

(a) Move

Move up to your full MA.

then

Take no action.

DISENGAGED

(b) Charge Attack

Move up to 1/2 MA.

then

Attack with any weapon except a missile weapon, or HTH. (You can never attack if you moved more than 1/2 your MA.)

DISENGAGED

(c) Dodge

Move up to 1/2 your MA (or stand still).

then

Dodge. +1 die on attacker's to-hit roll if you are attacked by thrown weapons, missile weapons, or missile spells.

DISENGAGED

(d) Drop

Move up to 1/2 your MA (or stand still).

then

Drop to a prone or kneeling position.

DISENGAGED

(e) Ready New Weapon

Move up to 2 hexes (or stand still), re-sling (not drop) your ready weapon and/or shield.

then

Ready a new weapon and/or shield, or pick up and ready a dropped weapon and/or shield in the hex where movement ends or an adjacent hex.

DISENGAGED

(f) Missile Weapon Attack

Move up to 1 hex (or stand still) and/or drop to prone/kneeling position.

then

Fire a missile weapon.

DISENGAGED

(l) One-Last-Shot Missile Attack

No movement.

then

If you had a missile weapon ready before you were engaged, you may get off one last shot.

ENGAGED

(k) Shift and Defend

Shift 1 hex (or stand still).

then

Defend. +1 die on attacker's to-hit roll if you are attacked by thrown weapons or regular "melee" attacks.

ENGAGED

(j) Shift and Attack

Shift 1 hex (or stand still).

then

Attack with any non-missile weapon.

ENGAGED

(o) Attempt Hand-to-Hand Attack

Shift 1 hex (or stand still).

then

Move onto the hex of any adjacent enemy, and attempt to hit with bare hands or a ready dagger.

ENGAGED

(n) Disengage

Shift 1 hex (or stand still).

then

Move 1 hex in any direction instead of attacking when your turn to attack comes.

ENGAGED

(m) Change Weapons

Shift 1 hex (or stand still) and drop ready weapon (if any).

then

Ready a new non-missile weapon. (You cannot ready or reload a missile weapon when engaged.)

ENGAGED

(g) Stand Up

Rise from prone, kneeling, or knocked-down position during the action phase, or crawl 2 hexes.

then

Take no other action. You must take a turn to stand up before attacking, running, etc.

DISENGAGED

(h) Cast Spell

Move 1 hex (or stand still).

then

Attempt any spell.

DISENGAGED

(i) Disbelieve

Move 1 hex (or stand still), taking no other action.

then

Attempt to disbelieve one figure.

DISENGAGED

(t) Hand-to-Hand Attack

No movement.

then

Attempt to hit a foe in the same hex with bare hands or, if dagger is ready, with the dagger.

HAND-TO-HAND

(u) Attempt to Draw Dagger

No movement.

then

Make a successful 3/DX roll and draw your dagger.

HAND-TO-HAND

(v) Attempt to Disengage

Roll 4/DX. If successful, immediately stand up and move to any adjacent empty hex.

then

Take no other action this turn.

HAND-TO-HAND

(r) Cast Spell

Shift 1 hex (or stand still).

then

Attempt any spell.

(q) Pick Up Dropped Weapon

“Bend over” (not moving), drop your ready weapon and/or shield.

then

Pick up and ready a dropped weapon in your hex or an adjacent hex.

(p) Stand Up

Rise from prone, kneeling, or knocked-down position during the action phase, or crawl 2 hexes.

then

Take no other action. You must take a turn to stand up before attacking, running, etc.

ENGAGED

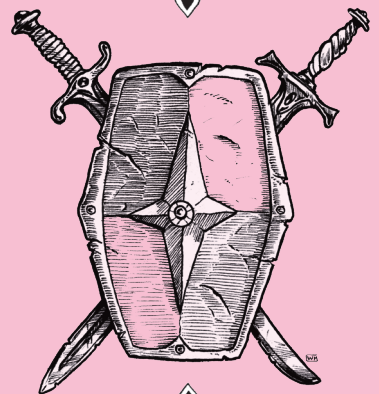
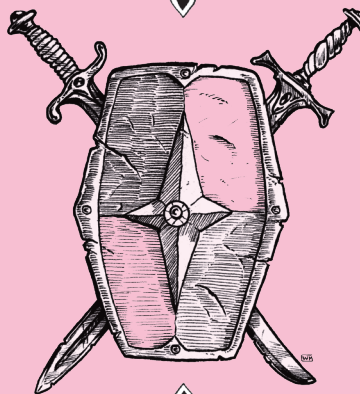
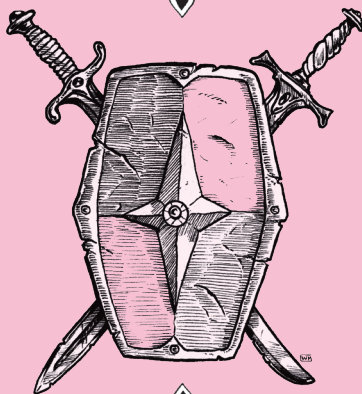
ENGAGED

ENGAGED

HAND-TO-HAND

HAND-TO-HAND

HAND-TO-HAND



OPTIONS

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(s) Disbelieve

Move 1 hex (or stand still),
taking no other action.

then

Attempt to disbelieve one
figure.

ENGAGED

OPTIONS

A figure may execute one option
each turn, may not mix actions
from different options, and may
have different options depending
on whether it is engaged (blue
side), disengaged (yellow side),
or in HTH (separate deck) when
its turn to move comes. During
a turn, a player may change their
mind about a figure's option, if
that figure has not yet acted, and if
that figure did not move too far to
allow taking the new option.