

QUICK REFERENCE

Turn Order (p.28)

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

Activation (p.30)⁴³

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 (p.32)⁴⁵

- **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

Collecting Treasure (p.44)

Treasure cannot be picked up if an enemy is within 1".

A figure may only carry one treasure token.

A figure carrying treasure has Move halved and Fight -1.

Game end, one side wiped - other keeps unclaimed treasure on 15+

Weapon	Damage Modifier	Notes
Dagger	-1	
Hand Weapon	–	
Two-Handed Weapon	+2	Takes 2 equipment slots
Staff	-1	-1 damage modifier to enemy's attacks in hand-to-hand combat
Bow	–	load and fire as a single action, 24" maximum range Must Have Quiver
Crossbow	+2	load and fire as separate actions, may reload in place of mandatory movement, 24" maximum range
Unarmed	-2	-2 to effective Fight stat

Combat (p.35)⁵²

- Both players roll a die. [Maximum is +6](#)
- Both figures add their Fight stat and any other Fight bonuses. (+2 for supporting figure).
- Determine the winner of the combat (in ties, both figures deal damage).
- Add any damage bonuses for two-handed or magic weapons to the winner's **final Fight total**.
- Subtract the opponent's armour from this total.
- Apply any damage multipliers (such as the Ice Toad's x3 damage).
- If this final total is positive, subtract that many points from the loser's Health. If it is 0 or negative, no damage is done.
- Winning figure chooses whether to remain In Combat or push back either figure 1".

Shooting (p.38)⁵⁷

Same as for combat, except shooter uses Shoot stat while the defender uses Fight stat. In the event of a tie, no damage is done.

Shooting Modifier Table

Circumstance	Modifier	Notes
Intervening Terrain	+1	Every piece of intervening terrain or figure 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 a shooter is in base contact with a terrain piece, it does not count as intervening terrain, though it may block line of sight.
Light Cover	+2	The target is in contact with cover that obscures up to half of his body. This includes other figures. Solid or soft cover for full obscure
Heavy Cover	+4	The target is in contact with cover that almost completely obscures his body. This includes other figures.
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 who will have the 'Large' trait.

Spell Casting (p.43)⁶¹

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

Empowering: Increase Casting Roll by 1 for every 1 health spent. [If succeed and CN<14, =14](#)

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

Creature Actions (p.45)⁶⁹

Creatures never attack another creature, always force combat.

Situation	First Action	Second Action
Is Creature in Combat?	Fight Target lowest Health, do not pushback	Move into Combat
Is there a figure within 10" and LOS	Move towards figure unless missile available, if so shoot first, no 2nd action	Fight or Move If move, 2 actions, climb etc unless Step 2 applies
None of the Above	Random Movement	Move or None

If no figure in LOS but a fight this turn within 10", move towards that as if LOS

* Run For It: Move 3" regardless of penalties, ends Activation

* Swim - Will/5, mods p51, if failed, Damage=Failed By

If not Bow, Shield, Xbow 2H or Staff Fight normal