

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 **the 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 *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 *suffering 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.

