

INITIATIVE 2D10 (use highest die)
Highest die takes first activation.
Doubles: Strange event (p. 71).
All four dice match: Catastrophic event (p. 72).

ACTIVATION 2D10 (use highest die)
+D10 if within 6" of **Command** unit (does not apply to **Monster**).
-D10 with no officer.

TN = A (+1 if **Disordered**)

≥TN: 2 Actions
<TN: 1 Simple action (no attack, no spell), counts as having moved.

Disordered unit takes Simple action but is restored with successful activation.

ACTIONS
MOVE (simple)
MANOEUVRE (simple)
SHOOT (simple)
CAST SPELL
USE SPECIAL ABILITY

MOVE
Forward M inches.
Backwards/sideways ½M inches
2nd move is halved.
Rough ground: Move is halved.
Move into combat: Must have LOS before moving.

MANOEUVRE

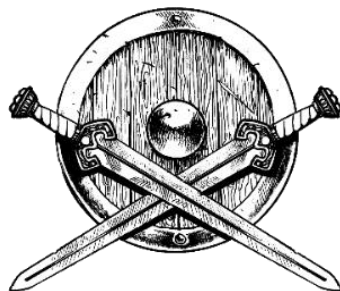
- Wheel
- Pivot
- About-Face

Max one manoeuvre per activation.
Activation ends if in rough terrain.
No attack allowed.

CAST SPELL

Roll D10 x Spellcaster level.
Must have LOS to target.
Successful if at least one die ≥CN.
Max one spell per activation.
No spell if within 2" of enemy.

Batmark



COMBAT

Defender loses activation.

Combat dice (max 5):

- Front: CD x models in front rank.
- Flank/rear: CD x full ranks.
- **Champion die** replaces one die.
- Front defender with **Shielding (X)** may choose to force both to roll X die less.
- Attacker with **Wild Charge** may reroll one die, if so, then so may opponent.

TN = D - F

Attacker TN modifications

-1/full rank >1
Flank/rear attack: -1
Charge (X): -X
From lower elevation: +1
Enemy behind defences: +1

Defender TN modifications

Front: -1/full rank >1
Activated: +1
Disordered: +1
Rear attack: +1
From lower elevation: +1

HITS

≥TN = 1 hit
≥TN+5 = 2 hits
≥TN+10 = 3 hits

Champion die: +1 hit if ≥TN. If 10, hits may be applied to enemy officer.

Most hits push back enemy 1-6" or move back 1". Draw moves back both units 1". Take Morale tests.

TN >10

Reroll 10:s, ≥8 scores hits.

Artillery TN modifications

+5 against units-of-one.
Cover light/heavy: +1/+2

Artillery

May not move and shoot (except pivot).

Combat dice (max 5):

- 1 +1 CD/full or partial rank of target.
- Flank/rear: +2 CD (not against units-of-one)
- Large target: +1 CD
- Enormous target: +2 CD
- Always roll **Champion die**.

Shielding has no effect.

Always roll 3 CD against **Artillery**, apply hits to crew.

MORALE TEST

When to take a Morale test:

- A unit takes casualties.
- A unit-of-one loses Health.
- A unit within 8" is broken.
- King/prince/general killed within 8".

2D10 (use highest die)

+D10 if within 6" of **Command** unit (does not apply to **Monster**).

-D10 with no officer.

-D10 against **Horrific** enemy (min. 1D)

A 10 always succeeds.

TN = A

Morale TN modifications

+1/casualty
Disordered: +1
No full ranks: +1
25x25 with ≥2 full ranks: -1
Other with ≥1 full rank: -1
Shooting attack (not **Artillery**): -1
Courage (X): -X

LINE OF SIGHT (LOS)

Draw from officer.
Must stay within front arc.
Must see at least half (rounded up) of the models of a facing.
Blocked by other units of same size or larger (normal/**Large**/**Enormous**).
Blocked by completely obscuring terrain.

Range

Light catapult	32"
Heavy catapult	40"
Ballista	30"

Monsters

Rolls **Champion die**.
May not benefit from **Command**.

Shooting TN modifications

-1/full rank >1
2nd action: +1
Disordered: +1
Cover light/heavy: +1/+2

Range

Bow	20"
Elf bow	22"
Sling	12"
Fire breath	12"