

QUICK REFERENCE SHEET

TURN SEQUENCE

1. **Initiative Phase**
 - **Roll 1d10 and add Command Values**
2. **Action Phase**
 - **Players take alternating actions**
3. **End Phase**
 - **Broken Units Break test**
 - **Check Victory Conditions**
 - **Check if Turns remaining**

MOVEMENT DISTANCES

| Unit Type/Rule | Standard Movement |
|-------------------|-------------------|
| Standard Infantry | 6" |
| Heavy Infantry | 6" |
| Cavalry | 8" |
| Fast Units | 8" |
| Slow Units | 4" |
| Flying Units | 8" |

RANGED WEAPON DISTANCES

| Ranged Weapon | Maximum Firing Distance |
|---------------|-------------------------|
| Bola | 6" |
| Javelins | 8" |
| Short bows | 12" |
| Longbows | 18" |

RANGED COMBAT MODIFIERS

| Ranged Criteria | Modifier |
|---|-----------|
| Target unit is in Close Range (within 6") | -1 to hit |
| Target unit is Large | -1 to hit |
| Attacking unit moved this turn | +1 to hit |
| Target unit is at Long range (over ½ weapon distance) | +1 to hit |
| Target unit is behind Soft Cover | +1 to hit |
| Target unit is behind Hard Cover | +2 to hit |

ACTIONS

- Advance**
- **Movement and (if possible) ranged attack**
- Charge**
- **Double movement and melee attack**
- Fire Weapons**
- **No move. Fire ranged attack**
- Ambush**
- **No move. Hold ranged attack.**
- Rally**
- **No move. Remove Fatigue tokens equal to Command Value**
- Cast**
- **No move. Character unit use Spells or Powers**

MELEE COMBAT MODIFIERS

| Charge Unit vs. Target | Modifier |
|---|-------------------------------|
| Infantry vs. Infantry/Heavy Infantry/Cavalry | +1d10 to dice pool |
| Heavy Infantry/Cavalry vs. Infantry | +2d10 to dice pool |
| Heavy Infantry/Cavalry vs. Heavy Infantry/Cavalry | +1d10 to dice pool |
| Large vs. Infantry | +3d10 to dice pool |
| Large vs Heavy Infantry/Cavalry | +2d10 to dice pool |
| Large vs. Large | +1d10 to dice pool |
| Shaken unit (any) | Half dice pool - Rounded Down |

DAMAGE MODIFIERS

| Weapons and Armour | Modifier |
|-------------------------|---------------------------------|
| Hand Weapons | No Bonus |
| Armour Piercing Weapons | Reduce target Defence by 1. |
| Heavy Weapons | Reduce target's Defence by 2. |
| Light Armour | Increase target's Defence by 1. |
| Medium Armour | Increase target's Defence by 2. |
| Heavy Armour | Increase target's Defence by 3. |

FATIGUE PENALTIES

| +1 Fatigue Token Penalties | |
|------------------------------|---|
| Every 1 Essence lost by unit | Unit loses half its models in a single combat |
| A unit loses melee combat | Unit is reduced down to a single model |
| Unit hit by a ranged attack | Unit hit by the effect of a Power or Spell |