

TURN & PHASE STRUCTURE (pp. 38-40)

A game = several **Rounds**; each round = one **Turn** per player. In a turn one player is **Active**, the other(s) **Reactive**; when the Active Player finishes, roles swap. Only one player is Active at a time.

The Active Player runs 4 phases:

- i. **Strategic Phase** — Active Player's models may declare applicable Abilities, Items, Stratagems (Leader's Stratagems **only** here).
- ii. **Upkeep Phase** — **all** players allocate AP to every eligible model, equal to its **Stamina**.
- iii. **Tactical Phase** — a series of Activation Sequences (below). Ends when the Active Player has no eligible models left or stops voluntarily.
- iv. **End Phase** — resolve applicable effects; **both** players discard unspent AP.

You need not activate every model; activate in any order, and you may switch models before one has spent all its AP.

ACTIVATION SEQUENCE — 5 STEPS (pp. 41-44)

- 1) **Activation Step.** Active Player spends 1 AP of a model to activate it (it suffers any "on activation" effects).
- 2) **Movement Step.** Declare Normal or Special Movement + all Skills relevant to it (Dash, Climbing, Leap, Flight, Flicker...). The model may enter/cancel **Crouched** at the start or end. Then move; the declared path must be shown.
- 3) **Reaction Step.** Reactive Player declares reacting models and each one's Action — see the **REACTIONS** box below.
- 4) **Action Step.** The activated model declares a Normal or Special Action; for an Attack — targets & means.
- 5) **Resolution Step.** Apply modifiers → make all rolls (incl. Confrontation, p. 28) → Hits make Damage Rolls; targets may roll T/AG etc. to prevent. Damage, effects & abilities apply **simultaneously**; States/Wounds/Skill results last. If two effects can't be simultaneous, the **Active player** picks the order.

REACTIONS (p. 42)

- Cost: 1 AP per model; several models may react to one activation — declare each one's Action. A Reaction may target **only the activated model**.
- Needs **LoS** to the activated model at any point of its Movement; if it moves inside your **Awareness**, you may react with **Dodge** even without LoS.

What a reacting model may declare (Normal Actions only; Special Actions and Special Movement — never):

Attack — declare type & means (Ranged/Melee, Skills, Items, Combat Arts); reactor's STK = **1**. Ranged: also declare the exact visible point on the target's path.

Dodge — the only Reaction available without LoS (if the target is within Awareness).

Assist — targeting itself or other allies (e.g. protective spells).

Perceive — vs the token (e.g. Shrouded) of the activated model within Awareness; with LoS it converts into an Attack vs Shrouded/Flying (below).

Nothing — do nothing (incl. forced, e.g. while Panicked).

If the model is Engaged — only Melee Attack / Assist (self) / Dodge.

Attack of Opportunity: you may react mid-movement — at the point where the enemy (allegedly) enters your Melee Reach; then measure. Out of Reach → no effect, and after an AoO (even a failed one) that model may not declare another Reaction this Sequence. A Ranged AoO vs a model moving toward you is legal; if it then declares Melee Attack, Confrontation triggers. Modifiers apply as usual.

Vs Shrouded/Flying attacker: a reactor that declared Dodge or Perceive with LoS may convert it into an Attack right after the enemy's Action Step.

MOVEMENT (pp. 20, 51-52)

Normal:

Idle — stay put; may rotate (changes LoS). Required before a Special Action.

Walk — move up to SPD.

Special (if declared, the Action Step can only be Nothing):

Climb — SPD halved (round up); crosses vertical surfaces higher than the Hitbox. Any Action other than Nothing while on the wall → the model falls (Fall Damage). May end movement on the wall.

Jump — distance up to ½ SPD, measured straight/diagonal/parabolic. Too far but Hitbox top reaches the ledge → pull up onto the edge; otherwise fall vertically at ½ SPD (check Fall Damage).

Run — move up to 2× SPD.

General: path must be declared; 360° LoS while moving; may pass through allies, never enemies; base contact with an enemy **ends** movement; can't end overlapping Hitboxes; obstacles ≤ own Hitbox height cost nothing; ladders/surfaces narrower than the base cost **double**.

NORMAL ACTIONS (pp. 53-58)

Ordinary Actions: declared **both on activation and as a Reaction** — unlike Special Actions, which require declaring Idle first and are never Reactions. There are eight:

Assist — target self or allies (LoS req.) with declared Skills/Items/support Spells; STK>1 may split among that many targets.

Attack — see box below.

Death Blow — in base contact with an **Incapacitated** enemy: it becomes Dead automatically, no roll.

Dodge — AG roll (1 die); success ignores non-critical Hits. No LoS at any point of the enemy's move → roll at **halved AG**. Even on a fail, at the end of Resolution: move up to ½ SPD (rounded up) any direction and/or enter/cancel Crouched. Engaged model may **disengage** out of Reach (even on a fail). Multiple attackers → separate AG roll vs each. Can fall off edges (Fall Damage).

Interact — in base contact with a Quest object; roll the attribute the Quest specifies.

Nothing — do nothing (mandatory after Special Movement).

Perceive — INT roll vs a token (Shrouded, Intrigue...) within Awareness (LoS unless stated); success reveals it.

Trade — exchange any number of **acquired** (not default) Items with an ally in base contact.

SPECIAL ACTIONS (pp. 59-60) — must declare IDLE first; never as Reaction

Issue a Duel — original party members only. If accepted, both champions' AP reset to Stamina; nobody else acts; interference = auto-loss. Ends (and the game ends) when one is Incapacitated/Dead; winner +6 VP, draw 3/3.

Ritual — cast a Conjunction Spell with no roll (pay Mana; summon in base contact) or Spells castable only via Ritual.

Uncover — halved INT roll: cancel **Hidden** on all enemy models/Items within Awareness.

ATTACK (pp. 53-57)

Declare Skill(s) + one Combat Art + **1 Item or 1 Spell**. Success: roll ≤ the modified attribute (and beat the enemy's rolls in Confrontation).

Attribute: Melee Item — OFF (active) / DEF (reactive); Ranged Item — ACC; Spell — INT (unless stated). Unarmed & Shield Bash always available (Unkeen; PW T / T or AG-3; Shield Bash: Knockback 1).

Strike: dice rolled = modified STK. Reacting model's STK = **1**. Active STK>1 may split among that many targets; Confrontation resolves per target per Strike.

Reactive Ranged Attack: also declare the exact visible point on the mover's path where it gets shot.

Damage: roll ≤ PW — ARM → 1 Wound (example p. 44).

COVER — VS RANGED ATTACKS (pp. 55-56)

Light Cover — attacker –2	Heavy Cover — attacker –4
Object smaller/thinner than the model; being Crouched ; on higher ground, partially obscured by perspective.	Object both taller and wider than the model; solid wall on elevated ground.

Requires being within 1" of scenery higher than the base that at least partly hides the Hitbox from the attacker's LoS. If the model leaves that 1" at any point of its move, it may be shot at that moment. Targetless (e.g. AoE at the ground) ignores the Cover

modifier. Decide heavy vs light per terrain piece before the game.

(RANGED) FRIENDLY FIRE (p. 57)

Ranged Attack without AoE vs an enemy in base contact with your ally: stacking **−4 per such ally**; a roll of **17-20** hits one of those allies (opponent picks if several).

ENGAGED (pp. 54-55)

You are Engaged if, at the end of a Resolution Step or of a Phase, you are inside an enemy's Melee Reach + LoS. While Engaged: movement only **Idle** or **Walk straight toward** an engager; Actions only **Melee Attack / Assist (self) / Dodge**. Ends by leaving Reach, disengaging via Dodge, or rendering the engager Incapacitated / Petrified / Crouched / Dead. Auto-LoS to all engagers, but no reacting outside Awareness.

FALL DAMAGE (p. 29)

Falling farther than ½ SPD (vertical): one AG roll per ½-SPD interval of the fall; each failed roll = 1 Wound. (SPD 6 → roll per 3"; a 5" fall = 1 roll, 7" = 2.)

DICE ROLLS & MODIFIERS (pp. 17-18)

All rolls are **D20**. Success: result $\leq$ **the modified attribute**. Attack Roll — one die per STK; each success = a Hit. Damage Roll — one die per Hit; success on a result $\leq$ **PW − ARM** → 1 Wound (−1 HP). Modifiers stack; they apply after the declaration, before the rolls. Attribute reduced to 0 → **auto-fail** (except Damage Rolls); it can't go below 0. Attribute above 20 → a result of **2** is also a Critical Hit. Halving/doubling applies **after** flat modifiers, rounding up after each instance; a halving + a doubling cancel each other out. Reroll (granted by abilities) fully replaces the previous result. STK can't be modified below 1; you may roll fewer dice than STK. A model that suffers a Hit may rotate and adjust its LoS.

CRITICAL HIT (p. 27)

A roll of **1** during an Attack = Critical Hit: the target's ARM becomes 0 for that Hit, and it **beats all** of the opponent's Confrontation rolls. If both sides score crits — **both** suffer the Hit, with all effects.

CONFRONTATION (p. 28)

Occurs **only** when opposing models declare Attack against each other. Rolls are simultaneous.

A successful Confrontation roll: result $\leq$ your modified attribute **and higher** than the enemy's successful rolls. Each successful roll negates all enemy rolls with an equal or lower result. The winner — whoever keeps at least one successful roll — is the **only** one who delivers Hits.

Rerolls after all rolls: the **Reactive** player decides first, then the Active player.

Example: B's attribute 12, roll 8; A's attribute 13, rolls 6 and 11. B's 8 negates A's 6, but A's 11 beats the 8 and is within A's attribute → A wins, B suffers 1 Hit, B's Attack is negated.

LINE OF SIGHT & AWARENESS (pp. 20-22)

LoS — an unobstructed straight line from Hitbox to Hitbox. Unless stated otherwise, drawn only from the **Front arc** (the Hitbox splits into 180° Front/Back arcs). Obscured by models (even your own!) and scenery. 360° while moving; a model always has LoS to itself; check any time.

Awareness — an area around the model with a radius in inches equal to **AG**, measured from the base edge. A model is within it if its Hitbox touches or is inside the area.

STATES — QUICK LIST (pp. 61-64)

Bleeding — T roll each own Strategic Phase; fail = 1 Wound.

Blinded — No LoS (except self); only Assist / Dodge / Nothing.

Confused — OFF, DEF, ACC, INT, AG, M halved.

Crippled — SPD and AG halved.

Crouched — Hitbox = base; SPD & ARM halved; Attack STK = 1; can't engage; move only Walk/Idle; cancel in own Movement Step or via Dodge.

Dead — Effectively out of play; no AP, no abilities; blocks nothing but can't be ended on.

Engaged — See the Engaged box.

Fatigued — No AP regained in Upkeep; ends at own next Strategic Phase.

Flying — 2× SPD; melee STK 1; moves over everything; no Cover; universal LoS both ways; no engaging; melee only vs other flyers.

Immobilized — No Movement / Special Movement / Special Action; cancel via successful Dodge (AG or T).

Incapacitated — HP 0: auto-Crouched, no AP/abilities; another Wound = Dead; cancel by regaining 1 HP.

Panicked — M roll at each activation/Reaction; fail (active) = full Run to nearest open field edge (off edge = casualty); fail (reactive) = only Dodge toward an edge or Nothing.

Poisoned — T roll at −6 each own Strategic Phase; fail = 1 Wound.

Shrouded — Represented by a token; only Perceive can target it; attacking reveals but gains Surprise Attack; identity is private info.

Slowed — SPD halved.

Weakened — T halved; −1 Stamina.