

TURN SEQUENCE

PLACE ONE FACTION MARKER IN THE DRAW BAG FOR EACH UNIT IN THE BATTLE.

SHUFFLE THE BAG AND REMOVE ONE FACTION MARKER.

THE PLAYER CONTROLLING THE FACTION THAT HAS BEEN DRAWN NOW ACTIVATES ONE OF THEIR UNITS.

THE UNIT BEING ACTIVATED CAN DO ALL THEIR AVAILABLE ACTIONS ONCE IN ANY ORDER THE PLAYER CHOOSES.

THIS IS REPEATED UNTIL THE BAG IS EMPTY.

ONCE THE BAG IS EMPTY PLAYER PERFORM THE REFRESH ACTION.

ACTIONS

THE BELOW LIST IS THE AVAILABLE ACTIONS ALLOWED:

MOVEMENT:

THE UNIT CAN CHOOSE TO MOVE ITS BASE (FREE) STAT OR CHOOSE TO BOOST USING EXERT CUBES.

ATTACK / CHARGE / MAGIC:

ATTACKS CAN BE MADE UP USING A CHOICE OF:

- RANGED WEAPONS
- HAND TO HAND COMBAT
- MAGIC

COMBAT/MELEE

TO INITIATE COMBAT YOU MUST BE IN CLOSE PROXIMITY TO THE OPPONENT RESULTING FROM A SUCCESSFUL CHARGE.

WHEN IN CLOSE COMBAT BOTH PLAYERS ROLL SIMULTANEOUSLY. ATTACKER FOR HITS, DEFENDER FOR SUCCESSFUL BLOCKS.