PHASE SUMMARY

STARTING PHASE

1. Tactical Test.
2. Roll for Variable Turns.
3. Ki Generation
4. Gain Activation Counters.
5. Resolve effects.
6. Calculate Pass Tokens for the Turn.

MAIN PHASE

1. Earliest Active Feat opportunity.
2. Action/Pass declaration.
3. Action resolution.
4. Last Active Feat opportunity.
5. If activations remain, change Active Player & return to Step 1.

END PHASE

1. Resolve effects, adverse effects first.
2. Resolve states.
3. Effects expire.
4.   i. Scenario Points,
          ii. Victory Points,
          iii. Game end checks.
5. Discard Pass Tokens.

RULES CONFLICTS

When two rules come into direct conflict, use the following order of precedence to determine how to proceed:

1. If one rule (Rule A) references another rule (Rule B) by name, then Rule A takes priority. If this does not resolve the conflict, then move on to step 2 below.

2. Rules that prevent something happening take priority over rules that force something to happen.
If this does not resolve the conflict, then move on to step 3 below.

3. If multiple effects happen at the same time:

a. If both Effects belong to the same player, that player determines the order they are resolved.

b. If the Effects belong to different players, the Active Player chooses the order to resolve them.

MELEE POOL MODIFIERS

Effect	Dice Pool Modifier
Model is Exhausted	-1
Melee Assist	-1 per model Assisting
Model is Prone, Blind, Stunned, Frightened, Held.	-1 per State
Model Ran this turn	-1
Model is Surprised	-1
Model declared a Stand Up action	-1

RANGED ATTACKS

Range Band	Challenge Number
Short	4
Medium	5
Long	6

Effect	Modifier
Target is Tiny	+ 1
Target is Small	+ 0
Target is Medium	- 1
Target is Large	- 2
Target is Huge	- 3
Target is Prone	- 1
Target is Surprised	- 1
Target is in Cover	+ 2
Target Ran (this turn)	+ 1
Attacking model Ran (this turn)	+ 1
Attacking model Moved, or will Move, as part of this action	+ 1
Attacking model already made a Ranged Attack this turn.	+ 1

Traits and Effects may also modify the roll.

MODEL IN BTB

Ranged Challenge test (6), with the following modifiers.

Target is Tiny	+1
Target is Medium	-1
Target is Large	-2
Target is Huge	Automatic Success

WOUND TABLE

SUCCESS LEVEL

2D6	0	1	2	3	4	5	6	7	8	9	10
2	0	0	0	0	1	2	3	4	5	6	7
3	0	0	0	1	2	3	4	5	6	7	8
4	0	0	1	2	3	4	5	6	7	8	9
5	0	0	1	2	3	4	5	6	7	8	9
6	0	1	2	3	4	5	6	7	8	9	10
7	0	1	2	3	4	5	6	7	8	9	10
8	0	1	2	3	4	5	6	7	8	9	10
9	1	2	3	4	5	6	7	8	9	10	11
10	1	2	3	4	5	6	7	8	9	10	11
11	2	3	4	5	6	7	8	9	10	11	12
12	3	4	5	6	7	8	9	10	11	12	13

Alternatively, calculate wounds by modifying the Success Level:

2D6	2	3	4-5	6-8	9-10	11	12
Modifier	-3	-2	-1	0	+1	+2	+3

🔴 May not perform a walk during the same activation.

🔴 May not be declared whilst in BtB with an Enemy model.

Ⓣ Once per Turn
Ⓖ Once per Game
Au Aura
Pe Personal
Pu Pulse
Ta Target

Ⓐ Active
Ⓒ Complex
Ⓘ Instant
O.Ki Opposed Ki Test
Ⓢ Simple
Sp Special

DICE DISCARD TRAITS

Impenetrable Defence: During this model's Melee Exchanges the Enemy model must remove its highest Attack dice rolled before the final Attack result is calculated.

Mettle (X): When this model is not the Activating model in an opposed Ki test, the attacker must discard its X highest dice rolled before the final result is calculated.

Unblockable (X): During this model's Melee Exchanges the Enemy model must remove its X highest Defence dice rolled before the final Defence result is calculated.

Overwhelm (X): When this model is the Activating model in an opposed Ki test the enemy model must discard its X highest dice rolled before the final result is calculated.

TEST MODIFIER TRAITS

Resistance (X): This model modifies the result by X when it participates in an Opposed Ki test and is not the Activating model.

Parry (X): This model adds X to the Defence result when calculating its final Defence result in Melee Exchanges.

Ranged Defence (X): A model making a Ranged Attack against this model modifies the Challenge Number of the test by X.

Courage (X): When making a Fear Test, modify the result by X.

Willpower (X): This model modifies the result by X when calculating its final result in Opposed Ki tests when it is the Activating model.

Brutal (X): In a Melee Exchange this model adds X to the result when calculating its final Attack result. This model adds X to the result when calculating its final Ranged Attack result.

Leadership [Descriptor](X/Y"): Whilst within Y" Friendly [Descriptor] models add X to the final Result when taking a Fear Test. If in range of multiple models with Leadership, use only the highest X value.

STATISTIC/POOL MODIFIER TRAITS

When a statistic is modified it can never go above double its base value.

Dread (X): Models making a fear test against this model reduce their Ki statistic by X. This cannot reduce the number of dice rolled below 1 dice. Enemy models with Fear values equal to or higher than this model's fear value do not automatically pass fear tests against this model.

Tactician (X): This model adds X dice when it performs Tactical Tests.

Spirit (X): This model modifies its Ki Statistic by X when resolving Ki tests or when attempting to Target or move into BtB with a Disguised model. Apply this before gaining any dice for having zero or lower Ki Statistic in any test. This model's Ki Statistic may exceed double the base Statistic by X, models with Ki Statistic 0 may Ki Boost to 1 and then add X.

RE-ROLL TRAITS

The same dice may only be rerolled once due to each trait.

Dodge (X): During a Melee Exchange this model may pick up to X Attack dice rolled by its Opponent to be rerolled.

Prowess [Descriptor](X): During a [Descriptor] Test this model may reroll up to X of its own dice. The Descriptors [Attack] and [Defence] refer to Melee Exchanges but are further limited.

Feint (X): During Melee Exchanges this model may pick up to X Defence dice rolled by its Opponent to be rerolled.

Bravery: This model may re-roll a failed Fear Test.

Cowardly: This model must re-roll successful Fear tests.

Terror: If a model makes a Fear test caused by this model it must re-roll the test if it succeeds.

A model with both Bravery and Cowardly traits is considered to have neither trait. If a model with the Bravery trait makes a Fear test against a model with the Terror trait, the effects of both are cancelled.