

Player Aid

Player Turn:

1. Select a unit to activate.
2. Select activations: Move, Charge, Attack, Occupy or Special.
3. Once finished activations, mark unit as 'activated' with token.
4. End of turn.

Combat Calculation:

1. Establish base damage.
2. Apply attack modifiers.
3. Apply defence modifiers.
4. Consider applicable shenanigans.
5. Obtain the final damage number that is applied to the defending unit.

Key rules of Combat Calculations:

1. Every time a modifier is applied to the damage number, the result is always rounded up.
2. If attacking and defending player's rules appear to clash, the attacker's rule always takes priority.
3. 'The rule of right' applies through the combat calculations.
4. The final outcome of a damage calculation will never be lower than 1.

Key Concepts:

The Rule of Right - In any clash between individual rules in a player's rule tableau, priority is always given to the rule furthest to the right.

The reason behind this rule is that the game is designed for certain elements to have greater effect on the outcome of combat and play in general and subsequently, these are given an inherent priority in the hierarchy of rules.

Active Player Priority - If 2 players sets of rules result in a direct conflict, then priority is given to the active player's rule. In other words, the conflict is resolved in favour of the player whose turn it is.

This rule also extends to a dispute over whether or not an attack hits the rear, flank or front of the opposing unit. (Should a player chose to abuse this rule, they should naturally expect similar treatment when it is the other player's turn.



Human Statistic Sheet

Name	Class	Attack	Defence	Life	Movement
Militia	Infantry - L	2	1	3	2B
Pikeman	Infantry - M	3	2	4	1 ½ B
Foot Knight	Infantry - H	2	3	5	1B
Scout	Cavalry - L	3	0	3	2A
Raider	Cavalry - M	4	1	4	1 ½ A
Knight	Cavalry - H	3	2	5	1A ½ B
Bowman	Ranged - L	2 1 ½ A	0	2	2B
Longbowman	Ranged - M	3 2A	1	3	1 ½ B
Crossbowman	Ranged - H	3 1A ½ B	2	4	1B
Ballista	Artillery - L	3 1 ½ A	0	3	1B
Catapult	Artillery - M	4 2 ½ A	1	4	½ B
Trebuchet	Artillery - H	5 3A	2	5	-
Pegasus	Monster - L	4	1	6	2A
Gryphon	Monster - M	5	2	7	1 ½ A
Grey Dragon	Monster - H	6	3	8	1A ½ B
Wizard	Character - L	1	0	4	2B
Standard Bearer	Character - M	2	1	5	1 ½ B
Knight Lord	Character - H	5	3	6	1B