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 th**e 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**.

Defenses effects on Warfare

Commun ications	Your defense level determines if you or your opponent gets to redeploy.
Resolve	Your defense level determines boons or penalties in your combat against the opposing officers.

Defenses effects on Warfare (cont)

Resources	Your defense level gives your units an advantage or disadvantage during the first round of battle.

Round checklist

Check for collapsing ranks

Commanders take turns in initiative order

Commanders activate their controlled units on their turn

During activation, a unit regains it's reaction. Then it takes damage from any tokens, then it removes one token of each type.

A unit can move & take an action, in any order.

Using a maneuver and failing the command test, you can still either attack or move, but not both.

After all commanders have taken their turns, check point values of each army. If one of the armies have more than double *(50%+1)* the opponent, that army wins.

The round ends

Your turn

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

Each unit can *Move* & *use an Action* (Attack, Battle Magic, Move again 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.

It can happen in any order: action - move, move - action or move - move.

A unit must finish its activation before another unit can be activated.

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**.

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 *instead 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.

Unit conditions

Broken: A unit that breaks becomes broken. It has lost its last casualty and is removed from the battle. Broken units can be reformed, usually by rallying.

Disbanded: A disbanded unit is removed from the game and cannot be reformed by normal means.

Disorganized: A disorganized unit does nothing on its next activation while it attempts to regain unit cohesion.

Disoriented: A disoriented unit can either attack or move, but not both. Unless otherwise stated, this unit condition lasts until the end of the unit's next activation.

Exposed: A unit is exposed if there are no units between it and the edge of the battle-field. All units in the rear ranks are always exposed, as are any units in the leftmost and rightmost columns of the battlefield. The exception to this is units in the center and reserve ranks (see The Battlefield on page 105).

Hidden: When a unit is hidden, other units have disadvantage on Attack tests against it.

Misled: A unit that is misled cannot attack, and spends its next activation moving randomly into an available space. Cavalry and aerial units cannot be misled.

Weakened: A unit that is weakened has disadvantage on Attack tests and Power tests