their rival's color.
- **1 MP** if no objective of their color (1 and 2) are controlled by their rival.

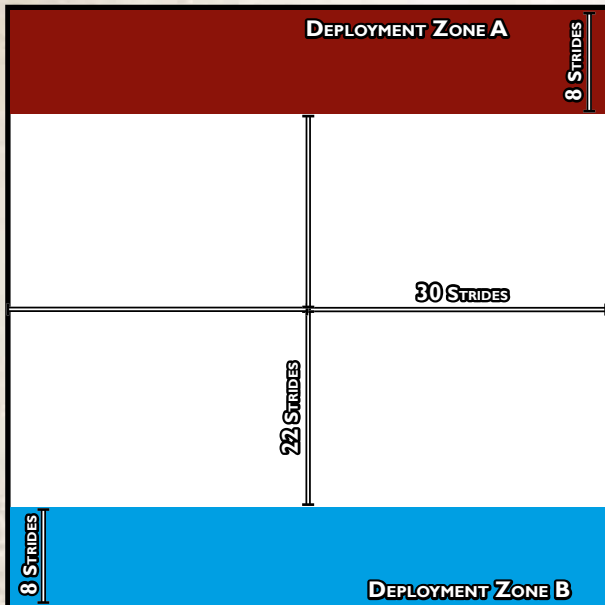
END OF THE GAME

The game ends at the end of **round 3**.



QUADRANTS

PREPARATION



ROUNDS

Each round has a duration of **5 turns**.

SCORING

At the end of each round, each company gets:

- **2 MP** if they control more quadrants than their rival.
- **1 MP** if they control the same amount of quadrants as their rival.
- **1 MP** if they control at least 1 quadrant adjacent to their rival's deployment zone.

END OF THE GAME

The game ends at the end of **round 3**.

STRATEGIC DOMAIN

- All units that are not demoralized have their conquest value increased by 1.
- Conquest value modifiers (from skills and effects) are not increased.

QUADRANTS

The battlefield (not including deployment zones) is divided into four quadrants, which can be controlled as if they were objectives although no objective markers are used.

Units can contest control of a quadrant if their leader is within the quadrant (a leader whose base is in contact with more than one quadrant is not within any quadrant, so their unit cannot control or contest any quadrant).

Although no objective markers are used, a conquest marker is placed in each quadrant to indicate which company controls it.



FEATS

TRACK

REQUIRED MATERIAL

- 4 event tokens, numbered from 1 to 4.

PREPARATION

The company that wins the initiative receives event tokens 1 and 3, the rival company receives event tokens 2 and 4.

Each company places one of their event tokens on the “1” position of the turn counter (**track meter**).

After deploying all units in the game preparation phase (including *Scouts*), each company, in deployment order, places their remaining event token on any point of the battlefield farther than 10 strides away from their deployment zone (**vestige**).

TRACKING AND VESTIGES

- Event tokens on the turn counter represent each company’s **track meter**.
- Event tokens on the battlefield represent **vestiges**.
- Units may move through **vestiges**, but **cannot** finish their movement or be placed on them.
- Each company has their own **track meter** and own **vestiges**.
- Companies cannot interact with the rival’s **vestiges**.

TRACKING A VESTIGE

Character units and units with a joined *Character* that finish their activation adjacent to their company’s vestige can track it:

- The unit makes a WP test.
- *Scout* and *Ambusher* units add  to their roll.
- During the switches step of the roll, units may suffer 1 stress to add 1★ to their roll.
- When a unit passes the test with 2★, the company advances the **track meter** by 1 position on the turn counter. Then, the rival company must place the **vestige** at 15 strides of its current position (it **cannot** be placed on *Impassable* terrain).

SCORING

When a company advances their **track meter** to position “4” of the turn counter it obtains 4 AP and the rival company obtains as many AP as its current position on the **track meter** minus 1. From this moment on, units can no longer track vestiges.

At the end of the game, if neither company got their **track meter** to position “4”:

- Each company obtains as many AP as the current position of their **track meter**.



DECAPITATION

REQUIRED MATERIAL

- 2 event tokens.

COMMANDER

- Companies must deploy their commander during the deployment phase (they **cannot** use *Scout* or *Ambusher*).
- If the commander is removed from the battlefield by any effect it will be considered eliminated (for scoring purposes)
- The commander **cannot** join any unit.

CONTRACT

After deploying all units in the game preparation phase (including *Scouts*), each company, in deployment order, chooses a unit from the rival company as their **contract** (place an event token on their profile card).

- The contract **cannot** be the commander
- If the **contract** is removed from the battlefield by any effect it will be considered eliminated (for scoring purposes).
- If the unit with the **contract** has a joined *Character*, the **contract** will be considered eliminated once the unit is destroyed, even if the *Character* survives.
- A company that couldn't choose its **contract** (because there were no deployed enemy units) will do so at the end of the round. A demoralized unit **cannot** be chosen as a **contract**. If a company still can't choose its contract at the end of a round, it will do so at the end of the next one.

SCORING

At the end of the game, each company obtains:

- **2 AP** if they eliminated the rival's commander.
- **1 AP** if their commander hasn't been eliminated.
- **1 AP** if they eliminated their **contract**.

THE RIFT

REQUIRED MATERIAL

- 2 fog markers.
- 2 event tokens.

FOG

After deploying all units in the preparation phase (including *Scouts*), each company, in deployment order, must place a fog marker further than 20 strides from their deployment zone.

These fog markers apply the fog rules (terrain element) and are *Immovable*.

Character units and units with a joined *Character* that finish their activation adjacent to one of the event fog markers may begin sealing the rift.

SEALING THE RIFT

The unit performs a WP test, using the *Character*'s WP. The company places an event token on the turn counter, 6 positions ahead of the current turn, and then moves it back 1 position for each ★ they got in the test.

- *Spellcaster Characters* add ♦ to their roll.

Remove the event token if:

- The unit is no longer adjacent to the fog marker.
- The unit activates.
- The *Character* is taken out of combat.
- The *Character* leaves the unit.

A unit **cannot** begin sealing a rift that is already being sealed by another unit.

When the event token is activated, the company sealing the rift obtains the fog marker (and removes it from the battlefield).

SCORING

At the end of the game, each company gets **2 AP** for each fog marker it obtained.

BANNER

REQUIRED MATERIAL

- 4 event tokens, numbered from 1 to 4.

PREPARATION

The company that wins the initiative receives event tokens 1 and 3, the rival company receives event tokens 2 and 4.

Each company places one of their event tokens on the “1” position of the turn counter (**glory meter**).

After deploying all units in the game preparation phase (including *Scouts*), each company, in deployment order, chooses one of their deployed units to carry the **banner**, placing an event token on their profile card.

- *Characters* carrying the **banner** **cannot** join a unit
- A unit carrying the **banner** **cannot** have a joined *Character*.

BANNER

For each  inflicted by the unit carrying the **banner**, its company advances their **glory meter** 1 position on the turn counter. If the **glory meter** is on position “10”, move the rival company’s **glory meter** back (to a minimum of 1).

LOST BANNER

If the unit carrying the banner flees, is destroyed or leaves the battlefield, the company controlling it places the banner on the battlefield, adjacent to its leader, before removing the unit from the battlefield or fleeing.

PICK UP THE BANNER

If a company’s banner is on the battlefield, any adjacent allied unit may pick it up performing the Pick up banner simple action.

SCORING

At the end of the game, each company gets:

- 1 **AP** if their rival lost its banner at any point.
- 1 **AP** if they didn’t lose their own banner
- 1 **AP** if their glory meter is on the same position as their rivals.
- 2 **AP** if their glory meter is higher on the turn counter than their rivals.



RESOURCES

REQUIRED MATERIAL

- 2 event tokens.

PREPARATION

The company that wins the initiative receives event token 1, the rival company receives event token 2.

Each company places their event token on position “1” of the turn counter (**resource meter**).

RESOURCES

Units further than 12 strides from their deployment zone that are not engaged in combat may suffer 1 stress at the end of their activation to **obtain resources**.

OBTAIN RESOURCES

The unit performs a simple roll, the dice of which will depend on the amount of troops in the unit (*Support* counts when calculating the number of troops for this action). The unit's company advances their resource meter 1 position for each ★ they got. If the **resource meter** is on position “10”, instead of advancing the **resource meter**, move the rival company's **resource meter** back (to a minimum of 1).

A company **cannot** obtain resources more than once per turn.

Dice rolled:

- 1 Troop: 
- 2-3 Troops: 
- 4+ Troops: 

SCORING

At the end of the game, each company obtains:

- 1 **AP** if their resource meter is on position 4 or higher.
- 1 **AP** if their resource meter is on position 7 or higher.
- 1 **AP** if their resource meter is on position 10.
- 1 **AP** if their resource meter is higher on the turn counter than their rival's

