

ROUT



DISORGANISATION



DISENGAGE



MOVE AND FIRE



FIRE



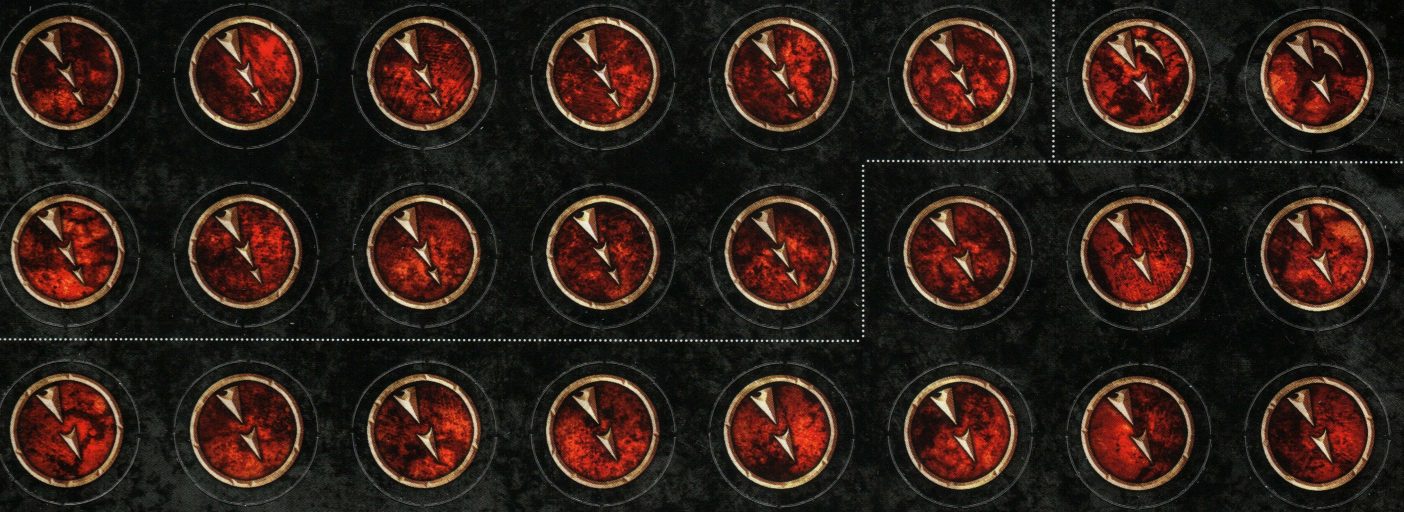
DISPERSION TEMPLATE



CONTROL



RAPID FIRE



FLIGHT LEVEL 2

FLIGHT LEVEL 1

FLEE

RETREAT

COUNTER-CHARGE

CHARGE RECEPTION



DISPERSION TEMPLATE

PURSUIT

CHARGE

RUN

MARCH

IMMOBILE

DISPERSION TEMPLATE



GAME PHASES

1	Rallying (DIS 6)	p.40
2	Entry of reserves (DIS 7*)	p.37
3	Order attribution	p.44
4	First firing / Incantation phase	pp.46, 54
5	Movement phase	pp.60, 82
6	Divination phase	p.77
7	Second firing / Incantation phase	pp.46, 54
8	Hand-to-hand combat phase	p.89
9	Mana recovery phase	p.58

* 1 in every round after the 1st roll.

ADDITIONAL ORDERS

TACTICAL ROLL RESULT	COMMANDER-IN-CHIEF'S RANK CATEGORY			
	1	2	3	4
☐	-	1	2	3
1 to 5	1	2	3	4
6 to 10	2	3	4	5
11 to 15	3	4	5	6
16 to 20	4	5	6	7
21 and more	5	6	7	8

ORDERS

 Cancelling an Order (before manoeuvre)	DIS 10
 Immobile	-
 March	-
 Run	DIS 4
 Charge	-
 Disengage	INI or STR 4+1*
 Move and fire	-
 Rapid fire	-
 Fire	-
 Charge reception	DIS 6
 Counter-charge	INI 6
 Pursuit	INI 4
 Retreat	DIS 6
 Flee	-

* Per opponent in base-to-base contact

MANOEUVRES

Reorientation: • Quarter-turn • Half-turn	- DIS 5*
Rapid reformation	DIS 7
Backward movement	DIS 6*
Units regroupment	-
Unit division: • Movement phase • During thrust movement	DIS 5 DIS 7
Sideways movement	DIS 7*

* Automatic for detachments and units in scattered formation.
 Independents can freely leave a Unit if they wish. (See p.73)

MANA RECOVERY

RESULT	INITIATE	ADEPT	MASTER	VIRTUOSO
☐	0	0	0	0
0 and less	1	1	2	3
1 to 5	2	3	4	5
6 to 10	4	5	6	7
11 to 15	6	7	8	9
16 to 20	8	9	10	11
21 and more	10	11	12	13

CASTING RESTRICTIONS

Initiate	2 spells/round
Adept	3 spells/round
Master	4 spells/round
Virtuoso	5 spells/round

TEMPORARY FAITH

Devout	1 T.F. point for every 3 miniatures within the aura of faith
Zealot	1 T.F. point for every 2 miniatures within the aura of faith
Dean	1 T.F. point for every miniature within the aura of faith

PENALTIES

Scattered formation	ATT/DEF/RES -1
Charge	INI/ATT/DEF -1
Disorganisation	INI/ATT/DEF -1
Rout	INI/ATT/DEF -1
Death of the Commander-in-chief	DIS rolls -1
Rapid reformation	MOV -2.5
Half-turn	MOV -2.5
Sideways movement	MOV -2.5
Change of altitude level	MOV -5

BAG·NABOK

DISPERSION



WOUND TABLE

STR-RES

D6 RESULT	-/20	-19/-18	-17/-16	-15/-14	-13/-12	-11/-10	-9/-8	-7/-6	-5/-4	-3/-2	-1/0	1/2	3/4	5/6	7/8	9/10	11/+
1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
7	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
8	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
11	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
12	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

CONFRONTATION EFFECTS

Sacred weapons: The target's Resilience/RES is divided by two and rounded up to the higher integer.
 Sacred armour: Immunity/Exceptional Wounds. Fighter is subjected to a Damage Roll, the player rolls 1d6. On a result of 1 or 2, this Damage Roll is cancelled.

COMBAT DICE

Small Size	1
Medium Size	1
Large Size < 50 A.P.	1
Large Size ≥ 50 A.P.	2
Very Large Size	3
Colossal	+1
Gigantic	+2
Character	+1

DOMINATION FACTOR

Small Size	1
Medium Size	1
Large Size	2
Very Large Size	3
Colossal	+1
Gigantic	+2

WOUND LEVELS

Small Size	1
Medium Size	1
Large Size < 30 A.P.	1
Large Size ≥ 30 A.P.	2
Very Large Size	3
Colossal	+1
Gigantic	+2
Warrior-mage / Warrior-monk	+1
Character	+2

OUTCOME OF THE FRAY (COURAGE TEST AT COMBAT OUTCOME)

Loser's Domination Factor <	6
Loser's Domination Factor < than 10 or +	8
MODIFIERS	
Unit in scattered formation	+1
Disorganised Unit	+1
Unit in state of control	+1
Dreadful enemy in the fray	+1

FIRING

RANGE		DIFFICULTY	
Short		4	6
Medium		7	9
Long		10	12
MODIFIERS			
"Move and fire" Order			+1
Partially visible target			+1
Targeted Unit is a detachment or in scattered formation			+1
Target of Large Size or bigger			-1

	Control		Immobile		March
	Rout		Disengage		Move and fire
	Disorganisation		Charge reception		Counter-charge

	Run		Charge		Flight level 1
	Rapid fire		Fire		Flight level 2
	Pursuit		Retreat		Flee

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