

Quick Reference Summary Sheet

Turn Phases

Each turn is divided into four main phases

- Initiative, the tide of battle.
- Unit and model activation.
- Compulsory effects.
- Remove counters.

Phase 1 - Initiative

- Roll D10, lowest roll selects unit to be activated.

Phase 2 - Activation

- Activate one miniature (or unit) and perform all actions (AC) for the model or unit.
- Continue until all miniatures in that unit have completed their actions (AC).
- Place activated counter next to the unit.
- Repeat until all players have activated all of their units.

Phase 3 - Compulsory Effects

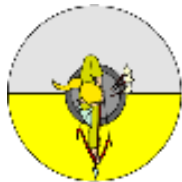
- Resolve any template effects in play if required.
- Roll for any unit psychology if required.

Phase 4 - Remove Counters

- Remove any unit Activated counters. Hold, Panicked and Terrified counters remain in play.

Attack Zone

Close combat attack and ranged combat firing arc is 180° to the front. Line of sight (LOS) is 360° around the model.



Each model has an attack zone extending 1" around the model. No enemy model may pass through the attack zone. A model ceases to have an attack zone when engaged in close combat.

Actions

The actions available to a model are (in no particular sequence) move, stand up from prone, ranged attack, close combat, rally, hold, magic and special actions.

Formations

Closed : Base to base contact, ranked, +1 to command (CO) tests.

Skirmish : 1" between models, normal command tests.

Dispersed : 2" between models, -1 to command (CO) tests.

Move

- 1" for each action (AC) spent.
- Double the actions for a model to move 1" through difficult terrain.
- Only flying models or models with special abilities may cross impassable terrain.
- 1 action (AC) to cross any barrier up to the height of the active model. One additional action (AC) for each height band of the model thereafter.
- An activated model may not move into or through an enemy attack zone unless the activated model is charging into close combat with that model.

Movement Ability Table

Actions	Double Time	Cavalry	Flying
1	1½"	2"	2½"
2	3"	4"	5"
3	5½"	6"	7½"
4	6"	8"	10"
5	7½"	10"	12½"
6	9"	12"	15"
7	11½"	14"	17½"
8	12"	16"	20"
9	13½"	18"	22½"
10	15"	20"	25"
11	16½"	22"	27½"
12	18"	24"	30"

Standing Up

A model that has been knocked prone for any reason must spend 3 actions (AC) to stand up.

Close Combat

Close combat uses the CC value of the model.

- +1 for charging, counts for all attacks made by a model on the turn it charges into combat.
- +1 if enemy model is Panicked.
- +2 if enemy model is Terrified.
- +1 for large target.
- +1 if target is prone.
- +1 attacker on higher ground.
- -1 enemy on higher ground.
- -1 fighting over a terrain barrier (wall etc.).
- -1 fighting with the Extra Attack ability.
- +1 combat assistance (not cumulative unless Team Work ability).

Roll equal to or under on a D10 to hit.

A D10 roll of 9 or less is required to hit a very large target (VLT) in close combat.

Ranged Combat

Announce target, check Line Of Sight (LOS)

- Measure the range.
- Apply weapon range modifiers for CR, MR or LR.
- RA +1 for aiming.
- RA +1 for large target (includes ranked or closed units).
- RA -1 for dispersed units.
- RA -1 for second and subsequent firing ranks.
- RA -1 for soft cover.
- RA -2 for hard cover.

Roll equal to or under required number on a D10 to hit.

A D10 roll of 9 or less is required to hit a very large target (VLT) with a ranged attack which is in line of sight.

Indirect Attacks : Spotter determines the cover modifiers with an additional RA -1 to the firing model.

Scattering Blast Attacks : Roll D10, use direction of "dice arrow" to determine direction and distance travelled.

Throwing Grenades : Range is equal to base model Strength + 2". A miss will deviate a fixed distance of 2".

Shooting At Support Weapons : When targeting support weapons, determine the model element struck by rolling a D10.

Target	CR	MR	LR
Crew	Choose	1-4	
Weapon	Choose	5-10	

Preparing Support Weapons To Fire : Half the firing use cost (round up) to prime. Subsequently costs half the use cost (round up) to fire.

Armour Saves

Weapon Strength	Armour Modifier	Weapon Strength	Armour Modifier
1 to 4	0	7	-3
5	-1	8	-4
6	-2	9	-5

Armour Resilience

For each point of resilience (RE), the total penetration (AM and PM) of the weapon is reduced by one.

Damage

ST	Target Toughness									
	1	2	3	4	5	6	7	8	9	10
1	5	4	3	2	1	1	1	1	1	1
2	6	5	4	3	2	1	1	1	1	1
3	7	6	5	4	3	2	1	1	1	1
4	8	7	6	5	4	3	2	1	1	1
5	9	8	7	6	5	4	3	2	1	1
6	9	9	8	7	6	5	4	3	2	1
7	9	9	9	8	7	6	5	4	3	2
8	9	9	9	9	8	7	6	5	4	3
9	9	9	9	9	9	8	7	6	5	4
10	9	9	9	9	9	9	8	7	6	5

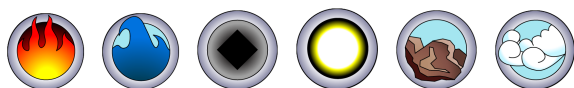
Hold

A unit may spend all of its actions (AC) to go on hold. At any time during an opponent unit's activation, the holding unit may be activated as long as a model in the enemy unit is within line of sight (LOS) and has performed an action.

Response Shooting : The holding unit may spend up to 5 actions (AC) to fire any ranged weapons once. The shots may not be aimed and all normal modifiers apply.

Receive A Charge : The holding unit stands its ground and receives the charging enemy, ready to strike. Once an enemy makes base to base contact and before the enemy makes an attack, each model in the holding unit may attempt a single close combat attack.

Flee From A Charge : When an enemy unit declares a charge against the holding unit, the holding unit can declare a flee action. The holding unit interrupts the active enemy unit's turn to resolve its move. A flee move may be up to half of the holding units normal actions (round down).



Magic

Announce target and check Line Of Sight (LOS) if required by the magic spell.

- Measure the range.
- Apply relevant modifiers.
- Cast value is the spell level plus the wizardry level of the caster.
- Caster may spend an additional action (AC) to concentrate and add +1 to the cast value required.

Roll equal to or under on a D10 to cast the spell.

Initiates may collectively cast a single spell at +1 for each initiate in the unit to a maximum of +3 to the cast value. Initiates performing a collective spell chant may not concentrate.

Morale

When a unit suffers 50% casualties to its starting number, or a lone individual/character model suffers 50% of its starting wounds (W), it is required to take a command (CO) test, sometimes referred to as a morale test.

Command Test Modifiers

The following modifiers also apply to a unit making a command test for any purpose;

- +1 if the unit is ranked or closed.
- -1 if the unit is dispersed.
- +1 if a banner is present in the unit.
- +1 if a musician is present in the unit.
- +1 if the army General is not panicked, within 10" and line of sight.
- -1 if the unit is outnumbered in close combat.
- -1 if the attacking unit causes fear in close combat.
- -1 if one or more unpanicked enemy units are within 10" (not cumulative).

A failed morale test may be re-rolled if the Army Battle Standard is not panicked, within 10" and line of sight. This roll is made with a +1 CO modifier.

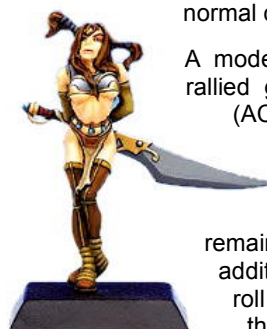
Panic Table

D10	Result
1	Stand Firm : The unit may choose to: <ul style="list-style-type: none"> • Hold their position. • Retreat towards their own deployment zone (see the Retreat rules below). The unit may not fire on enemy units or use any other ranged attacks. The panicked unit may attack but with a -1 penalty to their CC.
2-7	Retreat : The unit must immediately retreat away from the enemy (towards their own deployment zone if possible) using half their AC (round down). <ul style="list-style-type: none"> • The unit may not fire on enemy units or use any other ranged attacks. • If the Panicked unit is in close combat with an enemy unit, the Panicked unit may break away from combat without being attacked.
8-9	Terrified : The unit is unable to move, use ranged attacks or fight in close combat.
10	Destroyed : Remove the unit as casualties.

Rally

Once per unit activation, a panicked or terrified unit may attempt to rally by making a command (CO) test. A rally attempt must be the first action a model or unit attempts during its activation. A rally attempt costs half of the units actions for the current game turn.

The model or unit must take a command test by rolling equal to or under its command (CO) value. Models in ranked, closed, dispersed or skirmished units may use the highest command value in the unit. All normal command test modifiers apply.



A model or unit that has successfully rallied gains half their normal actions (AC) to use immediately (rounded down).

Failing To Rally : A model or unit that fails to rally will remain panicked or terrified. In addition, the model or unit must re-roll on the panic table adding +1 to the dice result.