# REFERENCE

## Game sequence

- Place the boards.
- Place the objective tokens.
- Draw cards.
- Place the fighters.
- Round 1
  - Action phase
  - End phase
- Round 2
  - Action phase
  - End phase
- Round 3
  - Action phase
  - End phase
- Victory

## Activation options

- Make a Move action with a fighter.
- Make a Charge action with a fighter.
- Put a fighter on Guard.
- Make an action printed on a fighter card or upgrade (such as an Attack action) with a fighter.
- Draw a power card from the top of the power deck.
- Discard an objective card and draw an objective card from the top of the objective deck.
- Pass (do nothing).

## Power step sequence

- Current player plays a power card or passes.
- Next player plays a power card or passes.
- Repeat until both players pass in succession.
- Next activation.

## Combat sequence

- Choose a target, which must be within the Attack action's Range characteristic. Note that if there is no target within range and line of sight, you cannot make an Attack action. You cannot target a friendly fighter.
- Roll a number of attack dice equal to the Attack action's Dice characteristic and count the number of successes you roll.
- Your opponent rolls a number of defence dice equal to the target fighter's Defence characteristic and counts the number of successes they roll. The target fighter's Defence characteristic tells you which symbol ( $\Psi$ or $\mathbb{C}$ ) they need to roll for a success. A $\bigoplus$ is a critical success, which is always a success.
- Compare your successes (the 'attack total') to your opponent's successes (the 'defence total').
  - If the attack total is less than the defence total the Attack action has no effect – the Attack action fails. Similarly, if neither you nor your opponent rolled any successes, the Attack action has no effect – the Attack action fails.
  - If the attack total equals the defence total, but you rolled at least one success, the Attack action fails. However, the target can be driven back.

  **Trapped:** If the target can be driven back, but can't be pushed because all of the hexes they could be pushed into are blocked or occupied, the Attack action is successful instead of failing. The target suffers damage – take a number of wound tokens equal to the Damage characteristic of the Attack action and place them on the target's fighter card.

  - If the attack total is greater than the defence total, the Attack action is successful. The target suffers damage – take a number of wound tokens equal to the Damage characteristic of the Attack action and place them on the target's fighter card. The target can also be driven back. If they can't be pushed because all of the hexes they could be pushed into are blocked or occupied, they are not pushed back and do not take any additional damage.

## End phase sequence

Each player runs through this sequence, starting with the player who took the first activation in this round.

- Score objectives.
- Discard unwanted objectives.
- Play upgrade cards.
- Discard unwanted power cards.
- Draw objective cards and power cards (to a maximum hand of 3 objective cards and 5 power cards).

### CRITICAL SUCCESSES

If the attacker has more critical successes ( $\bigoplus$ symbols) than the target, then the Attack action is successful, regardless of the number of successes rolled by the other player. The Attack action also results in a critical hit (pg 22).

If the target has more $\bigoplus$ symbols than the attacker, then the Attack action fails, and the target cannot be driven back.

If both players roll the same number of $\bigoplus$ symbols, the success or failure of the attack depends on any other successes rolled by either player.