

# ARMIES OF ARCANA

## REFERENCE SHEET

### Turn Sequence and Special Events

Fleeing  
Non-engaged Broken Units  
Engaged Broken Units and Pursuers  
Movement  
Place infiltrators (May shoot and move normally)  
Roll Initiative (High wins)  
Players move all units, resolving Overruns and special shooting events  
Place infiltrators (-1 to shoot, no moving)  
Magic  
Existing spells effects resolved  
Wizards alternate casting  
Missile Fire  
All resolved simultaneously  
Melee  
All resolved simultaneously, except first and last strike  
Morale  
Regenerate  
Rally broken units  
Test units

### Fleeing Units Phase

Move Non-engaged units before engaged.

Non-Engaged must move d6" and may add normal movement

Engaged must move d6" + full normal movement, and may be pursued by unbroken units

Pursuers move d6" + full normal move, or until they catch the fleeing unit.

Pursuing units inflict 1 automatic wound per melee attack they could make if they catch the fleeing unit.

Units moving in the fleeing phase do not get to move in the movement phase, except for 3" bonus move for skirmishers

### Movement

Infiltrators may set up outside of enemy deployment area and 6" away from all enemies. An infiltrating unit may also be placed at the end of movement phase, after skirmishers have been adjusted.

Each side rolls initiative. High roller may move first or second.

Charges must be made within the first quarter of a unit's movement.

RaF units may wheel to completely engage

Skirmishers (charged of chargeing) get 3" extra to more fully engage.

Overrun attacks are resolved during movement

Missile attacks from charged units are resolved during movement

Natural missile attacks from charging units are resolved during movement

### Magic

Persistent spells with reoccurring effects are resolved at the start of the phase.

All non-broken and non-melded spellcasters gain one point of power

The side that moved first may decide to cast first or second

Casters alternate casting between sides.

A player may choose to not cast a spell. If a player passes, he may not cast any more spells that turn

A caster may cast only one spell per turn

Casters may counterspell as long as they have power. Counterspells must be declared before resolving the spell's effects.

Ties go to caster in counterspell attempts

Ties go to dispeller in dispel attempts

# ARMIES OF ARCANIA

## REFERENCE SHEET

### Melee

All melee combat is considered to be simultaneous, except that first strikes are resolved in a melee before normal attacks, and last strikes are resolved after normal. Ramming attacks count as always striking even if the ramming creature is killed by first strike.

Characters must fight enemy characters or monsters if they are available and not already fighting a character. If all enemy characters and monsters are occupied, characters may double up on enemy heroes or monsters or attack normal troops.

Monsters may attack whichever they want from characters or normal troops that are in base to base contact with them.

Models with long weapons may attack over one friendly model that is in contact with the enemy, or from the first two ranks in a RaF unit.

To hit an enemy in melee a model must roll equal or less than its skill level on a d6. This may be modified by the following.

- +1 for attacking immobilized or Slow enemies.
- 1 for attacking up a steep slope or stair.
- 1 for attacking through an obstruction, such as a doorway or window.
- 1 for each level of evasion an enemy model possesses.

Amour saves are made using the amour value of the defending model modified by the strength of the attack.

Fixed amour is not modified by strength unless the attack is magical.

### Missile Fire

All missile fire is considered to be simultaneous

Missile attacks have normal range listed.

Missile attacks may fire 1/3 further at a -1 long range penalty

To hit an enemy in melee a model must roll equal or less than its skill level on a d6 using the following modifiers.

Missile attack skill modifiers:

- 1 Long Range
- +1 Short Range (target within 1/3 of normal range)
- 1 for covered targets (woods, walls, etc)
- 2 for heavily covered targets (crenellations, in building windows)
- 1 if target is flying
- +1 if target is Slow or Immobile
- 1 per point of target's evasion
- +1 if target has 30 or more bases of models in RaF

Scatter attacks causing Xd3 hits which miss by 1 cause half as many hits (partial hit)

Scatter attacks cause half as many hits to skirmished units or single models

When firing into combat, re-roll misses against units engaged with the target

Amour saves are made using the amour value of the defending model modified by the strength of the attack.

Fixed amour is not modified by strength unless the attack is magical.

Artillery attacks against fixed amour will use half of the strength of the artillery attack is applied, rounded up. They can also injure missile immune models, using their full strength against an armor of 5.

### Morale

Models with regenerate roll for their wounds before determining if they must take a break test

Units that were broken at the start of the phase may roll their base morale to rally before testing non-broken units.

Fearless and berserk units never take break tests unless they are engaged in a melee.

Units must take morale tests if:

- 1) They have lost 1/4 of the models they started the game with during this turn.
- 2) They have lost 1/2 or more of their starting number of wounds and are engaged or suffered a wound this turn.
- 3) They are engaged with a superior enemy. Superior units have 3x as many wounds, or are engaged with the face of a RaF unit of equal wounds on their own flank or side, or while they are skirmished.
- 4) They have suffered a casualty from a Fearsome model's melee attacks (unless they are fearless).
- 5) The unit has lost a character this turn.

Morale is modified by:

-1 per every 2 wounds of models lost this turn, or for every wound on existing models, which ever is higher.

-1 for every X enemy models engaged. X depends on the base size and formation:

Base Units	Skirmished units bonus is + or - 1 every	RaF units bonus is + or - 1 every
1/2	20 models	10 models
1	12 models	6 models
2	8 models	4 models
4	4 models	2 models
9	2 models	each model

+1 for every X model within the units, as on the table above.

Check victory conditions after all morale rolls are resolved.