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Game: HELL DORADO	v1.4
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.	



BASICS

1 **fathom** = 1 inch on the tabletop. Distances may be measured at any time. A unit is considered inside an area when any part of its base is inside the area.

Miniatures do not have facing. They are in **contact** if their bases are touching or, if this is not physically possible, the figures themselves touch.

A **unit** is either a **lemure** or one of 3 ranks: **officer**, **independent** or **trooper**. Officers and independents with an identity are unique; troopers and anonymous independents may be used multiple times in a company.

A unit is defined by **keywords** that detail its rank, species, gender, religion, and magic.

A statistic on a red background is the basic value; one on a green background is the value when the unit is wounded. On the **life points bar**, numbers with a green background indicate the point from which the unit is considered wounded.

COMPANIES

The standard company size is 200 AP.

All members of the company must belong to the same faction. A company of any size has one **officer** only, and unique **independents** can be included only once. Non-unique independents can be included up to a number of times as indicated by the keyword **limited** or **unlimited**.

A company can't include more **troopers** (including mercenary troopers) than its total CMD. Units with the limited keyword can't be hired more than X times per 200 AP or fraction thereof. If limited troopers are hired, both limits must be taken into account.

Mercenary units can be recruited by companies of any faction. But if a mercenary officer leads the company, only mercenary faction units may make up the company. A mercenary independent's CMD can't be used to include troopers from a non-mercenary faction.

GAME TURN

Before beginning a battle, each player determines his **initial dominance**: the total CMD of all his officers and independents, plus the number of non-insignificant units, plus any *first contact* values.

On a tie, the player with the most units is dominant, on a further tie, the player whose officer has the highest CMD, and on a further tie, determine randomly.

At the beginning of subsequent turns, the player who has lost the least non-*insignificant* units is dominant for the turn.

UPKEEP PHASE

1. Reset Command Pools

Each player's **Command Pool** is reset to the total CMD of his company.

2. Determine Dominance

At the beginning of turns other than the first, the player who has lost the least non-*insignificant* units is **dominant** for the turn.

3. Damage and Healing

Players simultaneously inflict and heal any appropriate damage.

4. Resolve Special Abilities

Players resolve any other powers, orders, auras and abilities that have an effect during this phase. If there are any timing problems, the dominant player chooses the order of resolution.

ACTION PHASE

Players alternate activating their units one by one, starting with a player chosen by the dominant player. A unit may only be activated once per turn, and all units must be activated every turn (though you may choose to not perform an action with a free activated unit). An engaged unit *must* act when activated.

When you must activate a unit and you have fewer units than your opponent, you may choose to skip your activation. However you cannot skip the first unit activated each turn.

Passive powers can be used any time during a unit's activation, even before or after (not during) an attack sequence or ranged attack.

Free powers can be used any time during this phase, whether the unit is activated or not and even during an enemy's activation, but never during an attack sequence or ranged attack.

When you activate a unit, choose one of the following actions and announce it:

a. Walk

A free unit (only) may move up to a number of fathoms equal to its MVT. It may not end its activation in contact with an enemy, but may enter an enemy control area.

b. Run

A free unit (only) must move a number of fathoms equal to its MVT, and up to twice its MVT. It may not end its activation in contact with an enemy, but may enter an enemy control area.

c. Attack

A free unit (only) may **walk**, but must end its activation in contact with an enemy, triggering an attack.

d. Charge

A free unit (only) **runs**, but must end its activation in contact with an enemy, triggering an attack affected by charge modifiers.

e. Shoot

A free unit (only) may perform a **ranged attack** against an eligible target, and may **walk** before or after shooting. It may not end its activation in contact with an enemy.

f. Retreat

An engaged unit (only) immediately suffers a one-sided attack from one of its opponents, to which it cannot retaliate. If possible, it then **runs** (it may not come in contact with an enemy).

If the enemy has less than 1 attack die, the attack is canceled and the retreating unit may instead **walk**, **run**, or **charge**. If the enemy is *harmless*, the attack is canceled and the retreating unit may instead **walk**, **run**, **attack**, **charge**, **shoot**, or **concentrate**.

If the retreating unit does change its action for either of these reasons, it must first leave contact with the enemy.

g. Concentration

A unit may use an **active power**, and may **walk** before or after using its power if it is free.

It may not end its activation in contact with an enemy.

An engaged unit may not move and triggers an attack affected by concentration modifiers with one of the non-*harmless* units it is engaged with. If the outcome is a change of state for the unit, the power has no effect (but costs are still paid).

h. Focus

A unit may use an **exhausting power**, and may not move.

An engaged unit may not move and one of the non-*harmless* units it is in contact with may make a one-sided attack against it. If the outcome is a change of state for the unit, the power has no effect (but costs are still paid).

i. Melee

The unit triggers an **attack** against an enemy in contact. This action may only be performed by an engaged unit.

If the unit is engaged by only one enemy, it may move anywhere it could normally move as long as it stays in contact. If it comes in contact with another enemy during this move, it may choose which unit it wants to attack.

If the unit is engaged by multiple enemies, it may not move, but may choose which enemy it wants to attack. If only one of the enemies has a CBT that isn't '-', it can move as long as it stays in contact with that enemy.

MOVEMENT

A moving unit does not have to move in a straight line, and may not move across the base of another miniature.

A miniature has a **control area** of 1 fathom; an engaged miniature loses its control area.

A unit **entering the control area** of an enemy may either:

- continue its movement to engage the enemy by the most direct route (even if this means it enters another control area); or
- approach as above, but stop moving before making contact; or
- stop moving immediately.

A unit simultaneously **entering the control area of an several enemies** may either:

- pick one of the enemies and engage it as above (this may take it out of the control areas of one or more of the other units); or
- move to simultaneously engage several enemies; or
- stop moving immediately.

A unit **beginning its activation in the control area** of one or more enemies may either:

- perform an action to allow it to engage its enemy as directly as possible; or
- **concentrate**, **focus** or **shoot**; or
- pay 1 Command point per control area it is in at the beginning of its activation to either move around the control area it is in without engaging the miniature exerting the area(s), or leave the control area(s) (this is not an order); or
- choose not to act.

COMBAT

CLOSE COMBAT

An attack sequence can only involve 2 units; all other units in contact only provide **support**. A unit cannot attack allied units.

A unit without a CBT stat can never engage in combat; any attack against such a unit is one-sided.

Once the attack sequence has begun, most powers and passive or free abilities cannot be used until it is over.

1. Roll Combat Dice

Both players roll dice equal to the Combat (CBT) of their unit, modified by appropriate bonuses and penalties.

Each die that rolls a number equal to or greater than the target's Defense (DEF) scores a hit. A die that rolls a miss may be re-rolled only once.

A maximum of 5 dice can be rolled; extras are taken as re-rolls. **A unit may have a maximum of 5 dice and 5 re-rolls.** Each die over 10 inflicts 1 automatic damage point even if no hits are scored, and Protection (PR) is ignored.

2. Apply Attack Roll Results

Check the **power table** of the weapons used. Damage is inflicted first, then any changes of state or special effects occur. A player may choose to reduce the number of hits he inflicts.

Subtract the defender's PR from the damage to find the total number of Life Points the defender loses. Damage is inflicted simultaneously, as are special effects (even if a unit dies).

3. Remove Casualties

Units whose LPs reach or fall below 0 are dead.

Units may become free or remain engaged.

SPECIAL SITUATIONS

Charge: A unit charging has a -1 CBT penalty.

One-Sided Attacks: The attack sequence takes place as normal, but one of the units does not roll dice as they don't fight.

Attacking From Above: A unit standing on ground at least ½ fathom higher than its opponent gets +1 CBT. No contact may occur between the two if the lower unit's head is lower than the higher unit's base.

Concentration: When a unit performs a *Concentration* action while engaged by a non-harmless unit, it attacks at the beginning of its activation with -1 CBT and -1 DEF.

One-Sided Attacks During Retreat: When a unit suffers a one-sided attack because of a *Retreat* action, only the enemy gets an attack roll.

One-Sided Attacks During Focus: When a unit suffers a one-sided attack because of a *Focus* action, only the enemy gets an attack roll and the focusing unit suffers -1 DEF.

Support: A unit gets a +1 CBT **support bonus** for each allied unit that is able to fight and is engaging the same enemy unit. A unit may provide a support bonus multiple times in a turn.

Weapon Damage Types: If a weapon lists several types of damage, the controlling player chooses the type. If no type is indicated it inflicts damage with no type.

Multiple Weapons: If a unit carries several weapons, the controlling player states which eligible weapon being used for the current attack before rolling dice. If he does not, the defender may choose which power table is used to inflict damage.

RANGED COMBAT

The target unit cannot respond to the attack. A unit cannot shoot allied units. Ranged attacks are called **shots**.

1. Choose a Target

The active unit must target the unit nearest to them, however the shooter can choose the next nearest target if:

- the nearest target is in cover that bestows a Protection bonus equal to or greater than its natural Protection (this may apply multiple times);
- the nearest target is engaged; or
- the enemy unit cannot be a target (eg due to ability or aura).

Allied units cannot be targets unless they temporarily become enemy units.

1. Check Cover and Line of Fire

There is a clear line of fire (LOF) between shooter and target if you can draw an imaginary line between the center of the shooter's base at head height and any part of the target. LOF is never blocked by other units.

If the target is in cover, it receives extra Protection, depending on its base size, if at least 50% of it is concealed and it is a fathom or less away from the cover.

Target's Base Size	Cover Bonus to Target's PR
Regular	3
Large	2
Extra Large	1

3. Measure Distance

Measure the distance from the edge of one base to the other. There is no range limit to most throwing or ranged weapons.

The difficulty used for the shot is equal to the distance difficulty or the target's DEF, whichever is higher.

4. Roll Combat Dice

Roll a number of combat dice equal to the shooter's Shooting skill (SHS). This number of dice may be modified by the shooter's state or other modifiers.

Each die that rolls equal to or greater than the shot's difficulty scores a hit.

Distance	Range	Difficulty
No greater than weapon's range	Point blank	3
Greater than range, up to range x2	Short	4
Greater than range x2, up to range x3	Medium	5
Greater than range x3	Long	6

5. Apply Results

Check the power table of the weapon used to work out damage and/or special effects.

6. Remove Casualties

Units whose LPs reach or fall below 0 are dead.

Shooting into Close Combat

The shot takes place as normal, but the shot's difficulty is the highest value between the DEF of the target, the DEF of all units engaged by the target, and the difficulty imposed by the distance.

If the result is at least 1 hit, and if there are more odd scores than even scores on all the dice (whether they hit or not), the shot hits another of the engaged units, chosen randomly. Damage is then inflicted as normal (you may not reduce the number of hits).

If the shooter's target is *behind* an ongoing close combat, the same rules apply, but the victim is chosen from all the units whose bases are at least partially on the LOF.

If the shooter and/or target are on a higher level, the LOF is not blocked and the shot takes place as normal.

EXPLOSIONS & BLASTS

Explosions

A shooter using a weapon that produces explosions does not have to aim at the closest enemy and instead aims it at a point on the battlefield to which it has a free LOF.

By default, explosions affect a circular area of effect (AOE) with a 3 fathom radius.

Perform a normal ranged attack based on the distance difficulty. If at least 1 hit is scored, the shot hits: place the template with its center on the targeted spot.

All units touched by the template are affected. A unit fully in cover from the explosion's center is not affected.

If no hits are scored, the shot misses and inflicts no damage.

Explosive ammunition has 2 stats: **X for difficulty** and **Y for power**. These may be replaced by a state, in which case any unit even partially within the template will be affected by the state.

Roll 5d6 against each target affected. Each die that rolls equal to or greater than the explosion's difficulty scores a hit and inflicts damage equal to the explosion's power.

Total the damage from each hit (you may not reduce the number of hits), then subtract the unit's PR (no cover bonuses) to find the number of LP lost.

Blast Weapons

Place the blast template (the triangle 6 fathoms long and 2 wide at the base) with the tip of the cone in contact with the shooter's base (you do not have to aim at a specific target).

A shooting roll is not required. All units touched by the template are affected.

Cloud Blast Roll 5d6 against each target affected. Each die that rolls equal to or greater than the blast's difficulty scores a hit and inflicts damage equal to the blast's power.

Total the damage from each hit (you may not reduce the number of hits), then subtract the unit's PR (no cover bonuses) to find the number of LP lost.

Impact Blast Roll the shooter's SHS 5+ dice against the target closest to the shooter. After this is resolved, continue to the next closest target and roll dice equal to the number of misses that were rolled against the first target. Continue in this way until there are no targets left or no dice left to roll.

Targets may claim cover as normal, and a unit fully in cover is not affected. If 2 or more units are at the same distance from the shooter, determine randomly the order in which they are affected.

Explosions, Blasts & Close Combat

If an explosion or blast hits a unit engaging at least one enemy unit in the area of effect, the active player rolls d6.

On an even result, only the unit in the AOE is hit; on an odd result, one of the engaged units not in the AOE is hit as well (determine randomly between all units engaged by the initial target).

With an impact blast, apply the effects to the original target, then the engaged unit, then move on to other potential targets.

COMMAND & ORDERS

COMMAND

At the start of the game players total the **Command** of all their units on the battlefield. The total CMD of a company is only changed by the permanent loss of CMD points. Keep track of your available CMD points with a **CMD pool** of tokens.

When spending CMD to pay a cost, remove CMD points from your CMD pool. You cannot use an order if you don't have enough CMD points to pay for it.

When spending **permanent** CMD points, remove them from the total CMD of the company as well as from the CMD pool.

When a unit with a CMD stat is killed, remove CMD points equal to the killed unit's CMD from the total CMD of the company *and* the CMD pool.

If a unit enters the game after the first turn, add its CMD to the total CMD during the Upkeep phase of the following turn, before refreshing CMD pools.

If a unit leaves the game, subtract its CMD points as if it was eliminated.

Light and Dark Command

Light and dark CMD points function as normal, but some abilities can be paid for with either type of points or do different things depending on their relative amounts.

A unit contributing only light or dark CMD has a white or a black dot next to their CMD. If you have a faction using abilities affected by the amount of light or dark CMD, any unit without a dot on their card contributes any combination of dark or light CMD you choose, but this must be announced at the start of the game and may not change.

ORDERS

Orders obey the general rules for special effects and normally cost CMD points to use. Using an order is called *giving an order*; being affected by an order from a friendly unit is *receiving an order*. An order is received when given. An unstoppable order is never received, so it still affects units that can't receive orders.

A *legal target of an order* is any unit or game element that can be affected by the order. An order with a trigger can't be given without a legal target.

Orders with the keyword **unique** can only be used once per game.

There are 2 **special orders** that only officers can use:

Vae Soli

Free / 1 CMD

As long as a company has at least 1 unit able to use this order on the battlefield, the controlling player can spend 1 CMD point immediately after one of his units has finished its activation to activate a second unit immediately. This cannot be used to activate more than 2 units in a row.

Vae Victis

Free / 1 or 2 CMD

As long as a company has at least 1 unit able to use this order on the battlefield, the controlling player can give one of their units +1 CBT or SHS for 1 CMD, or +2 CBT or SHS for 2 CMD.

Use this order when the number of dice is being calculated for the roll. The bonus only lasts for the current attack sequence or shot, and is an exception to the rule that free triggered powers cannot be used during an attack sequence.

This order cannot be used with a shot with a blast affect weapon or when rolling for damage after using an explosive weapon.

As it has a free type trigger, this order can be used several times during any one Action phase even when an enemy is resolving an action. You cannot spend more than 2 CMD and so obtain a CBT or SHS bonus higher than 2 for any one shot or attack sequence.

MAGIC

AURAS

Auras obey the general rules for special effects, and can be **permanent** or **temporary** (lingering or instant). A unit with at least 1 aura is a **Mentalist**.

A lingering temporary aura only effects units while they are in its AOE; the effects end when they leave the it. The effects end if the unit producing the aura dies, or at the end of a turn if the unit is still alive. The effects of identical auras do not stack. Permanent auras are permanently in effect.

An instant temporary aura only effects units in its AOE when it is triggered. The effects end at the end of the turn, even if the unit triggering it is killed before that.

Normally, permanent auras do not affect the triggering unit and their effects don't stack with identically named auras. **Inclusive** auras do affect the triggering unit, and **cumulative** auras do stack with identically named auras.

LEMURES & SPELLS

An **Infernalist** can invoke any lemure to cast one spell if that lemure's miniature is available. A destroyed lemure is available again immediately.

Invoking a lemure is an *exhausting* power that requires a Focus action. Place the miniature on the battlefield in contact with the Infernalist's base but not in contact with an enemy unit. A lemure cannot be activated in the turn it was invoked.

When invoked, the owner must tell his opponent which of the invoking Infernalist's spells is associated with it. An Infernalist that can invoke several lemures can associate the same spell with any number of them.

Lemures are activated twice per Action phase. If a player controls a lemure that has not been activated and his opponent has no units left to activate, the lemure can only be activated once. Mark activated lemures with tokens, or turn the stat card 90° after the first activation and flip it over after the second.

Lemures can only perform their own specific actions, and can always perform them regardless of control area restrictions.

When performing an action a lemure can move up to a number of fathoms equal to its MVT *and* release its spell. It can engage an enemy, or break contact with an enemy, but this does not trigger any attack sequence. It may not make and break contact with a unit during the same activation (even with 2 enemies).

A lemure never runs, and they ignore control area effects. Only lemures with the *strider* ability may enter or end their turn in difficult terrain. Those with *burrower*, *intangible* or *levitation* may pass through difficult terrain, but may not end their move there unless they also have the *strider* ability. A lemure is not affected by the *attraction* ability.

As long as a lemure has not been activated twice during an Action phase, it counts toward the number of waiting units when working out inferiority of numbers.

Lemures normally have these special abilities: *harmless*, *elusive*, *insignificant*, *maverick* and *invulnerable*. The *elusive* ability can never be nullified and only protects a lemure from an *attack of opportunity*.

Any spell associated with a lemure is linked to the Infernalist. **Vanished** means the lemure associated with the spell is destroyed when it releases the spell. **Residual** means the lemure associated with the spell will not be destroyed when it releases it (these normally have ongoing effects affecting an area).

Each Infernalist can only control a maximum number of lemures simultaneously (X), and a total number throughout the game (Y).

When an Infernalist killed or eliminated, all the lemures he invoked and that are still on the battlefield disappear immediately without releasing their spells.



STATES

A unit whose state prevents it from giving any orders is also prevented from using its free orders.

However stats are modified, DEF cannot normally be reduced below 1 or above 5. Apply penalties, then check minimums and maximums; then apply bonuses, then check again. Raise or lower the stat accordingly if it is above or below the minimums or maximums at the time of checking.

X usually indicates the number of turns the state is applied to a unit. If there is no value and there must be a duration, X = 1.

Accelerated X

+2 MVT / Activation by reaction

The unit gets +2 MVT, and can be activated immediately after the activation of another unit from the same company (this does not require spending an additional CMD point). *Vae Soli* and *accelerated* can't be used to activate 3 units in a row.

Berserk X

Immediately cancels *wounded* and *immobilized* effects.

Immediately after having killed an enemy unit, roll 1d6: 1-3 the *berserk* unit stops all actions; 4-6 it must immediately move 2 fathoms towards the closest unit (if several are equally close, choose randomly). If it manages to engage this closest unit, an attack sequence begins immediately.

When a *berserk* unit hits its comrades, its controller rolls the dice, but the controller's opponent decides whether or not to reduce the number of hits.

A *berserk* unit never benefits from support when it attacks an ally. It cannot give or receive orders.

Brave X

+1 MVT / +1 SHS / +1 CBT / +1 FTH

Consumed (Type of Effect • Durable or Not • X/Y)

When triggered, the unit is immediately affected and **suffers X damage, ignoring PR, during each of the next Y Upkeep phases.** By performing a focus action, the unit can remove *all* non-durable *consumed* states on it.

Different types of *consumed* states can be inflicted concurrently. When affected by 2 effects of the same type, values X and Y are modified to take on the highest available value for each.

Controlled X

The unit becomes *controlled* by its controller's opponent for the next X activations / No orders / Limited actions

The unit can only walk, run, attack, charge, melee, shoot or retreat when activated and cannot give or receive orders, use its non-permanent auras or control lemons. Lemures already invoked by the unit are destroyed without releasing their spells. A *controlled* unit is not an ally of either company, though it still contributes to its original company's CMD. If killed while *controlled* its original controller loses CMD as normal.

Cursed X/Y

Once the *cursed* unit has finished all its re-rolls in an attack sequence, it is forced to re-roll up to X dice that scored hits (even dice that have already been re-rolled). This lasts Y turns.

Dead

A unit with 0 or less LP is *dead* and *eliminated*. A unit dying counts towards figuring which company has dominance at the beginning of the next turn.

Devoured

Eliminated / No actions, orders, or attacks (close or ranged)

This only affects units with a base area of smaller or equal size to that of the attacker. A unit with less than 10 LP (as its starting stat) is *devoured*. A unit with more LP must roll equal to or less than its current DEF on a d6 to avoid being *devoured*. A unit *devoured* and still alive suffers 3 damage, ignoring PR, during each Upkeep phase. If the devouring unit is killed, the *devoured* unit reappears and is played as though it had already been activated this turn. A unit cannot devour more than 1 unit at a time and must wait until one victim is dead before devouring another.

A *devoured* unit is considered eliminated (no actions, no orders, no attacks). If freed, it re-enters the game as usual.

Eliminated

The unit is removed from the battlefield and can't affect the game with its powers (or be affected by powers) or contribute its CMD to the company. Lingering or permanent effects and lemons originating from the *eliminated* unit end or are destroyed. An eliminated unit is not a loss towards dominance.

Immobilized X

-3 DEF / No actions, orders, or attacks (close or ranged) / No control area

The unit cannot do anything during its activation. It cannot respond to close combat attacks, so attacks against it are one-sided, and it cannot support allied units in combat. It cannot perform actions nor give or receive orders, and has no control area.

The unit must be activated X times before this state ends. Each time it is activated, one enemy engaging it may perform a one-sided attack against it. The attacking unit is not engaged, so it may perform an action (though only engaged actions when in contact with the *immobilized* unit).

Knocked Down

-2 CBT / -2 DEF / No actions (other than getting up) / No control area

During its next activation the unit gets up, but may not perform any other action, or give or receive orders or support allies while it is *knocked down* or during the activation it stands up. While *knocked down* it has no control area.

If the unit is the target of a close combat attack sequence, it immediately gets up to defend itself, but suffers -2 CBT, -2 DEF and may not give or receive orders during that sequence. If it survives it is no longer *knocked down* (unless *knocked down* again by that attack sequence).

Slowed

-2 MVT / Last to be activated

The unit is always the last to be activated in its company. If several are *slowed*, the controller may choose their activation order. Even the use of a *Vae Soli* cannot activate a *slowed* unit earlier. The unit must be activated X times before the state ends.

Stunned

-1 CBT / -1 DEF / No shooting, orders, or control area

The unit cannot give or receive orders, perform ranged attacks, and has no control area. The unit must be activated X times before the state ends (the state disappears at the end of the last of the X activations).

Wounded

-1 MVT / -1 SHS / -1 CBT / -1 DEF / -1 FTH

A unit is *wounded* when its LP are reduced to equal or below its **wound threshold**, or when affected by certain effects or special abilities. The statistics of a *wounded* unit are in green on its stat card; a unit with no *wounded* state on its card cannot be affected by this state. If caused by LP loss, the state is permanent unless a healing effect brings the LP up above the wound threshold again.

SPECIAL ABILITIES

Special abilities are active all the time. If marked with an * they cannot be used while the unit is *immobilized*, *knocked down*, or affected by something that prevents it from engaging units.

Advance Deployment X

The unit may be set up X fathoms farther out than the usual deployment zone, and after all units without this ability.

Ambush

The unit may be set up in any area of obstructive or opaque terrain (ie, almost anywhere on the battlefield) except within an enemy control area. It may also be deployed in its normal deployment zone. It is set up after all units without this ability, along with units with *advanced deployment*.

Ammunition Carrier*

The unit carries or makes the ammunition linked to a specific piece of artillery and cannot be used by another, even if the original is destroyed.

Arch-Enemy (Keyword) X

When the unit is in close combat with the specified enemy, it gets +X CBT and the enemy gets a bonus of +½X CBT.

Attack of Opportunity X

The unit automatically deals X damage to any enemy unit that enters its control area, ignoring PR. *Invulnerable* units take full damage. This has no effect when the unit moves towards an enemy unit and causes the enemy to enter into its control area. The unit cannot use this ability against a unit that somehow appears in contact with it (thus removing its control area) unless it has some way of retaining its control area while engaged.

Attraction 4

While the unit is free, any unengaged enemy unit that begins its activation within X fathoms must move into contact with it by the most direct route possible.

While thus affected, its movement is not limited by any control unit or difficult terrain. If, along the route, the affected unit must engage another enemy unit, it immediately stops and fights that unit. If a unit in this ability's area of effect can't engage an enemy unit (during its attraction move) with a charge or attack, then it is not affected by this ability during its activation. An unengaged unit that begins its activation within range of several *attraction* abilities can choose which it moves toward.

Berserker

The unit becomes *berserk* when it becomes *wounded*, and gets +2 CBT and -1 DEF. If healed later and no longer *wounded*, it stops being *berserk*.

Bloodthirsty X

If the company has more dark than light CMD during the Upkeep phase (after resetting CMD pools) the unit, until the end of the turn, gets +X MVT, *teleportation* and, when receiving a *Vae Victus* order, up to 3 CMD may be spent on it to give it +3 instead of the normal 2.

Bodyguard*

The unit gives +1 PR (to a maximum of 3) to any allied units it is in contact with. This ability has no effect if it would be part of a series of bonuses that raise a unit's PR above 3.

Burrower

The unit's movement is not hindered by terrain, other units, or control areas during its movement (though it is at the beginning and end), but it cannot end its activation in the same place as another unit or impassable terrain. This ability cancels an *Attack of Opportunity* if the unit ends its activation in contact with an enemy unit with that ability.

A lemur with this ability may burrow under difficult terrain, but can only end its activation there if it also has the *Strider* ability.

Camouflage X

While in cover, this unit gets +X PR.

Chaotic Charge

The unit may move up to triple its MVT when charging.

Charisma X

Other allied units within 4 fathoms of this unit get +X CBT. A unit may only benefit from one copy of this ability (the highest) per attack sequence.

Combat Sense

The unit gets +1 DEF in close combat attack sequences.

Concentrated

If the unit performs a concentrated action while engaged, work out without the normal concentration drawbacks. If the unit performs a focus action while engaged, the sequence is not one-sided and a normal attack sequence is triggered instead.

Counter Attack

During an attack sequence that the unit is fighting in, any dice rolled by the unit's opponent that score a 1 cause the opponent to take 1 damage (added to the total that the unit with this ability causes during the attack sequence before PR is subtracted). If the unit with this ability's DEF is reduced to 1, this ability no longer has an effect. Rolls are not final until all re-rolls have been taken.

Defensive Combat X

During any close combat sequence, the unit can reduce its CBT by X to reduce an opponent's CBT by X (after applying all other modifiers). Both units get to roll at least 1 die if their CBTs were at least 1 before this ability was used. This ability cannot be used when the unit with it is the target of a one-sided attack.

Defensive Shot

If contact is made with the unit while it has yet to be activated, is free, and has a ranged weapon available, it may take a point blank shot at the contacting enemy before close combat begins.

Demoralize

When the unit kills an enemy unit that has at least 1 CMD, the loss of total CMD and CMD pool is doubled.

Discretion X

This ability has no effect until the unit is engaged. The unit cannot be the target of a shoot or a charge action unless the attacking unit is within X fathoms. You cannot use an explosion or blast weapon if all the targets inside it are enemy units whose *discretion* abilities all affect the shooter. If a unit also has the *attraction* ability, that ability takes precedence.

Dodge X*

When standing, free, and becoming engaged, roll a d6 to *dodge*: on X or less, move up to 3 fathoms. The engaging unit cannot continue moving. This can only be attempted once per turn and other enemies cannot be contacted with the move. If the *dodge* move can't be made, it cannot be attempted. A unit that is *immobilized*, *knocked down*, or already engaged by a non-offensive unit can't use this ability.

Elusive

The unit's movement isn't affected by enemy control areas, and it can move through them without triggering effects. This ability cancels the *attack of opportunity* ability.

Emancipated

A lemur with this ability begins the game on the battlefield and cannot be invoked or associated with a spell.

Enlightened

If the company has more light than dark CMD during the Upkeep phase, after resetting CMD pools, the unit gets *fanatic* until the end of the turn.

Entangled

If the unit is engaging with another unit whose base is of equal or smaller size, the other unit cannot retreat.

Erratic Movement X

When targeted by a ranged attack, this unit gets +X DEF.

Evasive

The unit can't be chosen as the target of a close combat attack sequence by an enemy unit if there are other allied units engaged with the enemy unit. If all the units in contact with an opposing unit possess this ability, the player who controls them decides which will fight the enemy unit.

Expertise

The unit may perform a concentration action to use an exhausting ability instead of a focus action. Any power that usually requires a focus action may be used by performing a concentration action instead.

Fanatic

Instead of suffering the normal *wounded* modifier, the unit gets -1 MVT, -1 SHS, +1 CBT, +1 DEF, and +1 FTH (the unit's *fanatic* stats are in green on its card).

Fast

When performing a charge or a run action, the unit may move up to X fathoms further than it would normally.

Fierce X

If a unit opposing this unit during an attack sequence is getting at least one support bonus, this unit gets +X CBT.

First Contact X

When calculating initial dominance, the unit gives +X to its company's total.

Frenzy

When the unit performs a melee, charge or attack action, it triggers 2 attack sequences, one immediately after the other. If the unit is *knocked down* or *immobilized* after the first attack sequence, the second isn't fought. Charge penalties will affect both sequences.

Fury

When the unit performs a charge action, it doesn't suffer -1 CBT.

Harmless

The unit has no control area. A unit with no CBT (-) is always *harmless*.

Healer X

This is an exhausting ability. When used, the unit, or any allied unit it is in contact with, recovers X LP. *Invulnerable* units are not affected.

Huge

When the unit performs a retreat action, after the one-sided attack, and after leaving contact, it can then replace the retreat it is performing with a run, attack, or charge action.

Immunity (Keyword)

The unit takes no damage from the type of damage or attack specified (states associated with the damage are still applied).

Impressive

The unit can be targeted by a shooter even if it is not the closest unit. If the shooter has a clear line of fire to several units with this ability, it can choose one to target (it doesn't have to target any of them).

Insignificant

The unit is not counted when figuring dominance.

Intangible

While moving, the unit can ignore terrain, other units, and control areas. Once it stops, it is then affected by them normally.

The unit doesn't trigger a one-sided attack on breaking contact and doesn't pay a CMD point to move out of a unit's control area. The unit can't end its activation on top of another unit or in impassable terrain.

It can transform a retreat it is performing into a run, attack or charge action (replacing the normal retreat action). A lemur with this ability is able to pass through difficult terrain, but it can only end its activation there if it also has the *strider* ability.

Intercept X

The unit has a control area extending X fathoms from its base that only affects lemur. The unit nullifies the *elusive*, *burrower*, and *intangible* abilities on enemy units within its control area. If it also has the *attack of opportunity* ability, that ability can be used even against an *elusive* enemy. An interceptor control area has all the normal control area effects on a lemur. A lemur getting into or breaking contact with an interceptor triggers a one-sided attack sequence before it can release its spell. A lemur leaving contact with an interceptor will ignore their control area until the end of the activation. A unit with the *harmless* ability and this ability still has a control area of X fathoms that does affect lemur.

Invulnerable

The unit can only be wounded by weapons with a power table, explosions, or blasts, and will only suffer 1 damage for each hit scored that corresponds to a row on the power table that inflicts damage. It only suffers damage from blasts and explosions at a ratio of 1 point for every 6 rolled when checking the number of hits. The final damage can never be higher than the amount which would have normally been caused due to the number of hits rolled. The unit is not affected by any modifiers due to states. Its DEF is always 6 and can never be modified (unless specifically mentioned). Its PR works normally against damage caused to it.

Leader

The unit has its CMD doubled when figuring out how many troopers its company can include.

Levitation

The unit's movement is not hindered by difficult terrain. It can move over units less than 3 fathoms tall, though is still affected by control areas. It cannot end its activation on another unit.

Loyal

This unit can't be included in a company that is led by an officer that is not of the same faction as this unit.

Man-at-Arms X

The unit can, once an enemy unit in contact has finished all possible re-rolls, force it to re-roll up to X dice that had scored hits (even forcing the re-roll of dice already re-rolled).

Maverick

The unit cannot receive orders from any unit other than itself.

Moving Shot

When performing a shoot action, the unit can take part of its movement, shoot, and then finish its movement.

Natural Talent

The unit can always re-roll at least X of its combat dice.

Prescient

The player with at least one of these units can choose which conflict zone triggers on the battlefield instead of randomly determining it. If both players have *prescient* units, the player with more of them decides (on a tie the dominant player decides).

Prestige (Faction) X

The unit allows the inclusion of units of a number up to X of the specified faction in its company. All other company composition rules must be respected.

Protective

The unit does not lose its control area when engaged by one or more enemies.

Rapid Strike (Attack or Defense)

The unit deals damage before its opponent instead of simultaneously. If the unit has the *Attack* keyword, it only works when the unit initiates the attack sequence; if it has the *Defense* keyword, it only works if the unit didn't. If both units have this ability, they strike simultaneously. State changes due to these attacks are all applied simultaneously at the end of the attack sequence as normal.

Regeneration X

This unit recovers X LP each Upkeep phase.

Resistance (Keyword)

The unit gets +X PR against damage of the specified type.

Ricochet X

Whenever the unit loses LP when dealt damage, it causes X damage, ignoring PR, to the enemy unit that caused the damage.

This only works when damage is suffered during a close combat or ranged attack sequence, not damage caused by a state, order, aura, special ability, explosion, or blast.

Runaway

The unit can move away from being engaged by taking a walk or run action, without triggering a one-sided attack. At the end of this move, the running away unit can't be in an enemy control area or have an enemy unit in its control area.

Scout

The unit allows you to have more options when setting up terrain.

Slow

When the unit charges, the subsequent attack sequence will be one-sided and this unit will not fight in it.

Sniper

The unit does not have to pick the nearest enemy unit as its target. It can choose any target to which it has a clear LOF.

Spite (Keyword)

The unit can't be included in a company of the faction specified.

Strider

The unit does not have to pay CMD to be able to run or charge through difficult terrain. Lemurs must have this ability to be able to enter and or end their activation in difficult terrain.

Teleportation

The unit cannot perform a run, charge, or retreat action. Its moves aren't affected by terrain, other units, or control areas, though it is affected by control areas it starts or ends its movement within. When it moves it must be done in one jump. The unit cannot, however, end its activation inside another unit or impassable terrain. This ability cancels out any *attack of opportunity* if this unit ends its move in contact with a unit with that ability. During a melee action, it behaves like any other unit.

Tenacious X*

If the unit is free, hasn't been activated yet this turn and becomes engaged, it gets +X CBT in the ensuing attack sequence.

Terror X*

Enemy units engaged with this unit suffer -X CBT. A unit can only suffer from one copy of this ability (the highest) at a time.

Terrifying

When an enemy unit wishes to come into contact with this unit, it must spend 1 CMD. If this can't or won't be spent then the unit cannot come into contact with this unit. When this unit causes contact with an enemy unit no CMD need be spent by either unit.

Trained Gunman X

If the unit doesn't move during a shoot action, it gets +X SHT for that shot.

Uncontrollable

When the unit is activated, its controller must spend 1 CMD to make it perform any action other than attack, walk, or melee (any of these actions may be performed as normal).

Vicious X

When the unit fights in a one-sided attack, or against a *wounded*, *stunned*, *knocked down*, or *immobilized* opponent, it gets +X CBT.

Vulnerability (Keyword)

The unit's PR is X against the type of damage specified. This ability is only applied to a unit if its current PR against the source of damage in question is higher than its *Vulnerable* value.

Whirlwind Attack

When the unit causes damage to a unit in close combat, it inflicts half that amount of damage to every other non-invulnerable enemy unit in contact with it as well.

WEAPON SPECIAL ABILITIES

Weapon special abilities are linked to specific special weapons.

Ammunition X

The number of shots a ranged weapon can fire. Once fired this many times, it can no longer be used.

Artillery

All the units carrying this weapon are accompanied by another unit with the *ammunition carrier* ability. No shooting or reloading can be performed by this unit with this weapon unless the *ammunition carrier* is in contact with the shooter.

Cumbersome X

During the second and all subsequent attack sequences against the same enemy unit, the unit using this weapon suffers -X CBT. This only applies if contact wasn't broken between the sequences.

Eager X

The unit with this weapon gets +X CBT during the first attack sequence it has with an enemy after engaging it.

Heavy

The unit using this weapon can't move when performing a shoot action with it.

Life Drain X

Damage of this type ignores PR and *immunity* (other than *immunity to life drain*). The unit that causes this type of damage will recover a number of LP equal to the number of LP that the unit suffering this type of damage actually lost.

Limited Range X

This weapon can't be used to attack a target further away than X times the weapon's range.

Lunge X

The control area of a unit carrying this weapon extends X fathoms from its base.

Pain X

While this ability is in effect on a unit, it will be affected by the negative effects of being *wounded*, even though it hasn't reached its wound threshold, for a duration of X turns. Nothing happens if the unit is already *wounded*. A *fanatic* or *berserk* unit will be affected as usual (with a partially positive effect). A unit who doesn't have a *wounded* state is unaffected.

Penetrating Strike

During an attack sequence, the unit opposing a unit with this weapon gets -X PR (minimum 0). During a ranged attack, this ability also reduces the PR bonus given by cover.

Receive Charge X

The unit using this weapon gets +X CBT during an attack sequence versus an enemy using a charge action against it.

Reloading X

Once this ranged weapon has been shot, the unit must perform X focus actions in a row to reload the weapon and be able to shoot it again. If the unit is engaged while reloading, it may either fight as usual and must start the reloading from scratch once the combat is over, or retain its previous focus actions and continue to reload, but suffer one-sided attacks while focussing.

Spiritual Damage

When a unit performs an attack sequence with this weapon, the opposing unit's FTH is subtracted from the damage instead of its PR. As long as a weapon is affected by this ability, it loses all other damage types. Being an unbeliever is not a protection against spiritual damage. The ability can only be added to weapons that possess a damage table.



If the enemy has less than 1 attack die, the attack is canceled and the retreating unit may instead **walk**, **run**, or **charge**. If the enemy is *harmless*, the attack is canceled and the retreating unit may instead **walk**, **run**, **attack**, **charge**, **shoot**, or **concentrate**.

GAME TURN

UPKEEP PHASE

1. Reset Command Pools

Each player's **Command Pool** is reset to the total CMD of his company.

2. Determine Dominance

At the beginning of turns other than the first, the player who has lost the least non-*insignificant* units is **dominant** for the turn.

3. Damage and Healing

Players simultaneously inflict and heal any appropriate damage.

4. Resolve Special Abilities

Players resolve any other powers, orders, auras and abilities that have an effect during this phase.

ACTION PHASE

Players alternate activating their units one by one, starting with a player chosen by the dominant player. Choose one of the following actions:

a. Walk

A free unit (only) may move up to fathoms equal to its MVT. It may not end its activation in contact with an enemy, but may enter an enemy control area.

b. Run

A free unit (only) must move fathoms equal to its MVT, and up to twice its MVT. It may not end its activation in contact with an enemy, but may enter an enemy control area.

c. Attack

A free unit (only) may **walk**, but must end its activation in contact with an enemy, triggering an attack.

d. Charge

A free unit (only) **runs**, but must end its activation in contact with an enemy, triggering an attack affected by charge modifiers.

e. Shoot

A free unit (only) may perform a ranged attack, and may **walk** before or after shooting. It may not end its activation in contact with an enemy.

f. Retreat

An engaged unit (only) immediately suffers a one-sided attack from one of its opponents, to which it cannot retaliate. If possible, it then **runs** (it may not come in contact with an enemy).

g. Concentration

A unit may use an **active power**, and may **walk** before or after using its power if it is free. It may not end its activation in contact with an enemy.

An engaged unit may not move and triggers an attack affected by concentration modifiers with one of the non-*harmless* units it is engaged with.

h. Focus

A unit may use an **exhausting power**; it may not move.

An engaged unit may not move and one of the non-*harmless* units it is in contact with may make a one-sided attack against it.

i. Melee

An engaged unit (only) triggers an **attack** against an enemy in contact.

If the unit is engaged by only one enemy, it may move as normal as long as it stays in contact. If the unit is engaged by multiple enemies, it may not move, but may choose which enemy it wants to attack.

MOVEMENT

A miniature has a **control area** of 1 fathom; an engaged miniature loses its control area.

A unit **entering the control area** of an enemy may:

- continue its movement to engage the enemy by the most direct route (even if this means it enters another control area); or
- approach as above, but stop moving before making contact; or
- stop moving immediately.

A unit simultaneously **entering the control area of an several enemies** may either:

- pick one of the enemies and engage it as above (this may take it out of the control areas of one or more of the other units); or
- move to simultaneously engage several enemies; or
- stop moving immediately.

A unit **beginning its activation in the control area** of one or more enemies may either:

- perform an action to allow it to engage its enemy as directly as possible; or
- **concentrate**, **focus** or **shoot**; or
- pay 1 Command point per control area it is in at the beginning of its activation to either move around the control area it is in without engaging the miniature exerting the area(s), or leave the control area(s) (this is not an order); or
- choose not to act.



If the enemy has less than 1 attack die, the attack is canceled and the retreating unit may instead **walk**, **run**, or **charge**. If the enemy is *harmless*, the attack is canceled and the retreating unit may instead **walk**, **run**, **attack**, **charge**, **shoot**, or **concentrate**.

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A free unit (only) may **walk**, but must end its activation in contact with an enemy, triggering an attack.

d. Charge

A free unit (only) **runs**, but must end its activation in contact with an enemy, triggering an attack affected by charge modifiers.

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A free unit (only) may perform a ranged attack, and may **walk** before or after shooting. It may not end its activation in contact with an enemy.

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g. Concentration

A unit may use an **active power**, and may **walk** before or after using its power if it is free. It may not end its activation in contact with an enemy.

An engaged unit may not move and triggers an attack affected by concentration modifiers with one of the non-*harmless* units it is engaged with.

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A unit may use an **exhausting power**; it may not move.

An engaged unit may not move and one of the non-*harmless* units it is in contact with may make a one-sided attack against it.

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- perform an action to allow it to engage its enemy as directly as possible; or
- **concentrate**, **focus** or **shoot**; or
- pay 1 Command point per control area it is in at the beginning of its activation to either move around the control area it is in without engaging the miniature exerting the area(s), or leave the control area(s) (this is not an order); or
- choose not to act.

COMBAT

CLOSE COMBAT

An attack sequence can only involve 2 units; all other units in contact only provide support.

1. Roll Combat Dice

Both players roll dice equal to the CBT of their unit, modified by bonuses and penalties.

Each die that rolls a number equal to or greater than the target's DEF scores a hit. A die that rolls a miss may be re-rolled only once.

A unit may have a maximum of 5 dice and 5 re-rolls. Each die over 10 inflicts 1 automatic damage point even if no hits are scored, and PR is ignored.

2. Apply Attack Roll Results

Check the power table of the weapons used. Damage is inflicted first, then any changes of state or special effects occur. A player may choose to reduce the number of hits he inflicts.

Subtract the defender's PR from the damage to find the total number of LP the defender loses. Damage is inflicted simultaneously, as are special effects (even if a unit dies).

3. Remove Casualties

Units whose LPs reach or fall below 0 are dead. Units may become free or remain engaged.

SPECIAL SITUATIONS

Charge: A unit charging has a -1 CBT penalty.

One-Sided Attacks: The attack sequence takes place as normal, but one of the units does not roll dice as they don't fight.

Attacking From Above: A unit standing on ground at least ½ fathom higher than its opponent gets +1 CBT. No contact may occur between the two if the lower unit's head is lower than the higher unit's base.

Concentration: When a unit performs a *Concentration* action while engaged by a non-harmless unit, it attacks at the beginning of its activation with -1 CBT and -1 DEF.

One-Sided Attacks During Retreat: When a unit suffers a one-sided attack because of a *Retreat* action, only the enemy gets an attack roll.

One-Sided Attacks During Focus: When a unit suffers a one-sided attack because of a *Focus* action, only the enemy gets an attack roll and the Focusing unit suffers -1 DEF.

Support: A unit gets a +1 CBT support bonus for each allied unit that is able to fight and is engaging the same enemy unit. A unit may provide a support bonus multiple times in a turn.

Weapon Damage Types: If a weapon lists several types of damage, the controlling player chooses the type.

RANGED COMBAT

The target unit cannot respond to the attack.

1. Choose a Target

The active unit must target the unit nearest to them, however the shooter can choose the next nearest target if:

- the nearest target is in cover that bestows a PR bonus equal to or greater than its natural PR (this may apply multiple times);
- the nearest target is engaged; or
- the enemy unit cannot be a target (eg due to ability or aura).

1. Check Cover and LOF

Clear line of fire is drawn between the center of the shooter's base at head height and any part of the target. LOF is never blocked by other units.

If the target is in cover, it receives extra PR, depending on its base size, if at least 50% of it is concealed and it is a fathom or less away from the cover.

Target's Base Size	Cover Bonus to Target's PR
Regular	3
Large	2
Extra Large	1

3. Measure Distance

Measure the distance from the edge of one base to the other. The difficulty is equal to the distance difficulty or the target's DEF, whichever is higher.

4. Roll Combat Dice

Roll combat dice equal to the shooter's SHS, with modifiers. Each die that rolls equal to or greater than the shot's difficulty scores a hit.

Distance	Range	Difficulty
Up to weapon's range	Point blank	3
> range, up to range x2	Short	4
> range x2, up to range x3	Medium	5
> range x3	Long	6

5. Apply Results

Check the power table of the weapon used to work out damage and/or special effects.

6. Remove Casualties

Units whose LPs reach or fall below 0 are dead.

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