

Sequence of Play

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| Strategic Phase : (1d6+DIS) : (2d6 if Leadership/x figure used for roll, take best die) Rally Routers – Determine card order – Determine Refusals – Make tactical Roll |
| Activation Phase : (1 Reserve card 2Allowed for winner of Tactical Roll) Draw Card, Activate Reserve Card or use a Refusal- Activate Figures and Reserve Card if desired – Actions |
| Combat Phase : (Tactical Roll winner splits frays. Lead player determines fray to resolve) Determine Fray Splits – Resolve a fray – Resolve Pursuits - Change Lead player |
| Mystical Phase : Calculate Temporary faith – Calculate Mana Recovery |
| Maintenance Phase : Resolve Adverse Effects – Passive Abilities – Active Abilities – Misc & Upkeep – Resurrect & Reinforcement |
| Time Out : Add 1 to Turn Counter – Game Turn Over |

Disengagement

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| By Initiative : (Difficulty 4 INI test) +2 per opponent + Wound penalties |
| By Strength : (Difficulty 4 STR test)(STR – RES >0) SIZmust be Larger than all opponents +2 per opponent + Wound penalties |

Warstaff / Leader Bonuses

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|--|
| Standard Bearer : +1 COU if in range |
| Musician : +1 DIS if in range |
| Leadership/x Character – use COU/DIS in range |
| Full Warstaff - +2 COU/DIS if in range |

Rout Effects

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| May not use DIS for Tactical Roll |
| Flee if Unengaged and Activated |
| Flee if Assaulted and Unengaged |
| No Shooting , Miracles or Spell Casting |
| In combat Defense Dice >= Attack Dice |
| No Pursuit Moves Allowed |
| No Leadership / X use allowed |
| Cannot Use Authority |
| Cannot use Active Abilities |

Allowed Actions

| Cumulative Actions | Exclusive Actions |
|---|------------------------------|
| Walk : MV cm | Move under Cover |
| Run : MVx2 cm | Charge |
| Fire | Engage |
| Cast / Call | |
| Figure may combine 1 move & 1 non-move action if allowed. | Only 1 Action per Activation |

Figure Size / Force

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|--|---|
| Small / Medium | 1 |
| Large | 2 |
| Enormous | 3 |
| Colossal | 4 |
| Gigantic | 5 |
| +1 if Charged & <i>Hardboiled</i> | |
| +1 if Charging & <i>Brutal</i> | |
| <i>Ruthless</i> figures always inflict penalty | |

Miracles and Faith Points

| Type | Devout | Zealot | Dean | Avatar |
|----------|--------|--------|------|--------|
| Faithful | 2 | 3 | 4 | 5 |
| WarMonk | 1 | 2 | 3 | 8 |
| ITF/Figs | 3 | 2 | 1 | 1 |

-2 TF in Rout /-1 TF in combat and Faithful

Miracle Calling Sequence

- 1) Choose Target
- 2) Calculate Difficulty
- 3) Apply Favor (Reduce TF as needed)
- 4) Strengthen Bond (use TF for dice)
- 5) Attempt Censure (must be in range & LOS)
- 6) Perform Test (-1 if faithful & in HTH combat)

Wound Table

| D6+Str – Res+ Wnd | [1] Legs | [2] Arms | [3] Belly | [4] Chest | [5-6] Head |
|--|-----------|----------|-----------|------------|------------|
| <0 | No effect | Stun | Stun | Light | Light |
| 0 - 1 | Stun | Stun | Light | Light | Serious |
| 2 - 3 | Stun | Light | Light | Serious | Critical |
| 4 - 5 | Light | Light | Serious | Serious | Critical |
| 6 - 7 | Light | Serious | Serious | Critical | Killed |
| 8 - 9 | Light | Serious | Critical | Critical | Killed |
| 10-11 | Serious | Serious | Critical | Killed | Killed |
| 12-13 | Serious | Critical | Critical | Killed | Killed |
| 14-15 | Serious | Critical | Killed | Killed | Killed |
| 16-17 | Critical | Critical | Killed | Killed | Killed |
| 18+ | Critical | Killed | Killed | Killed | Killed |
| Struct Dmg | Stun:0 | Light::1 | Serious:2 | Critical:3 | Killed:4 |
| Roll 2d6. Doubles = Exceptional Wound. Double 6 = Killed Low die determines column, High die used for Wound | | | | | |

Shooting & Modifiers

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|--|---------------|
| Difficulties : Short :4 - Medium:7 - Long:10 | |
| Walk or Turn | +1 difficulty |
| Target in Cover | +1 difficulty |
| Moving Under Cover | +2 difficulty |
| Large Size | -1 difficulty |
| Very Large Size | -2 difficulty |

Combat Procedure

- 1)INI Roll to determine lead player +1 per figure >1
- 2)Figure gets 1 + opponents in dice
- 3)Loser of roll places all dice followed by winner
- 4)Lead player allocates attacks : ATK+1d6 + penalties All figures must be attacked if possible
- 5)Defender attempts blocks : DEF+1d6+ penalties Sustained Defenselast die and Def dice <= ATK dice
- 6)Lead passes

If all one side removed Pursuit moves are resolved

Mana Recovery Table

| Pow + 1d6 | Initiate | Adept | Master | Virtuoso |
|-----------|----------|-------|--------|----------|
| Natural 1 | 0 | 0 | 0 | 0 |
| <0 | 1 | 2 | 3 | 4 |
| 1 - 3 | 2 | 3 | 4 | 5 |
| 4 - 6 | 3 | 4 | 5 | 6 |
| 7 - 9 | 4 | 5 | 6 | 7 |
| 10-12 | 5 | 6 | 7 | 8 |
| 13-15 | 6 | 7 | 8 | 9 |
| 16-18 | 7 | 8 | 9 | 10 |
| 19-21 | 8 | 9 | 10 | 11 |
| 22+ | 9 | 10 | 11 | 12 |

-2 gems if in Rout / -1 gem if in HTH combat

Incantation Sequence

- 1) Choose Target
- 2) Calculate Difficulty
- 3) Expend Gems
- 4) Improve Mastery {expand gems for dice}
- 5) Counter magic {1 Gem & POW roll}
- 6) Absorb Spell {expend opposed gems}
- 7) Incantation test
- 8) Counter test
- 9) Measure Distance

Must be in Range & LOS to Counter or Absorb

Mana Opposition
 Air opposes Earth
 Water opposed Fire
 Light opposes Dark
 Dark opposes Everything {including Darkness}