

### 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 1<sup>st</sup> roll.

### MANA RECOVERY

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

### ORDERS

Cancellling 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

Reorganisation	DIS 6
Fear and courageous Units	p.88

### MANOEUVRES

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

### 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

### DISPERSION

	4cm
	6cm
	8cm
	10cm
	12cm
	14cm



Control	Immobile	March	Charge	Flight level 1
Rout	Disengage	Move and fire	Normal fire	Flight level 2
Disorganisation	Charge reception	Counter-charge	Retreat	Flee

# BAG•NABOK

## 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 TABLE

D6 RESULT	STR - RES																
	-/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, 2 or 3 this Damage Roll is cancelled.

## 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

