

FANTASY COMMANDER



RULE BOOK

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GAME COMPONENTS

The starter set includes the following components:







Basic Components

Game Map;
Rulebook;
Tactic Cards;
Fatigue Tokens;
Wound Tokens;
Order Tokens;
Game Dice;
Game Screens;
Unit Miniatures or Unit Tokens;
Unit cards;
Terrain Hexes;
Capture Point Markers;
Initiative Player Token;
Army Cards.

Additional Components

Campaign Book for the Stand-Alone;
Campaign;
Missions Completion Report;
Scenario cards;
Town Cards;
Special Order Tokens
for Monsters for the Campaign;
Escalation Cards.

In Fantasy Commander we use a special game cube, which symbols correspond to the usual D6 game dice as follows:

-  - 1 (panic);
-  - 2 (successful attack);
-  - 3 (successful attack for the full unit);
-  - 4 (support);
-  - 5 (successful defense);
-  - 6 – (successful defense).



INTRODUCTION

Fantasy Commander is a strategy board game with highly detailed 20mm miniatures (1:72 scale) from Signum Games. Take part in the epic clash taking place in the Signum world with armies of fantastic creatures and glorified heroes at the forefront.

Moreover, you will have a unique opportunity to go through the single-player campaign.

The game is designed with an unusual combat mechanic that allows players to almost simultaneously make all decisions and lead their armies on the battlefield.

Now, there's no need to waste time waiting for your opponent's turn. Act quickly, decisively, and simultaneously. And watch out! Every step that you take can either bring a victory closer or deprive you of your well-deserved crown.

Before another battle starts, you can easily change the structure of your army or include various Tactic Cards of your faction into the battle deck.

While during the battle itself, you can flexibly change your strategy, adjusting to the circumstances, and even change terrains on the game map at your discretion.

MAIN GAME MODES

There are several game modes in Fantasy Commander, which differ in the style of play and the objectives assigned to you. We will get acquainted with each of them in more detail later on in this rulebook. This chapter just briefly introduces them.

FOR THE FIRST GAME

Scenario mode is the easiest way to learn the game basics.

SCENARIO

You choose one of the available scenarios and follow specified conditions. In order to start the scenario game, you can use either the recommended armies or create your army on your own, without going beyond the point limit.

The goal of the Game: You have to achieve the specified number of VP (victory points) faster than your opponent.

BATTLE ROYAL

In this mode, you make the army roster and Tactic Deck yourself. You can also place the terrain hexes on the game map at your discretion or use the initially prepared map from any scenario.

In this mode, you have the maximum freedom. We recommend this mode for players who are already familiar with the basic rules.

The goal of the Game: You must completely eliminate your opponent's army.

STAND-ALONE CAMPAIGN

This mode is perfect for those heroes who are not afraid to challenge fate, getting into a long adventure full of danger. Here you will have to fortify your settlement and repel the enemy raids, going through multiple related scenarios.

Although your goals may change from one mission to another, the eventual victory in the campaign will be determined by the reputation earned and the well-being of your town.

SCENARIO SELECTION AND ARMY SIZE

Before the start of the game, choose a suitable scenario and the opposing factions in it.

Each army roster is designed for a certain number of points that indicate the cost of your units. The size and strength of your army depend on the number of points for which your roster is made. The description for each scenario indicates the number of points allowed for use in the roster.

When choosing a roster of your army or building it yourself, you must ensure that the sum of the points of units in the roster does not exceed the indicated limit.

For your very first games, we recommend that you use our initially prepared army rosters.

IN THE BATTLE ROYALE MODE, WE RECOMMEND USING THE FOLLOWING ROSTER VALUES FOR YOUR ARMIES:

- BATTLE OF THE VANGUARD UNITS: 200 - 250 POINTS
- BATTLE OF THE MAIN ARMIES: 400 POINTS
- GRAND BATTLE: 500 POINTS

Take note that your army cannot include colossal creatures and heroes with the same name.



UNIT TYPES AND ABILITIES

There are three types of units in the game: regular units, colossal creatures, and heroes. Regular units are additionally divided into Infantry and Monstrous. Despite the fact that regular units can include miniatures, while heroes and colossal creatures are represented by only one miniature, they are all considered units and have cards with descriptions of abilities and characteristics.

It's important that a regular unit has the "Size" characteristic, which shows how many miniatures are initially included in this unit. If a regular unit received damage, you must remove as many miniatures from this unit as the number of damage it received. When all the miniatures of the unit are removed from the game map, that unit is considered destroyed.

Colossal creatures and heroes, for their part, have the "Health" characteristics instead of "Size".

When receiving damage, such a unit imposes the corresponding number of wound tokens. As soon as the number of wounds becomes equal to the health reserve, the unit is considered destroyed and is removed from the battlefield.

NOTE!

IF YOU USE CARDBOARD TOKENS AS UNITS, YOU MARK LOSSES WITH WOUND TOKENS, REGARDLESS OF THE TYPE OF UNIT.

Besides the listed characteristics, units do also have special and unique abilities. Those can be permanent or must be activated.

To trigger the activated ability, the player must pay the additional cost indicated next to the ability in order tokens at the beginning of the unit's turn. The activated ability lasts until the end of the unit's current turn. Most of the abilities are indicated by keywords that can be found in the glossary (p. 30).



Health
Attack
Defense
Movement
Stamina

The main characteristics and properties of each unit are indicated on its card.

List of parameters on the unit card scheme:

- **Unit Name;**
- **Faction;**
- **Leadership** - the number and color of orders that the unit generates during the command phase;
- **Attack** - the number of dice that the unit uses when performing a melee attack;
- **Defense** - the number of dice that the unit uses when defending;
- **Range Attack** - the number of dice that the unit uses to perform a ranged attack;
- **Size** - the number of miniatures that the unit includes;
- **Health** - the number of wounds that the unit can take. Colossal creatures and heroes have this parameter instead of Size;
- **Stamina** - the maximum number of atigue tokens that the unit can have. If the card doesn't have this indicator, the unit cannot receive Fatigue tokens;
- **Movement** - a parameter that has two values, the first is the distance of movement and the second is the distance of the run. Indicates the number of hexes that the unit can move in one activation;
- **Cost** - the number of roster points that are required to be spent to take this unit into your army's roster.



TACTICS DECK PREPARATION

If you used an Army card with an already compiled roster, then you can also use the Tactics deck from the recommended cards

The Tactics Deck contains one Tactic Card for each unit in your starting army. The card indicates how many copies of such cards may be in your Tactics Deck. For each card (with the star/golden) there must be three regular cards in the deck.

FOR EXAMPLE:
TO HAVE TWO CARDS WITH THE STAR, THERE MUST BE AT LEAST EIGHT CARDS IN YOUR DECK. TO HAVE THREE CARDS - AT LEAST TWELVE.

Once you have built the Tactics Deck, you shuffle and place it face down in front of you on the table.



PLACING THE GAME MAP AND THE ARMY

Place the game map on the table and place the required terrain hexes as indicated in the scenario. Once you place all the terrain pieces, the players set Capture Points (CP) in accordance with the chosen scenario.

The player with the most units receives the Initiative token and is the first to place one of his units on the game map. If the number of units in the armies is equal, determine the first player randomly.

Players can deploy units only in special deployment zones marked in the scenario with the corresponding colours. Next up, the second player places any chosen unit in the deployment zone of his faction. Thus players take turns deploying their units until both have deployed their armies completely. If one of the players has run out of his units, the second player just places all the remaining ones.

Deployment zone



VICTORY POINTS.

The conditions of the scenario indicate what the player receives victory points for. As soon as a player has the amount of victory points specified in the scenario and has more victory points than his opponent, the player wins the game.



CAPTURE POINTS

Capture Points are special markers that designate important areas on the game map. Depending on the game mode, these points can be used in different ways.

The point is under control by the player until their unit occupies its hex.



GAME PROCESS

GAME MECHANICS AND TURN PHASES

Once you've become familiar with the basic game components and details, it's finally time to start the battle.

The game in Fantasy Commander consists of rounds, which are divided into several successive phases.

- COMMAND PHASE

During this phase, both players generate order tokens and distribute them among their units.

- ACTION PHASE

You activate units on the game map in accordance with the color of the orders you distributed to them. Units with red orders are the first to be activated, then the units with blue orders, and the units that have green orders. The last to be activated are the units with yellow orders. Before activating each unit, you must play the top tactic card from your deck.

- END OF TURN PHASE

All effects that were active until the end of the turn do end during this phase. Then the players discard any remaining order tokens they had.

The players simultaneously carry out all the phases, which allows them to be maximally involved in the gameplay and avoid the tedious waiting during the opponent's move. Be prepared for the fact that during the game you will have to make quick decisions and react as quickly as possible to your opponent's actions.

COMMAND PHASE

This is the strategic planning phase. The decisions made by the players will determine the actions and performance of the units on the game map. During the Command Phase, players simultaneously complete all of the steps listed below.

Generation of Orders and Player's Order Pool

At the beginning of the Command Phase, each player generates their own pool of orders for the current round. You receive a number of orders from the **supply** equal to the sum of the leadership of all your units.



Coloured order symbols (▲, ◆, ■ and ◆) indicate that you receive orders of the corresponding colours.



indicates that you generate a random order by rolling a dice.

 - ▲ Red Order

  - ◆ Blue Order

   - ■ Green Order

Purple orders ◆ cannot be generated during the dice roll.



All dice are rolled at the same time. You can also re-roll the rolled result at your discretion, but by doing this you lose one dice for each subsequent re-roll. You cannot re-roll your result if you have only one cube left.

You place the pool of orders collected in this way behind your screen.

Your opponent may ask you to show the number and colour of orders lying behind your screen, but only before the phase of orders distribution begins.

Order Distribution

The distribution of the order tokens between your units is secret, therefore you place those tokens with their backside up on the hex with the unit. The order of its activation on the game map will depend on the colour of the order token the unit receives. The units that received the red orders are activated first, then the blue and green ones respectively. Purple order tokens are an exception as they allow you to activate a unit as if it had an order of any other color.



Players have an unlimited number of yellow orders in stock, and they do not require generation. Units that receive a yellow order are activated last and cannot take any action. No unit at the end of the Command Phase must be left without an Order token. If a player nevertheless forgot to put an order token on one of their units, at the beginning of the Action phase such a unit automatically receives a yellow order. All unused orders are discarded at the end of the turn.

ACTIVATION ORDER



NOTE!

AT ANY TIME DURING THE GAME, THE PURPLE ORDER IN THE ORDER POOL CAN BE REPLACED WITH AN ORDER OF ANY OTHER COLOR.

IF A PURPLE ORDER IS DISTRIBUTED TO A UNIT, IT CAN BE REPLACED WITH AN ORDER OF ANY COLOR FROM THOSE THAT ARE AVAILABLE ON THE GAME MAP. THE CHOSEN ORDER IS TAKEN FROM THE SUPPLY.

Determining a Player with Initiative

After both players have completed orders distribution, all orders placed on the game map are revealed face up. The player who has fewer red and purple distributed orders in total receives an Initiative token until the next Command Phase. The Initiative player is called the First Player or the Initiative Player.

If both players have placed the same number of red and purple orders on the game map, the player who had the initiative as a result of the previous Command phase retains the initiative.

You cannot transfer your initiative to your opponent at your discretion.

The initiative player is the first to start activating their units, starting with red orders.



Player A has initiative.



Player B placed 1 red order.



Player A placed 1 red and 1 purple orders.

The initiative token goes to player B

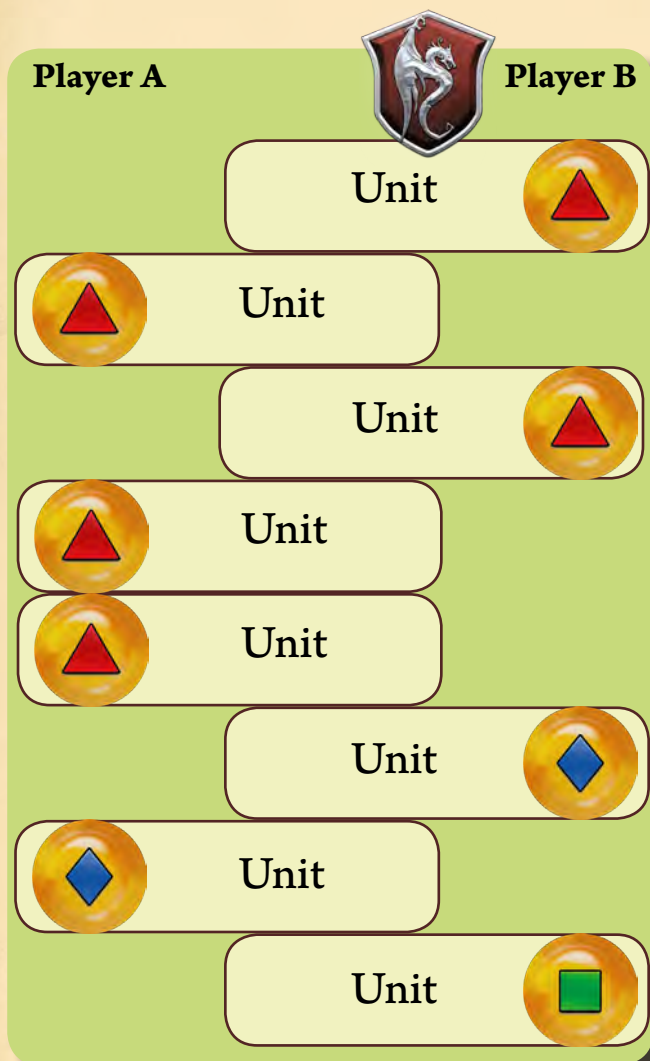


ACTION PHASE

Most of the action on the game map takes place during this phase. Players alternately activate their units in accordance with the colour of the orders received. The player with the initiative starts the activation first. The units activation for both players takes place in the following order:

- units with red orders
- units with blue orders
- units with green orders
- units with yellow orders
- units with purple orders can be activated any time during that player's turn at the player's request.

Units activation order (example)



Player B who has initiative is the first to activate a unit with a red order. Then Player A. When all units with the red orders are activated, the player with initiative will be the first to activate the unit with the blue orders. When there are no units with the blue orders left, Player B is the first to activate a unit with the green order.

PLAYING CARDS OF THE TACTICS DECK

Each time before activating their unit, the player must draw a card from their Tactics deck and apply the tactic indicated on it. If its effect is also applied to the activated unit, this means that it will affect the unit that the player activates after playing it. After the card's effect has been played, the card is put on the discard pile, face up. You can look at your or your opponent's discard pile at any time.

Abilities that are provided by the Tactics Deck cards or bonuses/penalties last until the end of the activation of the unit, unless otherwise indicated on the card. If you need to draw a card from the Tactics deck, but there are no more cards left in it, you must shuffle the discard and form the deck once again.



Terrain cards

Terrain cards, the same as Tactic cards, are put into the Tactics deck and played according to the general rules.

When you play a terrain card from your Tactics deck, you can immediately place the corresponding unique terrain template on the game map. Templates are placed on a hex that is free from units and other terrains, as well as Capture Points, at a distance of no more than 2 hexes from any of your units. When playing the unique terrain card, it does not go to the discard pile but remains open in the player's zone. This card is no longer shuffled back into the Tactics deck. If for one reason or another you are unable or just don't want to place the Terrain Template on the game map, then this card goes to your discard pile.



Terrain card symbol



Curse cards

The same as all Tactic cards, the Curse cards are put into the Tactics deck.

When you play a Curse card from your Tactics deck, you do not use its ability but immediately put the card into your opponent's discard pile. Then the opponent's discard pile is shuffled into their deck, and this card is played according to the usual rules, which means your opponent cannot transfer this card back to your discard pile. And you also cannot remove this card from your opponent's deck at will.



Curse card symbol

NOTE!

**IF THE TEXT ON THE CARD
CONTRADICTS THE RULES,
THE TEXT ON THE CARD TAKES
PRECEDENCE.**

UNITS ACTIVATION ORDER

After you have played a tactic card, you choose which of the available units you activate. The player who has activated his unit at the moment is called the active player. In this case, the player removes the order token from the selected unit. The player must complete all the actions of their unit before passing the turn to the opponent. Players take turns activating their units with orders of the same colour. If one of

the players no longer has units with the corresponding order colour, then the other player can continue to activate their units without giving the status of the active player to the second player. Once all units with orders of the same colour have been activated, players move on to the next colour in the following order: all red orders, blue, green, and yellow ones. This continues until there are no more units with order tokens left on the game map.



Available Actions for the Unit

Each unit with an order token must be activated during the Action Phase. When a unit is activated, the order token is immediately discarded. Units with yellow orders cannot take any actions, including activation of their abilities for a surcharge, except for the Rest ability during their activation.

Actions that the unit can perform during its activation:

- movement and/or melee combat (only in that order);
 - run;
 - long-range attack;
 - declare Defence;
 - rest.
- (see an image of the unit card with arrows for all abilities)



Always active abilities.

Activated abilities

UNIT'S ABILITIES

If a unit has abilities that do not require surcharge in orders, these abilities are always active.

If you want to activate the abilities of a unit with a surcharge indicated on its card, you must do this at the beginning of the unit's activation and pay the specified number of orders from your orders pool. Abilities with a surcharge are active only until the end of the unit's activation.

If your order pool contains a purple order, it can be used for a surcharge as an order of any other color.

Stamina and Fatigue

Some units in Fantasy Commander have Stamina. This parameter specifies how many fatigue tokens the unit can accumulate. Most units have a stamina value of 2. This means that such a unit can have a maximum of two fatigue tokens.

Using Stamina allows your units to make a decisive dash at the most crucial moment of the battle.

Remember that using your units' stamina too often will quickly drain them of their strength and can lead to defeat. A wise commander certainly knows when a critical moment in a battle comes up when it's necessary to put all the efforts towards the goal.

Units can receive a fatigue token no more than once per activation. In addition, a unit can receive a fatigue token while being attacked, but no more than once during one attack.

A unit can receive a fatigue token in order to:

- add 1 dice to the attack roll (melee or ranged);
- melee attack after running;
- enter the Difficult terrain using run;
- add 1 dice to the defense roll;
- cancel one damage.

A unit that has the number of Fatigue counters equal to its Stamina is called Exhausted. Such a unit cannot receive new fatigue tokens until it rests.

If the rules of the game oblige an exhausted unit to receive a fatigue token, the unit must instead lose one miniature or receive one wound. This applies also to the units with no Stamina parameter.

Certain terrain or card effects can cause a unit to receive a Fatigue token. This unit in the same turn can still receive a fatigue token in order to gain an advantage if its stamina allows that.

Rest

In order to remove all accumulated Fatigue tokens, the unit must take the Rest action. In order to rest, the unit must spend its activation and not perform any other actions. Such a unit must not be on a hex adjacent to the enemy.

Your units can take Rest even if they have a Yellow Order.

Fatigue tokens are removed when it is the turn of the unit to activate. The unit that does not have Stamina cannot declare Rest.

Unit Movement

The activated unit can move in any direction for the number of hexes equal to its Movement value (first digit, for example - 2 in the 2-4 range).

When moving, a unit cannot pass through other units or impassable terrain, including rivers. Once it completes the movement, a unit can declare a melee attack. A unit cannot declare movement after performing an attack.

Run

As the units might need to quickly cover long distances on the game map, you can use Run for this purpose. While running, the unit moves according to the general rules of movement at a distance equal to the unit's maximum speed (the second number, for example - 4 in the 2-4 range). In this case, the unit cannot declare melee combat, unless it receives a fatigue token to attack an enemy during the movement (see Stamina and Fatigue).



DECLARE DEFENCE

During activation, the unit may declare Defence. Until the end of its turn, it gains a Defense Token, allowing it to roll defense dice when attacked. (See Melee and Ranged Attacks). Declaring defense consumes the unit's entire activation. The unit cannot declare Defence if it was moving, attacking, or resting during its activation. But can activate the property with a surcharge.

If the unit with an order is attacked, it can immediately lose the order and declare Defence. This unit will no longer activate on the current turn.

TERRAIN TYPES

In Fantasy Commander, there are basic and faction terrain types.

Basic terrains are placed on the game map according to the scenario conditions before the start of the game.

Faction terrains, for their part, are placed after playing the appropriate terrain card from the player's Tactics deck. You can place such terrain at your own will at a distance of up to 2 hexes from any of your units. At the same time, the selected hex must not be occupied by another terrain, Capture Points, or other units. The unique terrain card is placed in an empty space next to the game map and remains there until the end of the game.

Terrain can affect the attack and defense of units, as well as the speed of their movement. The terrain is considered under the control of the player if their unit occupies its hex.

Difficult Terrain.

When a unit enters a Difficult Terrain hex from another type of terrain, it must end its turn immediately. If a unit without the Flying ability uses the Run rule, it can enter Difficult Terrain using Stamina. Units with the Flight ability can freely cross hexes with Difficult Terrain, but if they end their movement in such a hex, they immediately terminate their activation.

Impassable terrain - (units without Flight cannot cross this type of terrain when moving) - units that do not have the Flight ability cannot cross or end their movement on impassable terrain.

If the terrain is blocking the line of sight, it means that a line of sight (LOS) cannot be drawn through it.

Aura X terrain - the effect affects the unit located on the terrain hex and within the X radius.

Rocks


Impassable.

Blocks the line of sight.



Forest

Blocks the line of sight.

Difficult Terrain. Units in the Forest ignore 1  in the opponent's roll.



Hill

Blocks the line of sight.

Difficult Terrain.

Units on the hill gain +1 melee attack dice and are able to draw LOS through allied units.



River

Impassable.



Ford

Difficult Terrain.

Allows crossing the River.



Bridge

Allows crossing the River.



Town

Difficult Terrain. Blocks the line of sight. Units in the Town ignore one damage from any type of attack. Units additionally restore 1 Miniature or 1 wound when resting.



If the unit is affected by multiple effects at the start of activation, the player activating it decides in which order they are triggered. For example, at the beginning of activation, Legionnaires can:

- lose a fatigue token using an ability for an additional cost;
- get a fatigue token from the Cursed Lands;
- lose a fatigue token from the Altar of Healing terrain.

The player chooses in which order to activate these effects in order to minimize damage.

ATTACKS

NOTE!

DURING AN ATTACK, THE ATTACKER IS THE FIRST TO ROLL AND RE-ROLL ALL ATTACK DICE. THEN THE DEFENDER.

MELEE

Your unit can engage in melee combat if it is in contact with an enemy unit at the beginning of its turn, or enters into contact at the end of its movement. In this case, the active player is considered the attacker, and the player whose unit is under attack is the defender.

Melee order





The attacking player determines the number of attack dice. The number of attack dice is equal to the unit's basic attack parameter, but can be changed by Tactic cards, terrains, unit's activated abilities, etc.

NOTE!

WHEN THE UNIT IS UNDER ATTACK, IT MAY IMMEDIATELY DECLARE DEFENSE IF IT HAS THE ORDER OF ANY COLOUR, INCLUDING THE YELLOW. IF THE UNIT HASN'T DECLARED DEFENSE, IT DOESN'T ROLL DICE AGAINST THE OPPONENT'S ATTACK.








You can strengthen your unit's attack or defense by one dice by putting one fatigue token on that unit before Melee. See Stamina and Fatigue.




- The defending player determines the number of defense dice. The terrain abilities and the unit's passive abilities are also applied to the unit's basic defense.
- The attacking player rolls their dice to determine the result of the attack. The following results can be rolled in melee for the attacker:


-  - the unit panics (see Panic) and retreats to the distance of 1 hex in the direction opposite to the attacker.
-  - deals 1 damage if the unit is not Weak.
-  - deals 1 damage.
-  - deals 1 damage if the attacking unit has support (see Support).

- The defending player rolls his defense dice.



The following results can be rolled in melee for the defender:

-  /  - blocks one hit on the unit , ,  or ).
-  - blocks one hit on the unit if the defending unit has support (see Support).

The defending player must first block the  and . The rolled  are blocked last.

Every two allied units in contact with the unit allows it to ignore 1  - this is called Formation.

- Losses

If there is unblocked damage, the unit suffers losses. For each rolled  and  unit loses 1 miniature or 1 health.


For each unblocked  unit panics and must retreat (see Panic).

If the last miniature of the unit is removed or there is no health left, such a unit is considered destroyed.

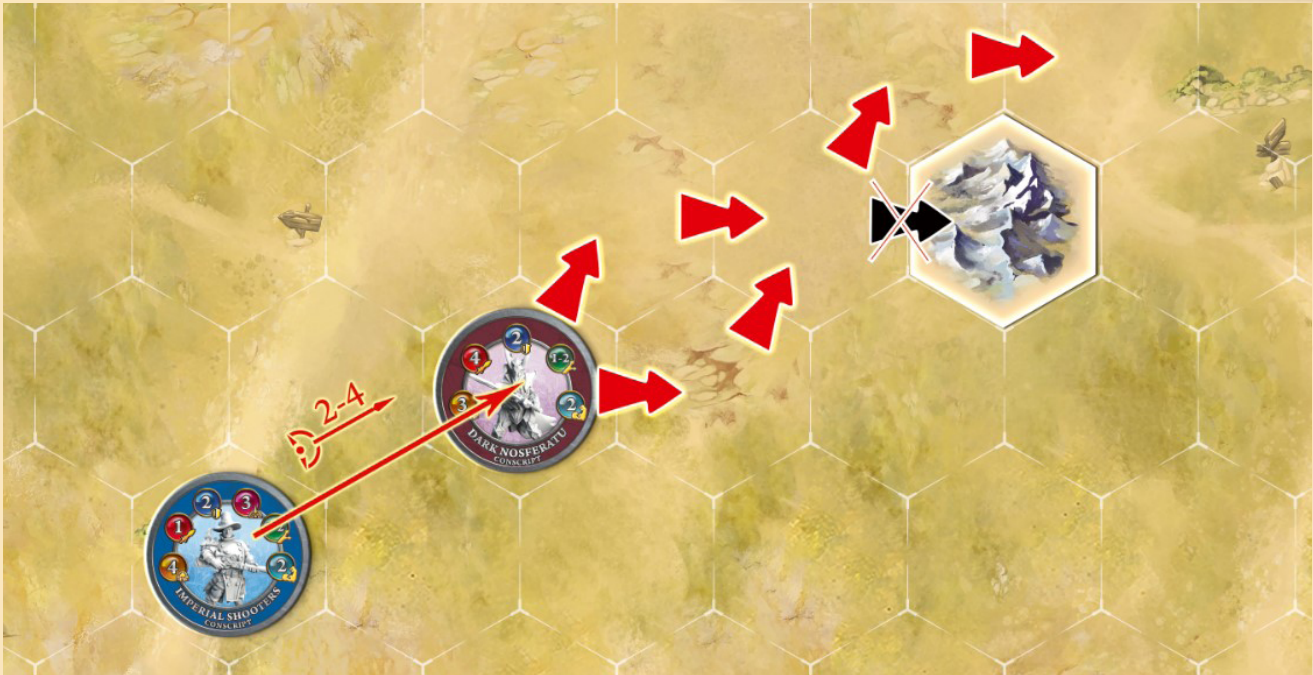
If the defending unit puts the attacker to panic, the attacker cannot pursue or declare Advance. At the same time, the defender cannot advance and pursue.




Panic


A unit is considered in a panic if there are unblocked  left after an attack roll. The panicked unit must retreat in a straight line, strictly in the direction opposite to the attacker.

In the case of a ranged attack, if it is impossible to choose one direction, the panicking unit moves in such a way as to increase the distance between itself and the attacker. The player, whose unit is panicking, chooses the route of movement of his unit.



The panicked unit must retreat a number of hexes equal to the number of . If this is not possible, for example, the retreat is blocked by an impassable barrier or the unit enters difficult terrain - the panicking unit takes 1 damage for each not passed hex. The panicked unit loses an order token if it has one and cannot be activated this round.



An example of a melee, where the unit panics for two , retreats, suffers damage and loses the order.

Advance.

If the attacked unit in Melee destroyed an enemy unit, put it into panic, or forced it to move by some ability like Rush, this attacking unit can occupy the vacated hex, whether it's a free hex or terrain. This action can be performed even if the unit was moving at its full speed prior to the attack. If the attacking unit panicked, it cannot Advance.

Melee Support

When your unit attacks in melee an enemy unit that is in contact with your other unit, you have Attack Support. In this case, all 🛡️ that have rolled are additionally considered successful rolls for the attacker.

When your unit defends in melee from an enemy that is in contact with your other unit, you have Defense Support. In this case, all rolled helmets are additionally considered successful defense rolls.



Formation

If the defending unit is in contact with two or more allied units, it ignores one 🗡️ for every two allied units.



Weak Unit

A unit is considered weak if its Size becomes 1 miniature. In this case, only 🗡️ and 🛡️ are considered successful hits for it.

The weak unit can still have and provide support.

Heroes and colossus units cannot be weak. They always successfully hit when rolling 🗡️, 🛡️ and 🗡️ regardless of the unit's Health.


RANGE ATTACK

If the unit has a Ranged Attack, it can declare it during its activation. The unit cannot declare a ranged attack if it is in the enemy's zone of control, if it already moved in the current activation, or cannot draw a Line of Sight to the target.

Before performing a ranged attack, the player must check the Line of Sight (LoS). LoS is a straight line that connects the geometric centers of two hexes, the hex the attacking unit occupies, with the center of the target's hex. A ranged attack can be declared if the LoS does not cross hexes occupied by other units or Difficult Terrains.


If the LoS runs along the occupied hex, the shooting is possible.
If the LoS goes between occupied hexes, then the shooting is not possible.



When performing a ranged attack, units cannot receive Support in attack and defense, so the rolled  cannot be taken into account.

RANGE ATTACK TYPES:

Shooting

The shot is performed at the distance of the shooting distance range indicated in the unit's card. The shooting distance is indicated by two numbers. The base shooting range is indicated by the first number and can be performed without any penalties. The second number indicates the maximum distance for the unit to perform the ranged attack. The effectiveness of such shooting drops and the unit doesn't deal damage on .

After checking the LoS, the ranged attack is performed according to the general rules for melee attacks. Except that the attacking player determines the number of their cubes for ranged attacks using their unit's Ranged Attack stat.



Magical Shooting

Magical Shooting is calculated in the same way as a regular Shooting, except that the enemy unit cannot defend against this attack. Therefore, during Magical Shooting, the attacking player rolls the dice and all the damage is dealt immediately.

Range Attack Order

- The attacking player checks the possibility of a ranged attack. To do this, they draw the LoS to the target unit and measure the shooting distance.
- The attacking player determines the number of their dice for a ranged attack using the unit's Shooting parameter and applies any necessary modifiers.





You can boost your unit's attack or defense by one dice by putting one fatigue token on that unit before Shooting. See Stamina and Fatigue.

NOTE!



WHEN THE UNIT IS UNDER ATTACK, IT MAY IMMEDIATELY DECLARE DEFENSE IF IT HAS THE ORDER OF ANY COLOUR, INCLUDING THE YELLOW. IF THE UNIT HASN'T DECLARED DEFENSE, IT DOESN'T ROLL DICE AGAINST THE OPPONENT'S ATTACK. TAKE NOTE THAT WHEN SHOOTING, THE UNIT THAT DECLARED DEFENSE CAN'T DEAL DAMAGE TO THE ATTACKER.





- The defending player determines the number of defense dice, if they declare Defense.


- The attacking player rolls their dice to determine the result of the attack. The following results are considered successful hits for the attacker:

-  - forces the unit to panic.
-  - deals 1 damage if the unit is not Weak.
-  - deals 1 damage.
-  deals 1 damage if shooting is in a base shooting range.




- The defending player rolls their defense dice, if they declare Defense.

 /  - blocks one hit on the unit.

The defending player must first block the ,  and . The rolled  are blocked last.

Every two allied units in contact with the defending unit allow it to ignore 1 .

- Loss Calculation

If there are unblocked attack dice after the defense roll, the defender suffers losses. For each rolled ,  (if shooting is in a base shooting range) and  (if the attacker is not weak) the defender loses 1 miniature or 1 health.

For each unblocked  the defending unit panics and must retreat (see Panic).

As a result of the losses, if the last miniature of the unit is removed or there is no health left, such a unit is considered destroyed.

SURCHARGE ABILITIES

At the moment of your unit's activation, if it is activated with any order other than yellow, you can use this unit's Activated ability. To do this, you need to pay the number of orders indicated on the card from your pool of orders. If you don't have enough orders to pay for the corresponding ability, you cannot activate it. Surcharge abilities last only until the end of the activation of your unit.

The Unit's abilities that don't require additional payment in orders are considered permanently active.

You cannot use an Activated Ability while activating another unit or when your unit is under attack.

END OF TURN PHASE

During the end of the turn phase, all temporary effects end and you remove their tokens from the game map. You also discard any remaining and unused order tokens from your hand.


Some of the conditions indicated in Scenario require a check at the end of the turn. If the condition in Scenario is met, the player who fulfilled it takes as many Victory Points as indicated.

VICTORY CONDITIONS


The game is over when one of the players achieves the required number of victory points while the opponent has less victory points.

GLOSSARY

Abilities

Armour - unit ignores one  on the opponent's dice roll in melee.

Aura X: [text] - [text] is applied at a distance within X hexes from the source of the Aura.


Brave - the unit ignores one  on the opponent's dice in melee.

Charge X - when the unit attacks in melee after making a move, it has X additional dice for this attack, once per activation. Charge cannot be performed if the unit is attacking the enemy next to which it started moving.


Counterblow - when the unit is attacked, it can make a defense roll even if it hasn't declared Defense.

Defender - if an enemy unit announces a melee attack on your unit which is next to the unit with this ability, you can redirect the attack to this unit.

Difficult Terrain - when a unit enters a Difficult Terrain hex from a different terrain type, it must end its activation immediately. If a unit without the Flying ability uses the Run rule, it can enter the Difficult Terrain using Stamina.

Dominance - when the unit attacks, the  it rolled is always considered successful.

Flight - the unit can move ignoring obstacles. And run into Difficult Terrain without getting a fatigue token. If a unit with Flight stops its movement at a certain terrain, it can use its properties. This unit cannot stop its movement on hexes of other units and impassable terrain.

Forged - When the unit is under attack, it ignores all  on the opponent's dice roll. The Vampirism and Marauder abilities do not affect this unit.


Fortitude - the unit cannot be Weak.

Marauder - when the unit deals damage, it loses one Fatigue token, once per attack.

Master of Attack X - when the unit attacks in melee, it can reroll X dice of the player's choice.

Master of Defense X - when the unit defends against melee or ranged attacks, it can reroll X dice of the player's choice.

Master of Shooting X - when the unit performs a ranged attack, it can reroll X dice of the player's choice.

Multiple Attack - When the unit performs a Multiple Attack, it attacks against each enemy unit in contact in turn. It may get the Fatigue Token and +1  until the end of the turn. The player chooses in which order to attack enemy units. During and after the Multiple Attack you cannot perform Advance. If the attacking unit panics, the Multiple Attack is interrupted.

A Multiple Attack counts as one attack for all effects, such as Marauder and Vampirism.

Necromancy - when the unit destroys an enemy unit, you can summon a Zombie Warriors conscript unit under your control to its hex.


Persecution X - having performed the Advance (see the Advance page 26), the unit can declare another melee attack. After the Advance, the unit can move additional X hexes. While using Persecution, the unit cannot return to the same hex from which it declared the first attack, and cannot move to a hex from which it cannot declare melee combat, cannot perform it while moving over the Difficult Terrain. The unit can perform Persecution once per turn.


Quick Shooter - the unit can declare ranged attacks after moving, but not after running.

Ranger - the unit ignores the Difficult Terrain ability. If this unit attacks, the enemy unit on a certain terrain doesn't receive bonuses from it.

Regeneration - at the beginning of the unit's activation, it restores 1 miniature or heals 1 wound.


Regroup - when the unit is attacked, it can replace one point of damage with Panic (see page XX). Only if it can retreat.

Resurgent - in melee  deal damage instead of panic to that unit. The formation works as usual. The Vampirism and Marauder abilities do not affect this unit.

Rush - if there are at least 1  rolled during the attack, it moves the target 1 hex towards the direction of the attack; if the target cannot move, it receives 1 wound instead.

If the unit panics, instead of the above, its retreat distance is increased by 1.

Survivable - when the unit is attacked, it cannot lose more than two models or receive more than two wounds in one attack.

Terrifying - when the unit attacks in melee, it has 1 extra  result added to his roll.

Vampirism - when the unit deals damage, it restores 1 miniature or heals 1 wound, once per battle. The feature is triggered after damage is dealt, but before determining which squad died and which panicked. Vampirism restores 1 miniature, even if there are no miniatures left in the squad after counting the losses. Damage received by the enemy unit in the panic process does not count as damage dealt.