

QUICK REFERENCE SHEET

SET-UP

- Roll one die at the start of the game, at +1 if your force is built on fewer points than your opponent's.
- The winner decides who will be the attacker and defender.
- The defender sets up the table.
- Players alternate deploying one unit anywhere on the table but no closer than 2x Medium from any enemy.

INITIATIVE

- Roll one die at the start of the game only, at +1 if you have more Legends than your opponent.
- The winner decides who takes the first turn.
- Play alternates thereafter.

ACTIVATION

- Roll one, two or three dice, your choice, for any unit you want to activate.
- Perform one action per success.
- If you fail on any dice, your opponent attempts one reaction per failure. Reactions happen before your actions.
- If you fail on two dice, your turn is over.

VICTORY CONDITIONS

- All of a force's Mortals are killed or run off the table.
- A force's God is dead and there are not enough Mortals to perform Invocation.
- A force loses its God, all its Legends and more than half of its Mortals.
- The scenario's specific victory conditions are met.

Action	Cost
Move	1 action per move
Close-order unit going from line into column or from column into line	1 action
Unit with Short Move moving through difficult terrain	2 actions
Perform a melee or ranged attack	1 action
Perform a Powerful attack or Aimed shot at +1	2 actions
Perform a Powerful attack or Aimed shot +2	3 actions (Legends and Gods only)
Perform a Powerful attack or Aimed shot +3	4 actions (Gods only)
Stand up	1 action
Use a special ability	1 or more actions (see description)
Other actions	As determined by scenario or player agreement

Melee Combat Modifiers	
Outnumbering	+1
Greatly outnumbering (more than double strength)	+2
Attacking a CO unit in column	+1
Attacking a Transfixed, Awed, or Knocked Down foe	+3
Powerful attack	+1, +2 or +3
Ambush bonus	+1
Mounted unit attacking a non-mounted unit of same or lower tier	+1
Defending an obstacle or fighting in elevated position	+1
Large creature attacking a smaller creature	+1

Ranged Combat Modifiers	
Target is behind cover or in woods	-1
Shooting at double range	-1
Shooting at triple range	-2
Target is Undead	-2 (unless shooter is a Legend or God)
Target is Big, Huge or Gargantuan	+1
Target is Transfixed	+3
Aimed shot	+1, +2 or +3
Shooter has the Good Shot Trait	+1

Casualties Between Different Tiers		
When a...	...takes a casualty from a...	...this is the result:
Mortal	Mortal, Legend or God	The Mortal dies.
Legend	Mortal	The Legend may turn the casualty into a Knocked Down result with a successful Quality test on one die.
Legend	Legend or God	The Legend dies.
God	Mortal or Legend	The God may turn the casualty into a recoil with a successful Quality test on one die.
God	God	The God dies.

Effects of Tied Melees		
If tied units are...	...and...	...this is the result:
Mortal or Legend	Mortal or Legend	Both units take a casualty. Armoured units win tied combats against non-Armoured opponents. Tied units then re-roll until the melee has a winner.
God	God	Clash of Titans: In a 1x Long radius, all Legends are Knocked Down and all Mortals are Awed.
God	Mortal or Legend	Both units take a casualty. Tied units then re-roll until the melee has a winner.