

# BEFORE BATTLE

## Build Your Army

1. Select 3 Core units up to 10 points
2. Select 2 Elite units up to 10 points

All units must be distinct, but you can use a single and double version of the same unit. E.g. A 6 model Gobbo Warrior squad and a 12 model Gobbo Warrior squad.

## Select Your Distractions

These are units you do not have in your army you want to scare the opponent with.

1. Select 1 Core unit
2. For each Elite unit type in your army, select 1 Elite unit of that type

# MEET YOUR OPPONENT

## Reveal your armies

Show the opponent the army with the distractions built in. For core units, show them all at level 1. For elites, show them at the actual level. Talk through what might be appearing.

Place your army face down in front of you.

## Select your weapons

Pick up to 5 points worth of weaponry and assign it to your units. Units say what type of equipment and what levels can be equipped to them.

When choosing weapons, each unit can have up to one melee weapon, one shield, and one ranged weapon. Duplicates are not allowed in your army.

Place the weapons facedown with the units that have them equipped.

## Roll to Start

One player will choose who deploys first, and the other player chooses who takes the first turn. Roll to see who gets to choose deployment or choose who gets the first turn.

## Deploy

Take turns deploying your units face down in the first two rows of the battlefield.

# BATTLE

The battle takes place over 6 rounds, with each player taking a turn per round. Each turn has an actions phase and a combat phase.

## Actions

Select units one by one to take an action. Each unit can only act once.

The possible actions are:

1. Move – Optionally turn once, then move up to your Speed straight forward.
2. Hustle – Move your Speed forward, then roll a die. On a 4+, move an extra square.
3. Turn – Turn up to twice.
4. Shoot – Optionally turn once, then shoot a ranged weapon

After an action, if you are adjacent to an enemy unit and either you face them, or they face you, you are in combat.

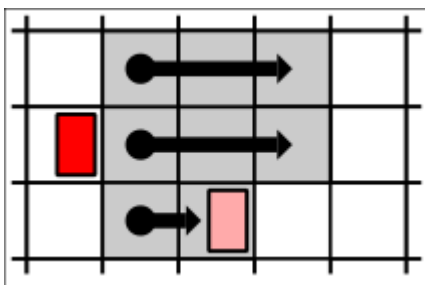
## Shooting

Units with ranged weapons can fire at enemy units. These units can't be in combat.

Select one of the three cells in front of the unit. I.e. the cell the unit is facing, and the cells beside it.

Choose an enemy unit within the weapons range of cells. This unit may not be obscured by another unit.

For example, the unit on the left has a range of 3. It can shoot the highlighted 8 cells. One cell is safe as another unit is in the way.



Roll an attack die for each model in the unit, up to the unit's front rank. For each roll equal to or greater than the unit's ranged stat, you get a hit.

Your opponent rolls to block these attacks. Remove wounds from the unit for any unsaved hits.

## Combat

A combat is a group of two or more opposing units, where one unit is facing the other. That may mean several units if there are attacks in the rear or flanks.

### Who attacks first?

1. If a unit has been attacked in the rear, it will not get to attack.
2. If a unit is attacking in the flank or rear, it attacks first.
3. If a unit has charged (moved 2 or more spaces into the combat), they attack first.
4. Everyone else fights at the same time.

Some cards have effects that change this order. E.g. a unit with spears that has been charged will fight before the unit that charged it.

## Combat

Roll a number of attacks for each model in the unit, up to the unit's front rank. For each roll equal to or greater than the unit's melee stat, you get a hit.

E.g. A unit with 9 models, each with 2 attacks, and a fighting rank of 6, will roll 12 dice.

For each hit, the opponent gets a chance to block. They roll a block die, and save the wound if they roll equal to or greater than the block stat.

### Combat resolution

If units are still fighting after combat, determine combat resolution. The winner of the combat is the person that did the most wounds. If there are lots of units fighting in the combat, this is all added together.

Each unit on the losing side in a combat rolls to flee.

### Fleeing

A unit's resolve is based on how many models from the original unit are still alive.

25% or less – 6+ or the unit flees.

50% or less – 4+ or the unit flees.

Over 50% - 2+ or the unit flees.

If a unit flees, turn it to face its owner's board edge and run the units full movement. If it leaves the table, it dies. If it can't move the full distance, roll a flee dice for each model in the unit. Any models that flee die.

### Reforming

After combat, each unit that did not flee can turn up to 180 degrees. If this brings them into a new combat, they do not fight again this turn.