

SPEARHEAD REFERENCE

PRE-BATTLE SEQUENCE

- Roll off. Winner chooses who is **attacker** and who is **defender**.
- **Attacker** picks regiment ability and enhancement, then **defender** does so.
- **Defender** chooses **Aqshy** or **Ghyran** side of realm battlefield.
- **Defender** picks deployment map (horizontal or diagonal) and chooses which territory is theirs.
- **Defender** sets up 1 large and 1 small terrain feature. Then **attacker** does the same. Each terrain feature must be set up wholly within friendly territory, more than 6" from all other terrain features and more than 3" from both long battlefield edges and enemy territory. Terrain features cannot be set up on objectives.

DEPLOYMENT

Attacker sets up their army first, followed by the **defender**. Each unit must be set up wholly within friendly territory and more than 6" from enemy territory.

SEIZING THE INITIATIVE

If the player who went **second** in the previous battle round wins the priority roll and **chooses to go first** in the current battle round, they do not draw any battle tactic cards for that battle round unless they are the underdog and the difference in victory points between the players is 5 or more.

BATTLE TACTICS CARDS

- Start of first battle round: draw 3 battle tactic cards.
- Start of second or later battle round: discard any battle tactic cards in your hand if you wish. Then if you have less than 3 battle tactic cards in your hand, keep drawing them until you have 3.

VICTORY POINTS

At the end of each of your turns:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 1 victory point for each battle tactic you completed this turn.

START OF BATTLE ROUND SEQUENCE

- First battle round: **attacker** chooses who takes the first turn. Later battle rounds: players make a **priority roll** (Core Rules, 12.0).
- Determine **underdog** (Core Rules, 12.0).
- Draw **twist card**.
- Players draw **battle tactic cards** (see below).
- **Start of Battle Round** abilities are used.

TERRAIN

Large Terrain Feature: Cover, Obscuring, Unstable

Small Terrain Feature: Cover, Unstable

Cover: Subtract 1 from **hit rolls** for attacks that target a unit that is behind or wholly on this terrain feature, unless that unit **charged** or has the **FLY** keyword.

Obscuring: A unit cannot be targeted by shooting attacks if it is behind or wholly on this terrain feature, unless it has the **FLY** keyword.

Unstable: Models **can** move across but **cannot** be set up on or end any type of move on any part of this terrain feature that is more than 1" tall.

Once Per Turn, Your Movement Phase

CALL FOR REINFORCEMENTS

Declare: Pick a friendly **REINFORCEMENTS** unit that has been **destroyed**.

Effect: Set up an identical **replacement unit** on the battlefield, wholly within friendly territory, wholly within 6" of the battlefield edge and not in combat.

Each **REINFORCEMENTS** unit can only be replaced once. Replacement units cannot themselves be replaced.

KEYWORDS CORE

PHASES

Start of Turn

Hero Phase

Movement Phase

Shooting Phase

Charge Phase

Combat Phase

End of Turn

UNIVERSAL CORE ABILITIES

➤ Your Movement Phase

NORMAL MOVE

Declare: Pick a friendly unit that is **not in combat** to use this ability.

Effect: That unit can move a distance up to its **Move** characteristic. That unit **cannot** move into combat during any part of that move.

KEYWORDS CORE, MOVE

➤ Your Movement Phase

RUN

Declare: Pick a friendly unit that is **not in combat** to use this ability.

Effect: Make a **run roll** of D6. That unit can move a distance up to its **Move** characteristic added to the **run roll**. That unit **cannot** move into combat during any part of that move.

KEYWORDS CORE, MOVE, RUN

➤ Your Movement Phase

RETREAT

Declare: Pick a friendly unit that is **in combat** to use this ability.

Effect: Inflict **D3 mortal damage** on that unit. That unit can move a distance up to its **Move** characteristic. That unit **can** move through the combat ranges of any enemy units but **cannot** end that move within an enemy unit's combat range.

KEYWORDS CORE, MOVE, RETREAT

➤ Your Shooting Phase

SHOOT

Declare: Pick a friendly unit that has not used a **RUN** or **RETREAT** ability this turn to use this ability. Then, pick one or more enemy units as the target(s) of that unit's attacks.

Effect: Resolve **shooting attacks** against the target unit(s).

KEYWORDS CORE, ATTACK, SHOOT

➤ Your Charge Phase

CHARGE

Declare: Pick a friendly unit that is **not in combat** and has not used a **RUN** or **RETREAT** ability this turn to use this ability. Then, make a **charge roll** of 2D6.

Effect: That unit can move a distance up to the value of the **charge roll**. That unit **can** move through the combat ranges of any enemy units and **must** end that move within $\frac{1}{2}$ " of an enemy unit. If it does so, the unit using this ability has **charged**.

KEYWORDS CORE, MOVE, CHARGE

➤ Any Combat Phase

FIGHT

Declare: Pick a friendly unit that is **in combat** or that **charged** this turn to use this ability. That unit can make a **pile-in move**. Then, if that unit is **in combat**, you must pick one or more enemy units as the target(s) of that unit's attacks.

Effect: Resolve **combat attacks** against the target unit(s).

KEYWORDS CORE, ATTACK, FIGHT

UNIVERSAL WEAPON ABILITIES

Anti-X (+1 Rend): Add 1 to this weapon's **Rend** characteristic if the target has the keyword after 'Anti-' or fulfils the condition after 'Anti-'. Multiples of this ability are cumulative. For example, if a weapon has both **Anti-charge (+1 Rend)** and **Anti-HERO (+1 Rend)**, then add 2 to the **Rend** characteristic of the weapon for attacks that target a **HERO** that **charged** in the same turn.

Charge (+1 Damage): Add 1 to this weapon's **Damage** characteristic if the attacking unit **charged** this turn.

Companion: This weapon is not affected by abilities used by a friendly unit that affect the Attacks characteristic or the attack sequence.

Crit (2 Hits): If an attack made with this weapon scores a **critical hit**, that attack scores 2 hits on the target unit instead of 1. Make a **wound roll** for each hit.

Crit (Auto-wound): If an attack made with this weapon scores a **critical hit**, that attack automatically wounds the target. Make a **save roll** as normal.

Crit (Mortal): If an attack made with this weapon scores a **critical hit**, that attack inflicts **mortal damage** on the target unit equal to the **Damage** characteristic of that weapon and the attack sequence ends.

Shoot in Combat: This weapon can be used to make shooting attacks even if the attacking unit is in combat.