Unit types

Artillery (ranged soldiers)

Cavalry (mounted soldiers)

Flying

Unit stats

ATK (Attack bonus)

POW (damage bonus on a hit)

DEF(resistance to ATK)

TOU (resistance to POW)

MOR(resistance to being diminished and battle magic)

COM (bonus to doing maneuvers)

# of Attacks is the number of attacks the unit can make on a turn

DMG is the casualties inflicted by a POW test after a successful attack

Units have a casualty die (usually D6), which is decremented whenever they take casualties

Units also have Traits that give them certain bonuses or abilities

Initiative & Deployment

Each **commander** rolls **initiative** as normal.

Deployment happens in **reverse initiative order** (lowest initiative places units first).

Infantry can be placed in **any rank**.

Archers and **Siege Weapons** can be placed in t**he Centre**.

Flying Units and **Cavalry** are **not** placed on the grid. They are placed **to one side**, because their ability to attack is not limited by **position**.

Your turn

On **your turn**, you can command all your units.

Infantry and **Artillery** units can *Move, use an Action* (Attack, Battle Magic, or some Maneuvers), and use a *bonus action* if it has one.

Units also have *reactions* they can use to react to something that happens, on their turns or others' turns.

Unit attack options

Infantry can attack any unit that is in an **adjacent** square.

Archers, **Flying** Units and **Siege Weapons** can attack **any** unit on the field, including flying units and cavalry.

Cavalry can attack any unit that is **exposed**.

A unit is **exposed** if it is in the **Rear rank**, either of the **columns at the edge of the grid**, or in the **Vanguard** with *no other units between it and the edge of the board*. If it is in the **reserve** rank or the **centre** rank, it is only exposed if there are *no friendly units in the Vanguard and Rear ranks*.

Resolve an attack

To **Attack**: roll a D20 and add your**ATK** bonus. If you beat the target's **DEF** score, they take **one casualty.**

On a **successful** attack, you roll a D20 and add your **POW** bonus. If you beat the target's **TOU** score, they take a number of *casualties* equal to your unit's **DMG** value (usually 1).

If the unit being attacked is *reduced to half its casualty die*, it is **Diminished** and must make a **DC13 MOR test** or take another *casualty*.

Maneuvering

MANEUVERS are done by making **COM** tests against a DC. Below are some common ones.

Follow Up - **INFANTRY** - As a **reaction** to an opposed unit, **adjacent** to this unit, *breaking* or *moving* out of its space, this unit makes a **DC 8 COM test**. On a **success**, this unit *moves* into the opposed unit's former space.

Withdraw: **INFANTRY** and **ARTILLERY** - As a **reaction** to *failing* a *Morale* test, this unit can *move back* into an empty space i*nstead of suffering a casualty.* If there is no empty space behind this unit, it cannot use this maneuver.

Set for Charge: ALL **INFANTRY** - As a **reaction** to s*uffering a casualty from a cavalry or aerial unit*, this unit makes a **DC 13 COM test**. On a **success**, the attacking unit suffers 1 casualty.

Battle magic

When a Unit is *attacked* by **Battle Magic**, it makes a **DC13 MOR test**; on a **failure** it takes 1 casualty. Then the rest of the effects of the magic as written resolve.