

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	4"
Heavy Infantry	4"
Cavalry	8"
Fast Units	6"
Slow Units	3"
Flying Units	6"

RANGED WEAPON DISTANCES

Ranged Weapon	Maximum Firing Distance
Bola	6"
Javelins	8"
Short bows	12"
Longbows	16"

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
Target is single non-Large model	Half dice pool - Rounded Down
Unit Shaken	Half dice pool - Rounded Down

ACTIONS

Advance

- **Movement and (if possible) ranged attack**

Charge

- **Double movement and melee attack**

Fire Weapons

- **No move. Fire ranged attack**

Prepare

- **No move. Hold ranged attack or reduce Damage by 1. Add token.**

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
Unit Shaken	Half dice pool - Rounded Down

DAMAGE MODIFIERS

Weapons and Armour	Modifier
Basic Weapons	No Bonus
Armour Piercing Weapons	Reduce target Defence by 1.
Heavy Weapons	Reduce target's Defence by 2.

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