

QUICK REFERENCE SHEET

INITIATIVE (P.50)

Each player rolls two dice. The highest single die gains the initiative.

If the highest results are tied, the player with the second highest result gains the initiative.

If the results are still tied, roll again.

TURN STRUCTURE

Roll for Initiative.

Activate units in initiative order. Alternate activation.

End turn when all units have been activated.

ACTIVATION (P. 52)

Nominate a unit and make an activation roll. Roll two dice – if the result of either die is equal to or greater than the unit's Activation stat, the unit fully activates.

If the results of both dice are below the activation number, it may only take a simple action.

Any unit engaged in combat during a turn is considered activated.

Command Special Rule – if within 6" of a unit or figure with the Command ability, roll 1 additional die. You may never roll more than 3 dice for activation. May not be used by monsters.

ACTIONS (P. 54)

Once activated, a unit may take up to two actions.

Move (p. 56) – move directly forward a distance equal to its Move stat, or move backwards or sideways a distance equal to half its Move stat. If using both action to move, the second move is half.

Manoeuvre (does not count as move action) (p. 58):

- **Pivot** – rotate the officer of the unit to face the desired direction, then reform the unit around them.
- **Wheel** – nominate one figure in the unit on one end of either the front rank or the rearmost rank. Rotate that figure to face the desired direction, then reform the unit around them.
- **About Face** – turn the unit 180 degrees.

Shoot (p. 60) – a unit armed with missile weapons may spend one action to shoot. A unit may never perform more than one shooting attack per activation.

Special Actions (p. 60) – perform a special ability as described in Appendix A: Special Abilities and the unit's description.

Simple Actions (p.61) – A unit that fails its activation roll may only take on simple action during its activation. These include manoeuvres, move actions (provided it doesn't move into contact with an enemy unit), and shooting attacks.

OBSTRUCTION S (P. 56)

Rough Ground – all ground covered counts double when determining total movement.

Impassable Obstacles – if the obstacle includes a passable area (e.g. bridge over river, ladder on wall) a unit may cross the obstacle without penalty provided the unit has enough movement to reach the other side of the obstacle during its activation.

A unit may flow around the obstacle if there is open ground to either side of the obstacle, provided the officer has a clear path through the open and no figure in the unit ends the activation on top of the terrain.

Climbable Obstacles – all vertical distance a unit covers counts as double for the purposes of determining total movement, or the unit can flow around as described with impassable obstacles.

Woods – A unit cannot draw line of sight through or over woods. They are considered rough ground for movement, and Artillery and Cavalry must take a morale test upon entering the woods.

Once a unit is in the woods, the woods no longer block line of sight to or from the unit. A unit in the woods counts as being in Light Cover for the purposes of Shooting attacks, but not for Combat.

The rules for Woods can also be used for Ruins, with the exception that a unit with the special ability Indirect Fire can fire over large ruins.

COMBAT (P. 63)

Melee combat occurs whenever any part of a unit moves into contact with any part of an enemy unit (this cannot be achieved through a manoeuvre):

1. Place the attacking unit flush with the defending units facing.
2. Determine Combat Dice – Take the Combat Dice stat for one figure in the unit and multiply it by the number of figures in the front rank, to a maximum of 5.

If a unit is fighting an enemy at their flank or rear, determine Combat Dice by taking the Combat Dice stat for one non-character figure in the unit and multiplying it by the number of complete ranks in the unit. Units always get at least 1 Combat Die.

The Shielding special ability can be used by the defending player at this point, unless the attack is in the flank or rear.

3. Calculate Target Number.
4. Roll Combat Dice (attacking and defending player).
5. Determine Hits.
6. Apply Hits and Remove Casualties – consult the Hit Determination Table
7. Morale Test for units that take Casualties.
8. Pushback – the unit that scores the most hits must chose to either leave the unit where it is and move their own unit back 1", or push the enemy unit back either 1" or 6" (not into obstacle or off the table). If the pushback causes the unit to move into another unit, move that unit directly backwards so that it remains 1" away from the unit moving into it.

In a tie, both units move back 1".

COMBAT MODIFIER TABLE	
SITUATION	MODIFIER TO TARGET NUMBER
Full ranks	-1 for each full rank after the first*
Attacking flank or rear	-1
Non-active unit has already activated this turn	+1
Defending rear arc	+1
Unit is Disordered	+1
Unit is fighting from a lower elevation	+1
Unit moved into combat with an enemy behind defensive fortifications.	+1
* Only applies when fighting an enemy in the front arc. Bonus does not apply when fighting enemies to the flank or rear.	

DEFENSIVE WORKS (P. 71)

If fighting against a unit in defensive works (walls, earthworks, etc) then the attacking unit may only push the defending unit back if they force them to take a morale test and the roll fails.

SHOOTING (P. 72)

1. Check Line of Sight, Range, and Priority. For Line of Sight, you must be able to draw an uninterrupted line from the base of your officer to any point on the bases of at least half the figures (rounded up) that compose one facing of the target unit. The line must stay within the attacking unit's front arc.
2. Determine Combat Dice.
3. The Shielding special ability can be used by the target at this point against ranged attacks to the front or flank. It cannot be used against ranged attacks to the rear.
4. Determine Target Number.
5. Roll Combat Dice (attacking player only).
6. Determine Hits.
7. Apply Hits and Remove Casualties.
8. Moral Test.

MISSILE WEAPONS AND ARTILLERY RANGE TABLE

WEAPON	MINIMUM RANGE	MAXIMUM RANGE
Bow	None	20"
Elf Bow	None	22"
Sling	2"	12"
Light Catapult	8"	32"
Heavy Catapult	12"	40"
Ballista	None	30"
Fire Breath	None	12"

SHOOTING MODIFIER TABLE

SITUATION	MODIFIER TO TARGET NUMBER
Full ranks in unit	-1 for each full rank after the first
Used an action this turn prior to its shooting action or failed activation roll.	+1
Unit is Disordered	+1
Target is in light cover (bushes, trees, low walls)	+1
Target is 12" or more away.	+1
Target is in heavy cover (fortifications)	+2
Artillery against a Unit-of-One (unless Large or Enormous)	+10

HIT DETERMINATION TABLE

DIE RESULT	NUMBER OF HITS SCORED
Equals or exceeds Target Number	1
Equals or exceeds Target Number +5	2
Equals or exceeds Target Number +10	3

ARTILLERY (P. 84)

Follows the same basic process for normal Shooting attacks, but with a few differences.

1. Number of Combat Dice a player rolls is equal to the number of ranks (full or partial) in the target unit +1
2. Attacks suffer +10 to their target number when targeting a unit-of-one, unless the target is Large or Enormous
3. Consult Artillery Modifier Table.

If artillery is engaged in combat, the crew forms a single rank including the artillery. Count only combat dice contributed by the crew. If the crew is killed, or if the unit becomes Broken, the artillery piece is removed.

ARTILLERY COMBAT DICE MODIFIER TABLE

MODIFIER	ADDITIONAL COMBAT DICE
Artillery bonus (always applied)	+1
Per enemy unit rank (full or partial)	+1
Enemy unit is Large	+1
Enemy unit is Enormous	+2
Shooting an enemy unit's flank or rear	+2

MORALE (P. 77)

Whenever a unit is called to take a morale test, the controlling player rolls 2 dice and compares the results to the unit's Activation stat. If the morale test is due to taking casualties, consult the Morale Test Modifier Table.

If the unit fails its Morale test it becomes Disordered.

Command Special Rule – if within 6" of a unit or figure with the Command ability, roll 1 additional die. You may never roll more than 3 dice for morale tests. May not be used by monsters.

MORALE TESTS FOR UNITS-OF-ONE (P.77)

Units-of-one must make a morale test every time they lose a point of Health, and they suffer all the same penalties as other units if they fail. Units-of-One are only subject to the last two modifiers on the Morale Test Modifier Table.

DISORDERED UNITS (P. 78)

A Disordered unit receives -1 to all activation rolls. If it succeeds an activation roll, it is no longer counted as Disordered.

Disordered units suffer +1 to their Target Number for Shooting and Combat, and -1 to future Morale Tests.

If a Disordered unit fails a Morale Test they are considered Broken. Remove them from play.

CASCADING PANIC (P. 78)

Whenever a unit is within 8" of a unit that becomes Broken, they must also make a Morale Test with no modifiers.

MORALE TEST MODIFIER TABLE

SITUATION	ROLL MODIFIER
Number of casualties suffered	-1 for each casualty
Unit is Disordered	-1
Unit contains less than 1 full rank	-1
Unit contains at least 2 complete ranks (for figures with 25 x 25mm bases)	+1
Unit contains at least 1 complete rank (for figures with 25 x 50mm, or 50 x 50mm bases)	+1
Morale test is due to a shooting attack	+1
A Unit-of-One that was already below its maximum Health before the attack.	-1
A Unit-of-One that is Disordered	-1