

# 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)

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)

- **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.

Weapon	Damage Modifier	Notes
Dagger	-1	
Hand Weapon	-	
Two-Handed Weapon	+2	
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
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)

- Both players roll a die.
- 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)

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.
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)

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.

### 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) Creatures never attack another creature, always force combat.

Situation	First Action	Second Action
Is Creature in Combat?	Fight	Move into Combat
Is there a figure within 10" and LOS	Move towards figure	Fight or Move
None of the Above	Random Movement	Move or None