



## QUICK REFERENCE

### *Turn Order*

- Initiative: Roll to see who goes first in each of the following phases.
- Wizard Phase: Each player activates their wizard plus up to 3 soldiers within 3".
- Apprentice Phase: Each player activates their apprentice plus up to 3 soldiers within 3".
- Soldier Phase: Each player activates all their soldiers that have not previously activated.
- Creature Phase: All non-controlled creatures activate.

### *Activation*

All figures normally have 2 actions.

#### ACTIONS

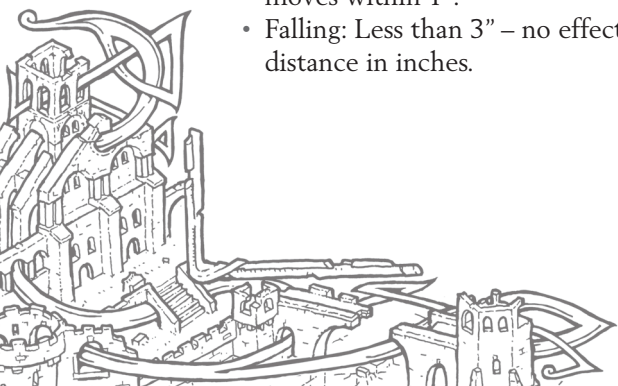
- Move (must use one activation).
- 2nd Move (1/2 distance).
- Fight.
- Shoot.
- Cast spell.
- Pick up / drop treasure.
- Special.

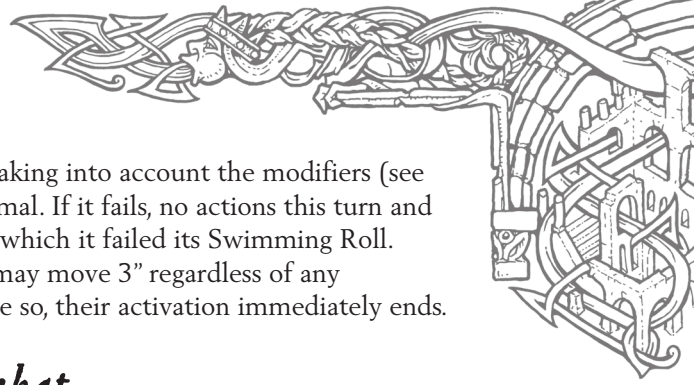
#### GROUP ACTIVATION

All figures in a group activation must move as their first action.

### *Movement*

- Climbing or Rough Ground: 2" for every 1" or partial 1".
- Jumping: Figures can jump up to 4" horizontally, but must have moved the same distance in a straight line.
- Combat: A figure In Combat may not move.
- Forcing Combat: A figure not In Combat may intercept an enemy figure that moves within 1".
- Falling: Less than 3" – no effect Greater than 3" – take damage = 1.5 x distance in inches.



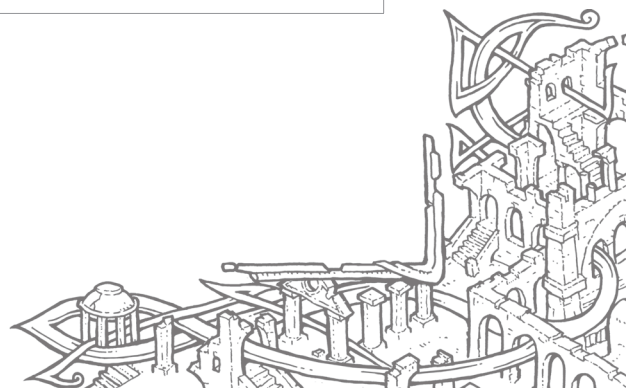


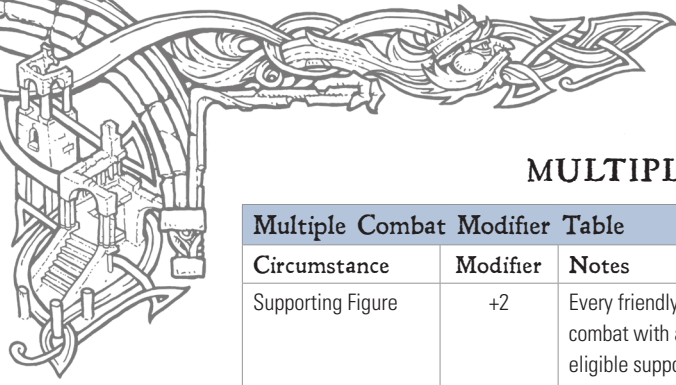
- Swimming: Make a Will Roll (TN5), taking into account the modifiers (see page 51). If successful activates as normal. If it fails, no actions this turn and takes damage equal to the amount by which it failed its Swimming Roll.
- Run for it: For its first action a figure may move 3” regardless of any movement penalties. After having done so, their activation immediately ends.

## Combat

- Both figures make a Combat Roll – roll a die and add the figure’s Fight stat and any other relevant modifiers (e.g. bonuses from magic or supporting figures).
- Determine the winner by comparing Combat Rolls – highest wins.
- Add any damage modifiers (such as +2 for a two-handed weapon or -1 for a dagger) to the winner’s Combat Roll.
- Subtract the opponent’s Armour stat from this total.
- Apply any damage multipliers (such as the Ice Toad’s x2)
- If the final total is greater than 0, subtract that many points from the loser’s Health. If it is 0 or negative, no damage is done.
- The winner now has the choice to remain in combat or push either themselves or their opponent back by 1”.

General Arms and Armour Table			
Weapon	Damage Modifier	Maximum Range	Notes
Dagger	-1	–	First dagger does not take up an item slot.
Hand Weapon	–	–	–
Two-Handed Weapon	+2	–	Takes up two item slots.
Staff	-1	–	-1 damage modifier to opponent in hand-to-hand combat
Bow	–	24”	Load and fire as a single action; must have a quiver
Crossbow	+2	24”	Load and fire as separate actions; may reload in place of movement; must have a quiver
Unarmed	-2	–	-2 Fight
Armour	Armour Modifier	Notes	
Shield	+1	May not be carried with a two-handed weapon or staff	
Light Armour	+1	–	
Heavy Armour	+2	-1 Move	





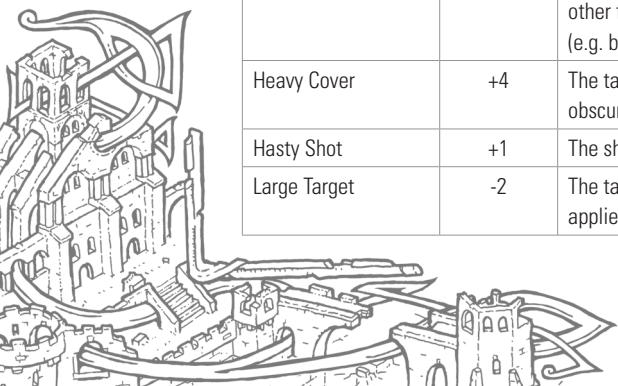
## MULTIPLE COMBAT

Multiple Combat Modifier Table		
Circumstance	Modifier	Notes
Supporting Figure	+2	Every friendly figure also in combat with the target figure and not in combat with another figure gives a +2. This is cumulative, so three eligible supporting figures would grant a +6 modifier. Note that only one figure per combat may end up with a modifier from supporting figures, so if both figures are eligible for a +2 modifier they cancel each other out and both figures fight at +0. Similarly, if one is eligible for a +4 modifier and the other for a +2, the first fights at +2 and the second at +0. A figure may never claim more than +6 from supporting figures.

## Shooting

- The shooter checks range and line of sight, then declares their target.
- The shooter makes a Shooting Roll – roll a die and add the figure’s Shoot stat.
- The target makes a Combat Roll – roll a die and add its Fight stat and any relevant shooting defence modifiers.
- Determine the winner by comparing the shooter’s Shooting Roll to the target’s Combat Roll – highest wins.
- If the target is the winner, or the scores are equal, the attack misses.
- If the shooter is the winner, add any damage modifiers (such as +2 for a crossbow) to the Shooting Roll.
- Subtract the opponent’s Armour stat from this total.
- Apply any damage multipliers.
- If the final total is greater than 0, subtract that many points from the target’s Health. If it is 0 or negative, no damage is done.

Shooting Defence Modifier Table		
Circumstance	Modifier	Notes
Intervening Terrain	+1	Every piece of intervening terrain between the shooter and the target gives a +1. This is cumulative, so three pieces of intervening terrain would provide a +3 modifier. Note that if the target is in base contact with a terrain piece, it counts as cover instead of intervening terrain. If the shooter is in base contact with a terrain piece, it does not count as intervening terrain, though it may block line of sight. Other figures do count as intervening terrain.
Light Cover	+2	The target is in contact with solid cover (e.g. rocks, walls, thick wood, other figures) that obscures up to half of its body, or with soft cover (e.g. bushes, undergrowth) that almost completely obscures its body.
Heavy Cover	+4	The target is in contact with solid cover that almost completely obscures its body.
Hasty Shot	+1	The shooter previously moved during this activation
Large Target	-2	The target is particularly tall or unusually broad. This normally only applies to creatures with the Large trait.





## Spell Casting

Roll a die. -2 to the roll if Apprentice. Roll must be equal to or greater than the Casting Number.

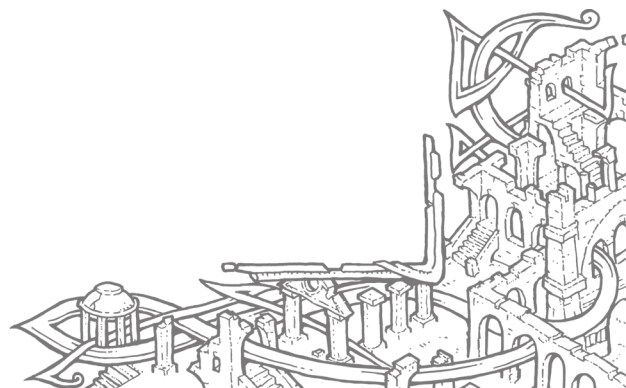
### EMPOWERING

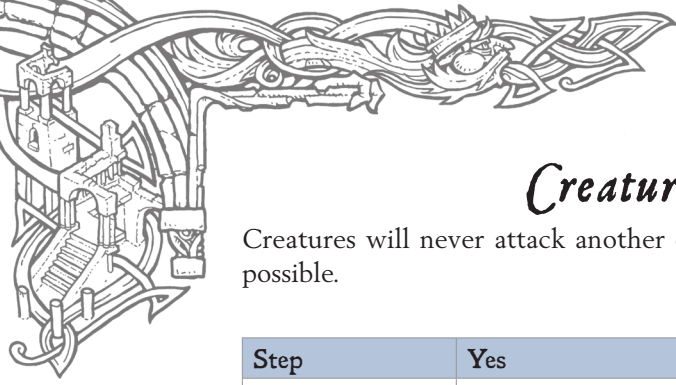
Increase Casting Roll by 1 for every 1 health spent.

Spell Failure Table	
Amount By Which Casting Roll Failed	Damage Taken by Spellcaster
1-4	None
5-9	1 Damage
10-19	2 Damage
20+	5 Damage

## Collecting Treasure

- Treasure cannot be picked up if an enemy is within 1”.
- A figure may only carry one treasure token.
- A figure carrying treasure has its Move halved.
- A figure carrying treasure that is armed with either a shield, two-handed weapon, staff, bow, or crossbow, is encumbered, and has -1 Fight as well as having its move halved.





## *Creature Actions*

Creatures will never attack another creature and will always force combat if possible.

Step	Yes	No
<b>1. Is the Creature in Combat?</b>	It will use its action to fight. If it wins the combat, it will choose to stay in combat. If a creature is in combat with more than one opponent, it will attack the one with the lowest current Health.	Proceed to Step 2
<b>2. Is there a Warband Member in Line of Sight?</b>	If the creature is armed with a missile weapon, and there is a warband member within range, it will shoot at the closest eligible target. It will take no second action. If the creature has no missile weapon, it will move as far as it can towards the closest visible warband member, climbing obstacles as necessary. The creature will move into combat if possible. If the creature has moved into combat and has an action remaining go to Step 1.	Proceed to Step 3
<b>3. Random Movement</b>	The creature will make its full Move in a random direction. If the creature moves into a wall or other obstacle, halt its movement at that point. Once this movement is complete, if the creature has an action remaining, check Step 2 once more – if no target has presented itself, the creature’s activation ends, and no second action is taken, otherwise, proceed with Step 2 as normal.	

## *Post-Game Sequence*

After each scenario, each player should follow these steps in this order:

- Injury and Death (page [73](#))
- Out of Game Spells (page [81](#))
- Experience and Level (page [82](#))
- Counting Treasure (page [85](#))
- Spend Treasure (page [103](#))

