UNIT ACTIONS

MANEUVER:
PIVOT ➜ MOVE SPD ➜ PIVOT

MARCH:
MOVE x2 SPD ➜ PIVOT

CHARGE:
PIVOT ➜ MOVE SPD + 1D6 ➜ ATTACK

ATTACK ⚔ **:**
SHIFT / CHANGE FACING ➜ ATTACK

ATTACK 🏹 **:**
SHIFT up to 2" ➜ ATTACK

RETREAT:
MOVE SPD + 1D6 ➜ PIVOT

CONDITIONS

Enemies expend Condition tokens
to cause the following effects:

PANICKED: Expend this token after an enemy rolls a Morale Test to force them to re-roll any/all of those dice.

VULNERABLE: Expend this token after an enemy rolls Defense Dice to force them to re-roll any/all of those dice.

WEAKENED: Expend this token after an enemy rolls Attack Dice to force them to re-roll any/all of those dice.

ORDERS

Order Abilities may be activated once per round.

Each lists a trigger showing when they can be activated, as well as their effect. Place an Order token on the Ability to show it has been used this round.

ATTACK BONUSES

CHARGE BONUS: *Re-roll any Attack dice.*

FLANK: *Defenders suffer -1 to Defense Save rolls and -1 to their Panic Test roll.*

REAR: *Defenders suffer -2 to their Defense Save rolls and -2 to their Panic Test roll.*

DISORDERLY CHARGE

If the attacker rolls a 1 for their Charge Distance, they do not gain Charge Bonuses and the attacker may not play Tactics cards for the remainder of the action.

SURGE FORTH!

If the attacker destroys an enemy with a Melee Attack, they may make 1 free Maneuver action. All other friendly units engaged with that enemy may make a free pivot.

HOW TO DECIDE TURN ORDER S04

• After selecting terrain, both players roll a D6. Winner picks and places first terrain piece.
• Both players then roll a D6 for deployment sides. Winner of the roll decides which player gets to picks their deployment side.
• The player who picked their deployment side decides which player deploys the first unit.
• The player who did NOT pick their deployment side decides which player goes first in round one.

ATTACK ABILITIES

CRITICAL BLOW: *For each Attack Die roll of 6, Defender suffers +1 Hit.*

PRECISION: *For each Attack Die roll of 6, the Defender does not roll a Defense Die, but instead suffers 1 Wound.*

SUNDERING: *Defender suffer -1 to Defense Dice rolls.*

VICIOUS: *Defender suffers -2 to their Panic Test.*

PANIC TESTS

Panic Tests are the most common type of Morale Test. (Non-panic morale tests do not roll a D3 since they do not incur wounds on a failure)

When a unit suffers a Panic Test it must roll two D6 dice and the D3 die. If the combined result of the two D6 dice is less than the unit's Morale Stat, they have failed this test and suffer a number of Wounds equal to the D3 result.

TERRAIN RULES

• **BLOCKS LINE OF SIGHT:** Line of Sight may not be traced through this Terrain piece by units not inside this Terrain piece.
• **COVER:** When tracing Line of Sight for Ranged Attacks, Line of Sight may not be traced through this terrain piece by units not inside this terrain piece.
• **DANGEROUS:** Units performing Actions while in this terrain piece suffer D3+1 Wounds before resolving that Action. Units moving into this terrain piece suffer D3+1 Wounds (unit only suffers damage once during a Charge).
• **DESTRUCTIBLE:** While in 1" of this Terrain piece, units may perform a Melee Attack Action targeting it to automatically remove it from play.
• **ELEVATED:** Units on this Terrain piece may ignore intervening units and Terrain when making Ranged Attacks.
• **FORTIFIED:** If the Attacker moved through or ended on this Terrain piece during a Charge, the defender gains +1 to their Defense Dice Rolls vs. their attack.
• **HINDERING:** If the Attacker moved through or ended on this Terrain piece during a Charge, they do not gain their Charge Bonus.
• **HORRIFIC:** While within Short Range of this Terrain piece, units suffer -1 to Morale Test rolls.
• **IMPASSABLE:** Units may pivot over, but otherwise never move into, through, or end overlapping, this Terrain piece.
• **INSPIRING:** While within Short Range of this Terrain piece, units gain +1 to Morale Test rolls.
• **ROUGH:** Units moving into, out of, or through this Terrain piece subtract 1" from the total distance they would move.

TERRAIN NAME (2D6 ROLL SUM): KEYWORDS
• **CORPSE PILE** (Rolls of 2-3): Hindering, Horrific
• **BOG** (Rolls of 4) Hindering, Rough
• **PALISADE** (Rolls of 5): Blocks Line Of Sight, Destructible, Impassable
• **HEADGE** (Rolls of 6): Cover, Destructable, Rough
• **PLAYER'S CHOICE** (Rolls of 7): Player may pick any terrain.
• **WALL** (Rolls of 8): Destructible, Fortified, Hindering
• **STAKES** (Rolls of 9): Dangerous, Destructible
• **FOREST** (Rolls of 10): Cover, Fortified
• **WEIRWOOD** Tree (Rolls of 11-12): Inspiring