

The Blue Age: Legends At War Rules Reference

Game Turn

Command Phase

- Both Players Roll 1d10+Initiative of General. Winner decides First Player for the turn.
- Generate Magic Dice. D12 Per Magic Rating. Assemble additional D12 per Magic Rating and roll, 9+ add an extra to the first Pool.
- First Player Use any Command Abilities, Rally Fleeing Units, Cast Spells (if applicable), Opponent may try to Dispel.
- Second Player then does the same.

Move Phase

- Both players do any Mandatory Moves first, simultaneously.
- First Player may move all non-fleeing Units. Moving Units may Dash for extra D5" (Mark with token).
- All Models in Unit must remain within 2" of another model - Cohesion.
- Heroes & Commanders may move into and out of units.
- Units Locked in Combat may choose to Fall Back. Spirit Test. Success = Walk away. Fail = Flee!. Fleeing Units get Pressed as if the enemy just won a combat (See Combat)
- Cast Spells (If Applicable) Opponent may try to Dispel.
- Climbing, Jumping Across and Down
- Second Player then does the same.

Shooting Phase

- First Player may shoot with any units on their side that have a Ranged Weapon.
 - Nominate Unit, Check LoS & Cover. Cannot target units Locked In Combat.
 - Determine Range
 - Assembled D10's Equal to amount of shots, usually one per model.
 - Check Ranged Attack Modifiers & Apply
 - Roll D10's, equal to or higher than modified Ranged is a hit.
 - Compare Ranged S to targets G then roll to Wound. 10's are Wrathful Blows, additional -1 AP.
 - Defender takes Armour Saves with AP, then Magic Saves if applicable.
 - Remove Casualties. If >25%, target must make a Panic (Spirit) Test. On fail, fall back D5".

- Cast Spells (If Applicable) Opponent may try to Dispel.
- Second Player then does the same.

Note: Shooting with War Machines is different. See Unit Types.

Note: A model may only shoot with one Ranged Weapon per Shooting Phase unless it's a Chariot, Monster, or War Machine

Combat Phase

- First Player may cast a single Spell. Second Player may Dispel.
- Second Player may cast a single Spell. First Player may Dispel.

Continue Alternating until all Spells are cast.

Charge Sub-Phase

- First Player may select one unit to declare a charge. Second Player declares Charge Reaction and resolves it.
 - Second Player may select one unit to declare a charge. First Player declares Charge Reaction and resolves it.
- Continue Alternating until all Charges are Declared. Pre-Measuring is ok.**
- First Player then selects one Charging Unit and makes Charge Roll. If Equal to or greater than the distance, move the charging Unit into base contact with target. If Less than distance, Charging Unit fails forward their roll in cm.
 - Second Player then selects one Charging Unit and does the same.

Continue Alternating until all Charges are resolved.

Charge Reactions:

- **Hold Ground:** Unit does nothing.
- **Stand & Shoot:** Unit makes a free Ranged Attack with additional Modifiers.
- **Flee!:** Unit runs 2d5" away from Charging Unit. If caught, charging unit gets bonuses. Units that Flee! May not declare a charge this turn.

Multi Charges: A Unit may charge multiple units, must make enough distance with Charge Roll and remain in cohesion.

Pre-Engaged Units: A Unit may charge a pre-engaged Unit, gain a flanking bonus.

Fight Sub-Phase

- First Player selects which fight to resolve first. After it is resolved, Second Player chooses the next fight to resolve. Keep alternating.
- Models fight in Initiative order from 10 to 1 and must be in Base-to-base Contact to make a Hit Roll. If Initiative is tied, models fight simultaneously.
- Unit Champions, Heroes & Commanders Issue/Accept Challenges before the fight begins.
 - Consult Initiative Modifier Table first.
 - When a model fights they may Push 3cm toward the closest enemy model if they aren't already in base contact.
 - Assemble D10's equal to Melee Attack.
 - Check Melee Attack Modifier Table.
 - Roll D10's, equal to or higher than Modified Melee is a hit.
 - Compare attacker's S to defenders G then roll to Wound. 10's are Wrathful Blows, additional -1 AP.
 - Defender takes Armour Saves with AP, then Magic Saves if applicable.
 - Remove Casualties, move to next Initiative Step.
 - At the end of Initiative Step 1, calculate combat resolution.

Combat Resolution

After all models have fought, tally up each sides
Combat Resolution Score:

- ❖ Wounds +1 Per unsaved
- ❖ Bannerman +1 Per
- ❖ Warbanner +1 within 15cm
- ❖ Charge +1, +2 downhill
- ❖ Outnumber +1 per unit
- ❖ Charged in D Terrain +1 per Unit
- ❖ Unit has Fear +1
- ❖ Charged in Building +1 per Unit
- Loser must take a Spirit Test. -1 Modifier for every 2 Combat Resolution they lost by. If Unit is now under Half Strength, another -1 Modifier.
 - **If Passed:** Stay in Combat, free Push.
 - **If Fail:** Fall back D5", all terrain is Open.
 - **If roll 1-2:** Break and Flee 2d10cm toward Deployment.
- Winner makes Consolidation Move of D10" in any direction.

Note: If they catch a Falling Back Unit, they are now Locked in Combat with that unit.

Note: If they catch a Fleeing Unit, that unit immediately takes Wounds equal to the amount of models in the attacking unit, using their weapon profiles.

End Phase

- Tidy up table, remove dead models and tokens/markers that aren't needed.
- Resolve any effects that say they happen here.
- Move on to the next turn, starting with the Command Phase.

Magic:

- Generate Spells before game starts. Casters have Magic Rating amount of spells plus Core Spell.
- At the start of the command phase, take a D12 per Magic Rating in your army that is still on the battlefield. Then roll an additional 1d12 per Magic Rating, each roll of 9+ generates an additional D12. These D12's are called the Magic Pool, and are expended throughout the turn to cast spells.
- During every phase a Caster may attempt to cast a spell, provided that they have them available for that Phase.
- Casters may only attempt to cast a spell once per turn. Multiple Casters can attempt to cast the same spell, provided that they generated that spell too.

Casting Spells

- Select a Caster that is still on the battlefield, then choose a spell.
- Select an amount of D12's from your Magic Pool to expend on the spell.
- Compare Magic Rating to the Casting Table
- Roll d12's, equal to or higher than MR's CTN is a success. Rolls of 12 generate an additional die that is immediately rolled.
***Note:** Doubles, Triples, Quads, etc, triggers an Expulsion! Roll on Expulsion Table*
- Compare Successes to Casting Number of Spell, equal to or greater than succeeds.
- Opponent may attempt to Dispel.
- Resolve Spell, then move on to the next Spell that the caster has, or the next caster.

Dispelling

- Select a Caster within Range of Enemy Caster that just succeeded
- Select an amount of D12's from your Magic Pool to expend on the dispel.
- Compare Magic Rating to the Casting Table
- Consult the Dispel Modifier Table
- Roll d12's, equal to or higher than MR's CTN is a success. Rolls of 12 generate an additional die that is immediately rolled.

- Compare Successes to the Opponents Successes, equal to or greater than succeeds and the Spell is Dispelled.

Unit Types

- **Infantry:** All the core rules are written around infantry. If you've got this far, you know how infantry work.
- **Hero:** A subtype, they use whatever rules for the Unit Type they are listed as. Heroes can join units (See Commanders and Heroes) and have the special Destiny Stat.
- **Cavalry:** Cavalry gain a single Impact Attack per model, count Difficult Terrain as Dangerous Terrain, and may re-roll charges. Cavalry models may not enter Buildings.
- **Beast:** Beasts gain the Sure Step special rule and may Re-roll Dashes and Charges.
- **Chariot:** Chariots have special movement rules. They may only pivot before moving (180 degrees), and up to twice when they move (90 degrees). May not enter buildings. All terrain other than Open Ground is Dangerous Terrain. Can only Charge targets in the front 90 degrees. Shoot full 360. Gain 2 Impact Attacks at AP -2
- **War Machine:** Facing matters, War machines may only shoot in their front arc (180 degrees). Once per turn, Before a War Machine fires a Ranged Weapon it may pivot on the spot before doing so. War Machines treat Difficult Terrain as Dangerous Terrain and may not enter buildings, but they may be deployed in buildings.
 - **War Machines and Shooting:** War Machines shoot just like regular units with the exception of Stone Throwers. A model that is a Stone Thrower will say so in its weapon profile Qualities. A Stone Thrower may shoot at any enemy model within range, if it is in Line of Sight roll to Hit and only Scatter if the shot misses. If it is out of Line of Sight the shot always scatters, do not roll to hit.
- **Monstrous Infantry:** Monstrous Infantry gain the Sure Step and Fear Special Rules. Gain a single Impact Attack. All Melee Attacks gain -1 AP
- **Monster:** Facings matter, Can only shoot and charge within their front 180 degrees. Gain Terror, Smash, Sure Step, Stomp Special Rules. Ranged Attacks (except War Machines) gain a +1 To Hit against Monsters. Gain Impact Attacks equal to Melee Attacks +1. Monsters may not enter buildings and all their Melee Attacks gain the Demolisher Quality against Buildings. All Melee Attacks gain -2 AP
- **Swarms:** Swarms do not gain any initiative bonuses. They gain the Sure Step Special Rule. When a Blast (x) or Firestorm Template hits a Swarm it does D5 hits instead of the regular one. Melee Attacks against Swarms suffer a -1 to hit.

Swarms may be shot past with Ranged Attacks and don't block Line of Sight.

- **Flyers:** A Subtype, they use whatever rules for the Unit Type they are listed as. Every time a Flyer ends its movement it counts as having landed, which means it can be charged unless a rule says otherwise. Additionally they gain additional Impact Attacks equal to their Melee Attacks, ignore all Terrain rules unless landing in Dangerous Terrain, and they may not enter Buildings.

Note: Objective Hold is in the Table section

Heroes & Commanders

Commander

- Commander is chosen before the game starts. Must be Hero without Warbanner.
- Commander Benefits:
 - Roll/Select Command Trait (army list).
 - Add Initiative to D10 roll at start of turn to determine First Player.
 - All friendly units within 12" of Commander may use Commander's Spirit instead of their own.

Destiny

- Heroes & Commanders have Destiny.
- Uses for Destiny Include:
 - Add -1AP to an attack before roll to hit.
 - Spent to Perform a Death Save, roll 6+ to not die.
 - Re-roll up to three dice, Cast/Dispel Roll
 - Re-roll up to three dice, To Wound Roll.
 - Automatically pass a Spirit/Mind Test for them and their unit. Declare before rolling.

Joining Units

- May Join unit during move phase by declaring it and moving into cohesion.
- Joining Unit Benefits:
 - Hero may not be targeted by ranged/spell attacks unless hit by Blast/Firestorm.
 - Unit gains their Heroic Bonus.
 - Hero counts as a part of that unit, except Heroic Bonus.
 - The Unit always uses the Heroes Spirit Stat for tests.

Challenges & Duels

For Heroes & Commanders:

- First Player may issue a Challenge with a Hero at start of a Fight. Second Player may then issue a Challenge if more can be issued
- If accepted, move the two heroes into base contact.

Note: If Heroes are the only models in the units in Combat, they are automatically put into a Duel.

- Duel is then acted out before the normal Combat, following the same steps as a Combat (See Fight Sub-Phase).
- Duel only ends when one hero is dead.
- Models in a Duel may only attack each other.
- On second turn of the Duel, before attacks are made, a Hero can try to Bug Out with a Mind Test, replace them with a model from their unit. The Duel then ends.
- If a Hero slays his enemy in a Duel, gains the following:
 - +1 Destiny Point
 - May take 1 Magic Item on a D10 roll of 8+ (Not Unique items)
 - +1 Victory Point

For Unit Champions:

- May only accept, **not** issue.
- If Champion slays the enemy Hero in a Duel, gains the following:
 - Change Unit Type to X, Hero
 - +1 Destiny Point
 - May take **all** magic items on a D10 roll of 8+ (Including unique items)
 - +1 Victory Point.
- If Champion loses and is slain, do following:
 - All friendly units within 12" of Champion take Spirit Test. If Fail, -1 Spirit until end phase next turn.
 - Unit that Champion belonged to takes separate Spirit Test. If fail, Flee!. Enemy Unit in Combat makes Consolidation of 2d10".

Warbanner

- A single Hero in your Army can take a Warbanner. Gives following:
 - +1 Combat Resolution
 - Re-roll failed Spirit & Mind Tests within 10cm
- Warbanner may be Planted on an Objective. Gives following, loses above:
 - Friendly models within 6cm gain
 - Magical Save (9+), or +1.
 - +1 Objective Hold
 - Re-roll Hits of 1

Armour:

Armour Special Rules

- **Movement:** Some Armour effects a models movement, simply add or subtract this to the Unit's Profile. These buff/debuffs will NOT be applied to a Unit Profile as written.
- **Parry:** A model with this special rule may re-roll failed Armour Saves.
- **Magical Save (X):** A model with this Special Rule gains the Magical Save value of X. If a model has multiple sources of a Magical Save, use the best

available and add 1 to it for each additional Magical Save the model possesses.

Universal Special Rules:

- **Ambush:** Models with Ambush may be held in reserves at Deployment. From the second turn onwards, an Ambush may be called in. At the end of your movement phase, Roll a D10, on a 5+ the Ambush is successful, on a 1-4 the unit is delayed for a turn. Place a model from the unit anywhere on the battlefield and roll Scatter. Move the model to the final place, then set up the unit. Models that Ambush may Shoot and Charge that turn but may not Dash or Move. Shooting for that turn grants the model a +1 Ranged Attack Modifier. Charges suffer a -4" Penalty. An Ambush that lands in Impassable Terrain is destroyed. If it lands in Dangerous Terrain all models automatically take a hit and must pass an Armour Save or die. If it lands in a building the unit may not charge that turn.
- **Animated Construct:** Gains the Unbreakable Special Rule, may not Dash, ignores the first point of Armour Piercing.
- **Arcane Mastery:** Models with this special rule may re-roll Dispel attempts.
- **Bane (X):** Models with this Special Rule may re-roll To Hits against models of the X Army List.
- **Blast (3/5"):** Weapons/Spells/Items/Effects with this Special Rule require a Template to determine models effected. The rule in question will verify the size required. Place the center of the template on the target unit/building/point on the battlefield. Roll to Hit if necessary, if successful the template hits exactly where it's placed, all models even partially under the template are affected by the rule. If the To Hit roll fails, scatter the Template.

Scatter: When a rule asks for Scatter, Roll a D10. The point of the D10 indicates which direction the Scatter will go, and the value is the distance in inches the Scatter travels before landing in its final place. Always measure from the center of the blast.
- **Deathblow:** If a model has the Deathblow rule, whenever they roll a To Wound roll of 9 or 10, the target of the attack dies with no saves (including Magical and Regeneration) allowed. Deathblow does not kill Monsters, instead causes them to suffer an additional wound.
- **Deft of Mind:** Model automatically passes all Mind Tests
- **Elite:** If a model in a unit has this, all models in that unit benefit from it. Models with Elite may Re-roll all Spirit Tests.
- **Fear:** If a single model in a unit has fear, they all gain fear, if that model leaves/dies then the unit loses fear. Fear gives a +1 to Combat Resolution

- **Feral Beast Strike:** At initiative step 1, each model with this Special Rule makes an attack with the following profile: Melee 6+, Strength 7, AP -1, Rend
- **Firestorm:** Weapons with this Special Rule use the Firestorm Template (a 8" Teardrop) for their range and hits. Place the narrow end in base contact with the firing model and attempt to cover as many enemy models as possible. All models that have bases even partially covered by the template get hit. Roll to Wound and Save as per the Weapon Profile. Firestorm weapons always Ignore Cover Bonuses. If the target is a building, all models within the building section get hit.
- **Flammable:** Models with this special rule always take Automatic Wounds from weapons with the Flaming Quality
- **Frenzy:** Models with this special rule must always move/dash/charge toward the nearest enemy unit. They gain Rage and Unbreakable.
- **Furious Charge:** Models with this special rule gain +1 Strength on the turn they charge.
- **Ignores Cover:** Weapons/Items/Spells/Effects with this Special Rule ignore the Cover Bonus that a model may be receiving.
- **Impact Attacks:** When this model charges it does Impact Attacks (amount depends on the Unit Type, Magic Item, Weapon, etc). Impact Attacks happen at Initiative 10, they automatically hit at the Model's base Strength (unless stated otherwise). Roll to Wound and Save as normal.
- **Mindful Acumen:** If a model in a unit has this, all models in that unit benefit from it. Models with Mindful Acumen may Re-roll all Mind Tests.
- **Ponderous:** Unit may not move and Shoot.
- **Rage:** Model gains +1 Melee Attack on a successful charge for that combat.
- **Regeneration (X+):** Models with this Special Rule gain an additional Save called Regeneration. A model may always attempt a Regeneration Save after all saves have been taken, and even when a rule says no saves allowed. Regenerations are done after combat, for the purpose of Combat Resolution the models count as slain/damaged. If a model is reduced to 0 Health, it may still make a Regeneration Save at the end of that phase, this can bring models back to life only during the phase in which they lose their last Health.
- **Scout:** Models with this special rule are deployed last, and may be deployed anywhere on the battlefield that is more than 12" from an enemy model.
- **Shrouded:** If a model in a unit has this, all models in that unit benefit from it. Shrouded models treat Open Ground as Light Cover, and Ranged attacks that target them suffer a -2" range penalty (20" becomes 18", for example)
- **Smash:** All of the model's Melee Attacks have AP-3.
- **Stealth (X):** Models with Stealth increase all Cover Bonuses by 1 in the X Terrain
- **Stomp:** At Initiative Step 1, a model with this Special Rule makes a free attack with the following Profile: Melee 4+, Strength (User), AP -3, Shred.
- **Stupid:** Models with this Special Rule must pass a Mind Test at the start of each Turn to act normally. If the test is failed they must move/dash toward the nearest enemy, may not shoot or charge, but may fight if they are charged.
- **Sure Step:** Models with this special rule are never slowed by any terrain. Their Movement is always maximum.
- **Terror:** As Fear, with added rules: Models that wish to Charge a model with Terror must pass a Spirit Test to do so, if they fail they may not charge the Terror inducing model. If a model with Terror Charges, the target must pass a Spirit Test or they suffer a -2 Initiative and -2 Melee Attack Modifier for that turn.
- **Unbreakable:** Model always succeeds Spirit Tests, no need to roll.
- **Unstable:** Unstable units are Unbreakable, and suffer one extra wound for every point they have lost the round of combat by, with no saves of any kind allowed against these wounds.
- **Vanguard:** After both sides have deployed (including scouts), models with Vanguard may make a free move before the first turn starts. These models may not Dash during this move.
- **Wrath:** A Wrathful Blow is triggered on a To Wound Roll of 9 or 10, instead of the regular 10.

Weapon Qualities

Melee Weapon Qualities

- **Demolisher:** Allows a weapon to damage buildings and ruins.
- **Fast:** +1 Initiative to the bearer if attacking with this weapon. If their Base Initiative is higher than their opponents then they may Re-Roll hits against that opponent.
- **Lance:** When a model charges, it gets the first bonus listed for Strength and AP. If it is charged or has been charged, use the second bonus.
- **Parry:** Models with weapons/shields with this special rule may re-roll failed Armour Saves.
- **Polearm:** Grants the Polearm Melee Attack Modifier. Additionally, models with Polearms may attack from 2" away, instead of being in base contact as usual. At least one model in the unit must be in Base Contact with an enemy model for the Polearm benefit to be used.
- **Scythe:** If a model attacks with this weapon from the 2" away as granted by the Polearm Quality, use the first Strength Modifier. If a model attacks with this weapon in Base Contact, use the second Strength Modifier.
- **Slow:** -2 Initiative if attacking with this weapon.
- **Shred:** Models that suffer wounds from a weapon with Shred must re-roll successful armour saves.
- **Two-Handed:** A model attacking with this weapon may not gain bonuses from Shields or

Greatshields, nor may they use Throwing Weapons when charging.

Ranged Weapon Qualities

- **Accurate:** Models that Shoot with a weapon with this Quality may Re-Roll failed To Hit rolls of 1 and 2.
- **Blast (3/5"):** Weapons/Spells/Items/Effects with this Special Rule require a Template to determine models effected. The rule in question will verify the size required. Place the center of the template on the target unit/building/point on the battlefield. Roll to Hit if necessary, if successful the template hits exactly where it's placed, all models even partially under the template are affected by the rule. If the To Hit roll fails, scatter the Template.
Scatter: When a rule asks for Scatter, Roll a D10. The point of the D10 indicates which direction the Scatter will go, and the value is the distance in inches the Scatter travels before landing in its final place. Always measure from the center of the blast.
- **Demolisher:** Allows a weapon to damage buildings and ruins.
- **Firestorm:** Weapons with this Special Rule use the Firestorm Template (a 8" Teardrop) for their range and hits. Place the narrow end in base contact with the firing model and attempt to cover as many enemy models as possible. All models that have bases even partially covered by the template get hit. Roll to Wound and Save as per the Weapon Profile. Firestorm weapons always Ignore Cover Bonuses. If the target is a building, all models within the building section get hit.
- **Flaming:** Units that take unsaved wounds from a weapon with this rule take a Flaming Token. During the End Phase of each turn, roll a D10 for each Flaming Token. On a 1-5 the Flames extinguish and the token is removed. On a 6-10 the unit takes D5 Hits with the original weapon's profile. A unit may only suffer from one Flaming Token.
- **Ignores Cover:** Models that are targeted by a weapon with this Quality cannot gain the benefits of Cover.
- **Rapid Fire:** Ranged Weapons with this Quality do Double shots (usually 2, unless stated otherwise) when within half range.
- **Shred:** Models that suffer wounds from a weapon with Shred must re-roll successful armour saves.
- **Snaring:** Models that suffer wounds from a Snaring Weapon suffer an Initiative penalty as listed in the Charge Sub-Phase.
- **Thrown:** When a model with a Thrown Weapon charges they may make a free ranged attack with the Throwing Weapon with a Ranged Attack Modifier of -2. Additionally, they gain an Initiative Bonus (see Charge Phase).
- **Volley Fire:** Ranged Weapons with this quality do Double Shots (usually 2, unless stated otherwise)

when the bearer stands still in the prior Movement Phase.

Terrain

Note: If a rule says *Impassable to X Unit Type*, the *Fly Sub-Type* overrules it.

- **Open Ground:** Normal Rules.
- **Difficult:** Double Move. +/- to Charge.
- **Dangerous:** Double Move. Every Model roll D10, 1-2 suffer a wound, Normal save unless Flee! Or Fall Back.
- **Impassable:** No Move. Block LoS.
- **Woods:**
 - **Light:** No LoS Block, Light Cover. No War Machines
 - **Heavy:** Block LoS after 4cm. Difficult, Heavy Cover. No War Machines.
- **Rivers:**
 - **Shallow:** Difficult except MI, Mo, F. If Flee! Or Fall Back, Dangerous.
 - **Deep:** Impassable except Mo, F. If a model in, Automatic Wound.
- **Roads & Bridges:** Open Ground. Ignore terrain underneath.
- **Hills:** Open Ground. Charge bonuses. +2" Range for Shooting.
- **Obstacles:**
 - **Low:** Double Move. Light Cover. Charge Bonuses.
 - **High:** Double Move up and across. Heavy Cover, Impassable for Cav, Cha. Charge Bonuses.

Buildings

- Ruins are scatter. Buildings have walls, sections, and roof.
 - **Ruins:** Difficult Terrain. Light Cover.
 - **Buildings:** Heavy Cover. Divided into Sections. Can be destroyed and turned into Ruins.
- Buildings may only be attacked by Demolisher Weapons/Spells.
- Penetrate: D10+Strength of Demolisher vs. Defense of Building.
 - **If Less:** Nothing happens.
 - **Equal To:** -1 Structure Point
 - **Greater than:** -2 SP, Penetrate Table Roll.

Preparing For Battle

- Determine Points Limit. 1,000-1,500
- Determine Table Size. 4'x4', 6'x4'
- Terrain, determine Magic Terrain, Ruins, Buildings & Sections, Obstacles, etc.
- Determine PvP or PvE.
- Select Scenario.

Ranged Attack Modifiers	
Situation	Modifier
Shooting Unit Dashed	-1
Shooting Unit Stood Still	+1
Shooting Unit is in Building	+1
Shooting Unit Stand & Shoot	-2
Target Dashed	-1
Target in Half Cover	-1
Target in Full Cover	-2
Shooting Unit Ambushed	+1

To-Wound Chart											
Defender's Grit											
	1	2	3	4	5	6	7	8	9	0	
ATTACKERS STRENGTH	1	6+	7+	7+	8+	8+	9+	9+	0+	-	-
	2	5+	6+	7+	7+	8+	8+	9+	9+	0+	-
	3	4+	5+	6+	7+	7+	8+	8+	9+	9+	0+
	4	3+	4+	5+	6+	7+	7+	8+	8+	9+	9+
	5	2+	3+	4+	5+	6+	7+	7+	8+	8+	9+
	6	2+	2+	3+	4+	5+	6+	7+	7+	8+	8+
	7	A	2+	2+	3+	4+	5+	6+	7+	7+	8+
	8	A	A	2+	2+	3+	4+	5+	6+	7+	7+
	9	A	A	A	2+	2+	3+	4+	5+	6+	7+
	0	A	A	A	A	2+	2+	3+	4+	5+	6+

A=Automatic Wound: No Armour Saves, Instant Kill.
Magical Saves may still be Taken.

Charge Roll Table	
Unit Type	Charge Roll
Infantry	2d10**
Cavalry	2d10^^
Chariots	2d10"
Beasts	2d10+2^^
Swarms	2d5**
Monstrous Infantry	d10"
Monsters	d10+5"
War Machines	d5"
Flyer	+6"
* Picking The Highest ^Re-Roll one or both dice.	

Melee Attack Modifiers	
Situation	Modifier
Attacker Charged	+1
Defender was Charged this turn and has Polearms	-1
Attacker Dashed	-1
Defender chose to Flee!	+2
Attacker chose to Flee!	-2
Defender lost previous fight	+1
Attacker lost previous Fight	-1
Attacker Outnumbers	+1 per 2 Units
Defender Outnumbers	-1 per 2 Units
Attacker is in any cover	+1
Defender is in any cover	-1

Initiative Modifiers	
Situation	Modifier
Model Charged into Melee	+1
Model is inside a building and is charged	+3
Model Charged through Difficult Terrain	-1*
Model Charged through Dangerous Terrain	-2*
Model is using a Slow Weapon	-2
Model is using a Fast Weapon	+1
Model has Throwing Weapons	+1
Model Charged Downhill	+2*
Model was hit with a Snaring Weapon this turn	-3
Model is defending a Low Obstacle	+1
Model is defending a High Obstacle	+2

Combat Resolution Table	
Result	Points
Unsaved Wounds	+1 Point per wound the enemy suffered.
Bannerman	+1 Point per bannerman on your side of the combat still alive
Warbanner	+1 Point per Warbanner within 15cm of the Combat
Charge	+1 Point, +1 additional for a charge downhill
Outnumber	+1 Point per outnumbering unit
Charged while in Dangerous or Difficult Terrain	+1 per Unit inside the terrain
Unit has Fear	+1, once per combat
Charged at while Defending a Building	+1 per unit inside the building

Casting Table	
Magic Rating	Caster Target Number
1	8+
2	7+
3	6+
4	5+
5	5+
6	5+

Dispel Table	
Magic Rating	Dispel Range
1	24"
2	48"
3	60"
4	72"
5	84"
6	Whole Battlefield

Dispel Modifier Table	
Situation	Dispel Modifier
Target Caster is a higher Magic Rating	-1 per Magic Rating
Target Caster is a lower Magic Rating	+1 per Magic Rating
Target Caster is engaged in Combat	+1
Your Caster is engaged in Combat	-1
Target Caster has taken at least 1 Wound	+1
Your Caster has taken at least 1 Wound	-1

Expulsion Table	
D12 Roll	Expulsion Effect
1	Overload: The Caster gains D5 Strength and Grit until the end of the turn.
2	Backlash: The Spell is not cast and the Caster forgets the Spell and may not use it for the rest of the game.
3	Lance: If the Spell has Strength and AP, those are doubled. If it has Blast (3/5"), it is removed and treated like a regular Ranged Attack. If the Spell doesn't do damage, nothing happens.
4	Bloom: If the Spell has a Duration longer than Instant, it is doubled. If it has an Instant Duration, nothing happens.
5	Lightning Surge: The Caster gains +2 to Melee and Ranged until the end of the turn.
6	Fizzle: The Spell is not cast.
7	Shudder: The Spell Miscasts and doesn't harness.
8	Earth Shaker: If the spell does damage it gains the Demolish Quality
9	The Gate Opens: The Caster and the target of the Spell must make a Spirit Test or Flee!
10	Laughter of the Gods: The Caster and their Unit gain the Shred Special Rule until the start of the next Command Phase.
11	Quake: All un-engaged units within 12cm of the Caster must pass a Spirit Test or make a Flee Move (these units are not fleeing) toward their deployment zone.
12+	The Crossing Taketh: Center the Blast (5") Template on the Caster, it does not scatter. Every model under the Template is removed from play unless they have and pass a Magical Save.
Note: Add 1 to the roll if the Casting Roll had a Triple. Add 2 to the roll if the Casting Roll had a Quadruple, and so on.	

Armour	Save conferred	Special Rules
Light Armour	9+	-
Medium Armour	7+	-
Heavy Armour	6+	-2" Movement
Shield	+1 to the Armour Save. 10+ no Armour	Parry
Great Shield	+2 to the Armour Save. 9+ no Armour	Parry, -1" Move
Magic Armour	+2 to the Armour Save. N/A to Shields	Magical Save (8+)
Note: A model may only benefit from a Shield/Great Shield once, use the higher value. Magical Saves: These can stack, use the highest, then add +1 per additional Magical Save to a max of 4+. Armour Saves: Max of 2+		

Objective Hold Table	
Unit Type	Objective Hold (Per Model)
Infantry	1
Cavalry	1
Beast	1
Chariot	3
Swarms	0
Monstrous Infantry	2
Monster	5
Hero	+1
Flyer	-

Heroes Joining Units Table									
H E R O T Y P E	Unit Type								
		Inf	Cav	Ch	Be	Sw	MI	M	F
	Inf	Y	N	N	Y	Y	Y	N	N
	Cav	N	Y	Y	Y	N	N	N	N
	Char	N	Y	Y	Y	N	N	N	N
	Be	Y	Y	Y	Y	Y	Y	N	N
	Sw	Y	N	N	Y	Y	N	N	N
	Mon I	Y	N	N	Y	N	Y	Y	N
	Mons	N	N	N	N	N	Y	Y	N
	Flyer	N	N	N	N	N	N	N	Y

Building Type Table		
Building Type	Defense	Structure Points
Light	10	3
Medium	11	4
Heavy	12	5
Fortification	14	6
Magical	+4	+2

Building Penetration Table	
D10 Roll	Building Damage
1	Shudder: Units inside suffer -1 Initiative (after other modifiers) until the End Phase.
2	Rattling damage: Units Inside suffer a -1 Initiative and may not shoot.
3	Groaning timbers: Units inside must make a Mind Test or disembark the Building.
4	Was That Window Always There?: Lower the Cover Bonus to Light, Units that Shoot out of this Section gain a +1 Ranged Modifier.
5	I... Think that's Structural..: Lower the Defense value of the building by one.
6	Quake: Units Inside must make a Mind Test. On a Fail they Cannot Shoot, Charge, or gain Defensive Bonuses (except Cover) until the End Phase.
7	Breach!: Lower the Cover Bonus by one. (Heavy to Light, Light to NONE).
8	Collateral Damage: Adjacent Sections must also suffer a Building Penetrating Table roll. If the Building has no other Sections it suffers another Structure Point damage.
9	This Thing Is Going Down!: Roll a D10, on a 8+ the target Building Section is destroyed (Use Partial Collapse below). On a 7 or less, the Units inside the section must make a Spirit Test or make a Flee! Move out of the Section. If the Units stay, they suffer a -1 Modifier to Melee and Shooting until the End Phase.
10-11	Partial Collapse: The Section of the Building is destroyed. Units inside may attempt to Bail out to another section with a Mind Test. If failed, the unit takes D5 Automatic Wounds.
12+	Apocalyptic Collapse!: All units inside the Building are slain and the building is destroyed. Replace it with Ruins or a Crater.
Note: Add 1 to the Die Roll for every AP a Demolisher Weapon has.	

Melee Weapons			
Name	Strength Modifier	Armour Piercing	Qualities
Short Weapon	-1	-	Fast
Hand Weapon	-	-	-
Great Weapon	+2	-2	Slow, Two-Handed
Spear	-	-1	Polearm
Halberd	+1	-2	Two-Handed, Polearm
Lance	+2/+1	-2/-1	Polearm, Lance
Flail	+1	-1	Fast
Morning Star	-	-1	-
War Scythe	+3/+1	-2	Two-Handed, Polearm, Scythe
Kyrani Warblade	+1	-1	Parry
Lyrani Ancestral Blade	+1	-2	Fast, Parry
Kjarlin Axe	+3	-2	Fast

Ranged Weapons					
Name	Range	Str	Shots	AP	Qualities
Bola	6"	2	1	-	Snaring
Throwing Weapon	8"	User	1	-	Thrown
Sling	10"	2	2	-1	Rapid Fire
Handbow	10"	4	1	-	-
Shortbow	16"	3	1	-	Rapid Fire
Bow	24"	4	1	-	-
Longbow	30"	5	1	-1	Volley Fire
Crossbow	36"	7	1	-2	Accurate
Repeater Crossbow	36"	7	2	-2	Rapid Fire
Tharian Hunting Bow	28"	5	2	-1	Volley Fire
Fire Spewer	F	5	1	-1	Firestorm, Flaming
'Kragi Bombs	8"	8	1	-4	Blast (4cm)
'Kragi Crossbow	40"	9	1	-3	Accurate