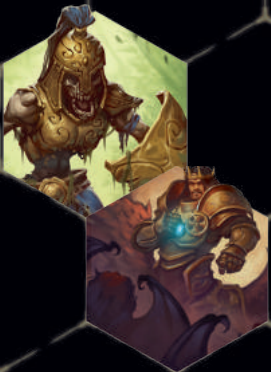




FANTASY COMMANDER



RULE BOOK

V1.1

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The siege of Vallor has failed.

The tragic death of prince Celebrian – son of the Grypharim queen Zenobia – forced the Grypharim to withdraw their forces, and marshal Roland to return to his Emperor empty-handed.

Incensed by the failure of the campaign, the Emperor has demanded an official oath of fealty from the Grypharim Queen – terms which the Empire's winged allies cannot accept. With the Grypharim having departed to lands unknown, the Holy Grypharim Empire is no more. It is now called the Iron Nest in honor of the impregnable citadel which serves as the Emperor's headquarters.

Now in unofficial exile, Marshall Roland has retired to the Empire's borders with Styx. But he does not plan to remain idle.

He hears more and more troubling rumors of undead, necromancers, and worse.

Thus far, his loyal and capable adjutant Pavel Starkov has managed to keep the undead at bay, but both understand that an attack from Styx is imminent. They are aided by a mysterious seer – Anna Dark – who is desperately trying to save the Empire with the help of her gift of foresight.

Can the trio stop the imminent advance of dark forces or will the Empire be swept away by the advancing tide of undead without their departed Grypharim allies? Only you, Commander, will tell.



GAME COMPONENTS

The starter set includes the following components:

BASIC COMPONENTS



Game Map



Rulebook



Tactic Cards



Unit Cards



**Initiative
Player Token**



Terrain Hexes

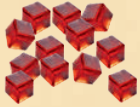


**Game
Screens**

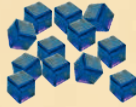


Unit Miniatures or Unit Tokens





Wound Tokens



Fatigue Tokens



Capture Point Markers









Order Tokens



Game Dice

In Fantasy Commander we use a special game dice, which symbols correspond to the usual D6 game dice as follows:

-  - 1 (panic);
-  - 2 (successful attack);
-  - 3 (successful attack for not Weak unit);
-  - 4 (support);
-  - 5 (successful defense);
-  - 6 – (successful defense).

ADDITIONAL COMPONENTS



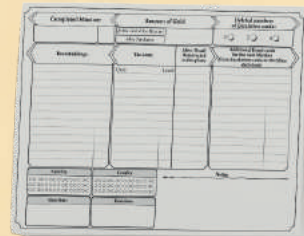
Campaign Book



Escalation Cards



Scenario cards Town Cards



Missions Completion Report



Special Order Tokens for Monsters for the Campaign

INTRODUCTION

Fantasy Commander is a strategy board game with highly detailed 20mm miniatures (1:72 scale) from Signum Games. Take part in the epic clash taking place in the Signum world with armies of fantastic creatures and glorified heroes at the forefront. Moreover, you will have a unique opportunity to go through the single-player campaign.

The game is designed with an unusual combat mechanic that allows players to almost simultaneously make all decisions and lead their armies on the battlefield.

Now, there's no need to waste time waiting for your opponent's turn. Act quickly, decisively, and simultaneously. And watch out!

Every step that you take can either bring a victory closer or deprive you of your well-deserved crown.

Before another battle starts, you can easily change the structure of your army or include various Tactics Cards of your faction into the Tactics deck. While during the battle itself, you can flexibly change your strategy, adjusting to the circumstances, and even change terrains on the game map at your discretion.



MAIN GAME MODES

There are several game modes in Fantasy Commander, which differ in the style of play and the objectives assigned to you. We will get acquainted with each of them in more detail later on in this rulebook. This chapter just briefly introduces them.

FOR THE FIRST GAME

Scenario mode is the easiest way to learn the game basics.

SCENARIO

You choose one of the available scenarios and follow specified conditions. In order to start the scenario game, you can use either the recommended armies or create your army on your own, without going beyond the point limit.

The goal of the Game: You have to achieve the specified number of VP (Victory Points) faster than your opponent.

BATTLE ROYALE

In this mode, you make the army roster and Tactics Deck yourself. You can also place the terrain hexes on the game map at your discretion or use the initially prepared map from any scenario.

In this mode, you have the maximum freedom. We recommend this mode for players who are already familiar with the basic rules.

The goal of the Game: You must completely eliminate your opponent's army.

STAND-ALONE CAMPAIGN

This mode is perfect for those heroes who are not afraid to challenge fate, getting into a long adventure full of danger. Here you will have to fortify your settlement and repel the enemy raids, going through multiple related scenarios.

Although your goals may change from one mission to another, the eventual victory in the campaign will be determined by the reputation earned and the well-being of your town. The rules of the stand-alone campaign are presented in a special book.



SCENARIO SELECTION AND ARMY SIZE

Before the start of the game, choose a suiting scenario and the opposing factions in it.

Each army roster is designed for a certain number of points that indicate the cost of your units. The size and strength of your army depend on the number of points for which your roster is made. The description for each scenario indicates the number of points allowed for use in the roster.

When choosing a roster of your army or building it yourself, you must ensure that the sum of the points of units in the roster does not exceed the indicated limit.

For your very first games, we recommend that you use our initially prepared army rosters.

In the Battle Royale mode, we recommend using the following roster values for your armies:

- *Battle of the Vanguard*
Units: 200 - 250 points
- *Battle of the Main*
Armies: 400 points
- *Grand Battle: 500 points*



**Take note
that your army
cannot include several
Colossal Creatures or
Heroes with the same name.**

UNIT TYPES AND ABILITIES

There are three types of units in the game: regular units, colossal creatures, and heroes. Regular units are additionally divided into Infantry and Monstrous. Despite the fact that regular units can include miniatures, while heroes and colossal creatures are represented by only one miniature, they are all considered units and have cards with descriptions of abilities and characteristics.

It's important that a regular unit has the Size characteristic, which shows how many miniatures are initially included in this unit.

If a regular unit received damage, you must remove as many miniatures from this unit as the number of damage it received. When all the miniatures of the unit are removed from the game map, that unit is considered destroyed.

Colossal creatures and heroes, for their part, have the Health characteristics instead of Size.

When receiving damage, such a unit imposes the corresponding number of Wound tokens.

As soon as the number of wounds becomes equal to the health reserve, the unit is considered destroyed and is removed from the battlefield.

Besides the listed characteristics, units do also have special and unique abilities. Those can be permanent or must be activated.

To trigger the Activated ability, the player must pay the additional cost indicated next to the ability in Order tokens at the beginning of the unit's turn. The Activated ability lasts until the end of the unit's current turn. Most of the abilities are indicated by keywords that can be found in the glossary (p. 38).

! If you use cardboard tokens as units, you mark losses with Wound tokens, regardless of the type of unit.



UNIT TYPES AND ABILITIES



The main characteristics and properties of each unit are indicated on its card.

List of parameters on the unit card scheme:

- **Unit Name;**
- **Faction;**
- **Leadership** - the number and color of orders that the unit generates during the command phase;
- **Attack** - the number of dice that the unit uses when performing a melee attack;
- **Defense** - the number of dice that the unit uses when defending;
- **Range Attack** - the number of dice that the unit uses to perform a ranged attack;
- **Size** - the number of miniatures that the unit includes;

- **Health** - the number of wounds that the unit can take. Colossal creatures and heroes have this parameter instead of Size;

- **Stamina** - the maximum number of Fatigue tokens that the unit can have. If the card doesn't have this indicator, the unit cannot receive Fatigue tokens;

- **Movement** - a parameter that has two values, the first is the distance of movement and the second is the distance of the run. Indicates the number of hexes that the unit can move in one activation;

- **Cost** - the number of roster points that are required to be spent to take this unit into your army roster.



TACTICS DECK PREPARATION

If you used an Army card with an already compiled roster, then you can also use the Tactics deck from the recommended cards.

The Tactics Deck contains one Tactic Card for each unit in your starting army. The card indicates how many copies of such cards may be in your Tactics Deck. For each star card there must be three regular cards in the deck.

For Example:
To have two star cards there must be at least eight cards in your deck. To have three cards - at least twelve.

Once you have built the Tactics Deck, you shuffle and place it face down in front of you on the table.



PLACING THE GAME MAP AND THE ARMY

Place the game map on the table and place the required terrain hexes as indicated in the scenario.

Once you place all the terrain pieces, the players set Capture Points (CP) in accordance with the chosen scenario.

The player with the most units receives the Initiative token and is the first to place one of his units on the game map. If the number of units in the armies is equal, determine the first player randomly.

Players can deploy units only in special deployment zones marked in the scenario with the corresponding colours. Next up, the second player places any chosen unit in the deployment zone of their faction. Thus players take turns deploying their units until both have deployed their armies completely. If one of the players has run out of their units, the second player just places all the remaining ones.

Deployment zone



VICTORY POINTS

The conditions of the scenario indicate what the player receives Victory Points for. As soon as a player has the amount of Victory

Points specified in the scenario and has more Victory Points than their opponent, the player wins the game.



CAPTURE POINTS

Capture Points are special markers that designate important areas on the game map. Depending on the game mode, these points can be used in different ways.

The point is under control by the player while one of their units occupies the hex.



GAME PROCESS

GAME MECHANICS AND TURN PHASES

Once you've become familiar with the basic game components and details, it's finally time to start the battle.

The game in Fantasy Commander consists of turns, which are divided into several successive phases.

- COMMAND PHASE

During this phase, both players generate Order tokens and distribute them among their units.

- ACTION PHASE

You activate units on the game map in accordance with the color of the orders you distributed to them. Units with Red orders are the first to be activated, then the units with Blue orders, and the units that have Green orders. The last to be activated are the units with Yellow orders. Before activating each unit, you must play the top tactic card from your deck.

- END OF TURN PHASE

All effects that were active until the end of the turn end during this phase. Then the players discard any remaining Order tokens they had.



COMMAND PHASE

This is the strategic planning phase. The decisions made by the players will determine the actions and performance of the units on the game map. During the Command Phase, players simultaneously complete all of the steps listed below.

GENERATION OF ORDERS AND PLAYER'S ORDER POOL

At the beginning of the Command Phase, each player generates their own pool of orders for the current turn. You receive a number of orders from the **supply** equal to the sum of the leadership of all your units.



Colored order symbols (▲, ◆, ■ and ◆) indicate that you receive orders of the corresponding color.



indicates that you generate a random order by rolling a dice.



allows you to re-roll 1 dice in the pool for free. You can do this before or after the whole pool has been rerolled by the basic rules, if you decide to use it.



- ▲ Red Order



◆ Blue Order



■ Green Order

Purple Orders ◆ cannot be generated during the dice roll.

All dice are rolled at the same time. You can also re-roll the rolled result at your discretion, but by doing this you lose one dice for each subsequent re-roll. You cannot re-roll your result if you have only one die left.



You place the pool of orders collected in this way behind your screen.

Your opponent may ask you to show the number and colour of orders lying behind your screen, but only before the phase of order distribution begins.



ORDER DISTRIBUTION

The distribution of the Order tokens between your units is secret, therefore you place those tokens with their backside up on the hex with the unit. The order of its activation on the game map will depend on the color of the Order token the unit receives. The units that received the Red Orders are activated first, then the Blue and Green ones respectively.

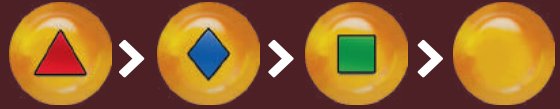


Players have an unlimited number of Yellow Orders in stock, and they do not require generation. Units that receive a Yellow Order are activated last and cannot take any actions. No unit at the end of the Command Phase must be left without an Order token. If a player nevertheless forgot to put an Order token on one of their units, at the beginning of the Action phase such a unit automatically receives a Yellow Order.

All unused orders are discarded at the end of the turn.

Purple Order tokens are an exception as they allow you to activate a unit as if it had an order of any other color.

Activation order



At any time during the game, the Purple Order in the order pool can be replaced with an order of any other color.

If a Purple Order is distributed to a unit, it can be replaced with an order of any color from those that are available on the game map.

The chosen order is taken from the supply.

DETERMINING A PLAYER WITH INITIATIVE

After both players have completed Orders distribution, all orders placed on the game map are revealed face up. The player who has fewer Red and Purple distributed orders in total receives an Initiative token until the next Command Phase. The Initiative player is called the First Player or the Initiative Player.

If both players have placed the same number of Red and Purple Orders on the game map, the player who had the initiative as a result of the previous Command Phase remains the initiative.

You cannot transfer your initiative to your opponent at your discretion.

The initiative player is the first to start activating their units, starting with Red Orders.



PLAYER A HAS INITIATIVE.

Player A



Player B



INITIATIVE



Player B placed 1 Red Order.

Player B



Player A

Player A placed 1 Red and 1 Purple orders.



The initiative token goes to player B



ACTION PHASE

Most of the actions on the game map take place during this phase. Players alternately activate their units in accordance with the color of the orders received. The player with the initiative starts the activation first.

The units activation for both players takes place in the following order:

- units with Red Orders
- units with Blue Orders
- units with Green Orders
- units with Yellow Orders
- units with purple orders can be activated any time during that player's turn at the player's request.

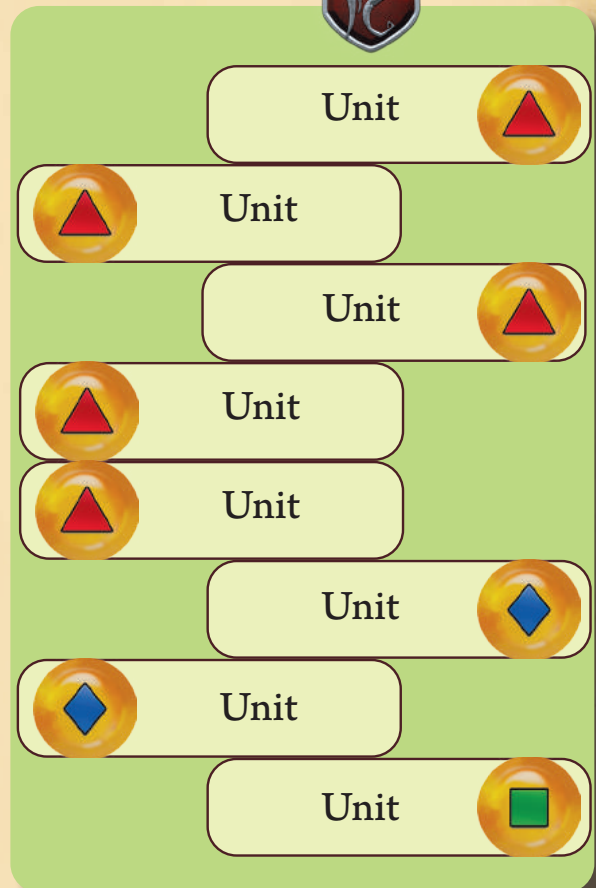
UNITS ACTIVATION ORDER (EXAMPLE)

Player B who has initiative is the first to activate a unit with a Red Order. Then Player A. When all units with the Red Orders are activated, the player with initiative will be the first to activate the unit with the Blue Order. When there are no units with the Blue Orders left, Player B is the first to activate a unit with the Green Order.

Player A



Player B



Optional Rule

If a player must activate one of their units with an order of a certain color, they may pass the turn to an opponent if the opponent has strictly higher amounts of units with orders of that color. This rule cannot be used in a Stand-Alone Campaign.

PLAYING CARDS OF THE TACTICS DECK

Each time before activating their unit, the player must draw a card from their Tactics Deck and apply the tactic indicated on it. If its effect is also applied to the activated unit, this means that it will affect the unit that the player activates after playing it. After the card's effect has been played, the card is put on the discard pile, face up. You can look at your or your opponent's discard pile at any time.

If you need to draw a card from the Tactics deck, but there are no more cards left in it, you must shuffle the discard and form the deck once again.

When a Tactic Card is played from the Tactics Deck, its effect is applied immediately. After that, the card is sent to the discard pile. Abilities that are provided by the Tactics Deck cards or bonuses/penalties last until the end of the activation of the unit, unless otherwise indicated on the card.

If you don't want to play the ability indicated on the card, you can take the order of the color indicated on the card instead.

Terrain Cards

Terrain Cards are a special kind of Tactics Cards. They are put into the Tactics Deck and according to the general rules.

When you play a Terrain Card from your Tactics Deck, you can immediately place the corresponding unique terrain template on the game map. Templates are placed on a hex that is free from units and other terrains, as well as Capture Points, at a distance of no more than 2 hexes from any of your units. When playing the unique Terrain Card, it does not go to the discard pile but remains open in the player's zone. This card is no longer shuffled back into the Tactics Deck.

If for one reason or another you are unable or just don't want to place the Terrain Template on the game map, then this card goes to your discard pile.



Curse Cards

Curse Cards - a special kind of Tactic Cards.

When you play a Curse Card from your Tactics Deck, you do not use its ability but immediately put the card into your opponent's discard pile. Then the opponent's discard pile is shuffled into their deck, and this card is played according to the usual rules, which means your opponent cannot transfer this card back to your discard pile. And you also cannot remove this card from your opponent's deck at will.



Terrain card symbol



Curse card symbol



If the text on the card contradicts the rules, the text on the card takes precedence.

UNITS ACTIVATION ORDER

After you have played a Tactic Card, you choose which of the available units you activate. The player who has activated their unit at the moment is called the active player. In this case, the player removes the Order token from the selected unit. The player must complete all the actions of their unit before passing the turn to the opponent.

Players take turns activating their units with orders of the same color.

If one of the players no longer has units with the corresponding order color, then the other player can continue to activate their units without giving the status of the active player to the second player. Once all units with orders of the same color have been activated, players move on to the next color in the following order: all Red Orders, Blue, Green, and Yellow ones.

This continues until there are no more units with Order tokens left on the game map.



Player A



Player B

Available Actions for the Unit

Each unit with an Order token must be activated during the Action Phase. When a unit is activated, the Order token is immediately discarded.

Actions that the unit can perform during its activation:

- movement and/or melee combat (only in that order);
- run;
- long-range attack;
- declare Defence;
- rest

Units with Yellow Orders cannot take any actions, including activation of their surcharge abilities, except for the Rest during their activation.

UNIT'S ABILITIES

If a unit has abilities that do not require surcharge in orders, these abilities are always active.

If you want to activate the abilities of a unit with a surcharge indicated on its card, you must do this at the beginning of the unit's activation and pay the specified number of orders from your orders pool. Abilities with a surcharge are active only until the end of the unit's activation.

SURCHARGE ABILITIES

At the moment of your unit's activation, if it is activated with any order other than Yellow, you can use this unit's Activated ability.

To do this, you need to pay the number of orders indicated on the card from your pool of orders. If you don't have enough orders to pay for the corresponding ability, you cannot activate it. Surcharge abilities last only until the end of the activation of your unit.

The Unit's abilities that don't require additional payment in orders are considered permanently active.

You cannot use an Activated ability while activating another unit or when your unit is under attack.

Always active abilities.



Activated abilities



If your order pool contains a Purple Order, it can be used for a surcharge as an order of any other color.

STAMINA AND FATIGUE

Almost all units in the in Fantasy Commander have Stamina.

This parameter specifies how many Fatigue tokens the unit can accumulate. Most units have a Stamina value of 2. This means that such a unit can have a maximum of two Fatigue tokens.

Using Stamina allows your units to make a decisive dash at the most crucial moment of the battle.

Remember that using your units' Stamina too often will quickly drain them of their strength and can lead to defeat.

A wise commander certainly knows when a critical moment in a battle comes up when it's necessary to put all the efforts towards the goal.

Units can receive a Fatigue token no more than once per activation. In addition, a unit can receive a Fatigue token while being attacked, but no more than once during one attack.

A unit can receive a Fatigue token in order to:

- add 1 dice to the attack roll (melee or ranged);
- melee attack after running;
- enter the Difficult terrain using run;
- add 1 dice to the defense roll;
- reduce damage by 1.

A unit that has the number of Fatigue tokens equal to its Stamina is called Exhausted. Such a unit cannot receive new Fatigue tokens until it rests.

If the rules of the game oblige an Exhausted unit to receive a Fatigue token, the unit must instead lose one miniature or receive one wound. This applies also to the units with no Stamina parameter.

Certain terrain or card effects can cause a unit to receive a Fatigue token. This unit in the same turn can still receive a fatigue token in order to gain an advantage if its stamina allows that.

REST

In order to remove all accumulated Fatigue tokens, the unit must take the Rest action. In order to Rest, the unit must spend its activation and not perform any other actions. Such a unit must not be on a hex adjacent to the enemy.

Your units can take Rest even if they have a Yellow Order.

Fatigue tokens are removed when it is the turn of the unit to activate. The unit that does not have Stamina or Order token cannot declare Rest.



UNIT MOVEMENT

The activated unit can move in any direction for the number of hexes equal to its Movement value (the first number, for example - 2 in the 2-4 range).

When moving, a unit cannot pass through other units or impassable terrain, including rivers. Once it completes the movement, a unit can declare a melee attack. A unit cannot declare Movement after performing an attack.

RUN

As the units might need to quickly cover long distances on the game map, you can use Run for this purpose. While running, the unit moves according to the general rules of movement at a distance equal to the unit's maximum speed (the second number, for example - 4 in the 2-4 range). In this case, the unit cannot declare melee combat, unless it receives a Fatigue token to attack an enemy during the Movement (see Stamina and Fatigue).



DECLARE DEFENSE

During activation, the unit may declare Defense. Until the end of Action Phase, it gains a Defense token, allowing it to roll defense dice when attacked. (See Melee and Ranged Attacks).



Declaring defense consumes the unit's entire activation. The unit cannot declare Defense if it was moving, attacking, or resting during its activation. But can activate the surcharge ability. If the unit with an order is attacked, it can immediately lose the order and declare Defense. This unit will no longer activate on the current turn.

TERRAIN TYPES

In Fantasy Commander, there are basic and faction terrain types.

Basic terrains are placed on the game map according to the scenario conditions before the start of the game.

Faction terrains, for their part, are placed after playing the appropriate terrain card from the player's Tactics Deck. Faction terrains influence only on the units of the same faction.

The terrain is considered under the control of the player if their unit occupies its hex.

Difficult Terrain.

When a unit enters a Difficult Terrain hex from another type of terrain, it must end its turn immediately. If a unit without the Flight ability uses the Run rule, it can enter Difficult Terrain using Stamina. Units with the Flight ability can freely cross hexes with Difficult Terrain, but if they end their movement in such a hex, they immediately terminate their activation.

Impassable terrain

Units cannot cross or end their Movement on Impassable terrain.

Blocks the Line of Sight

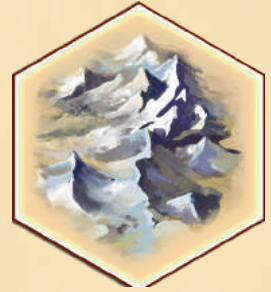
If the terrain is blocking the Line of Sight, it means that a Line of Sight (LoS) cannot be drawn through it.

Aura


The effect affects the unit located within the X radius from the hex.

Rocks

Impassable.
Blocks the Line of Sight.



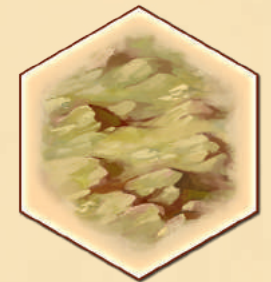
Forest

Blocks the Line of Sight.
Difficult Terrain.
Units in the Forest ignore 1  in the opponent's roll.



Hill

Blocks the Line of Sight.
Difficult Terrain.
Units on the Hill gain +1 melee attack dice and are able to draw LoS through allied units.



River

Impassable.



Ford

Difficult Terrain.
Allows crossing
the River.



Bridge

Allows crossing
the River.



Town

Difficult Terrain.
Blocks the Line
of Sight.

Units in the Town
ignore
one damage
from any type of
attack.

Units additionally
restore 1 Miniature
or 1 wound
when resting.



If the unit is affected by multiple effects at the start of activation, the player activating it decides in which order they are triggered. For example, at the beginning of activation, Legionnaires can:

- lose a Fatigue token using an Activated ability;
- get a Fatigue token from the Cursed Lands;
- lose a Fatigue token from the Altar of Healing terrain.

The player chooses in which order to activate these effects in order to minimize damage.



ATTACKS

MELEE

Your unit can engage in melee combat if it is in contact with an enemy unit at the beginning of its turn, or enters into contact at the end of its Movement. In this case, the active player is considered the attacker, and the player whose unit is under attack is the defender.



During an attack, the attacker is the first to roll and re-roll all attack dice. Then the defender.

Melee order

- The attacking player determines the number of attack dice. The number of attack dice is equal to the unit's basic attack parameter, but can be changed by Tactic cards, terrains, unit's activated abilities, etc.











When the unit is under attack, it may immediately declare Defense if it has the order of any color, including the Yellow. If the unit hasn't declared defense, it doesn't roll dice against the opponent's attack.

You can strengthen your unit's attack or defense by one dice by putting one Fatigue token on that unit before Melee. See Stamina and Fatigue.

- The defending player determines the number of defense dice. The terrain abilities and the unit's passive abilities are also applied to the unit's basic defense.

- The attacking player rolls their dice to determine the result of the attack.











The following results can be rolled in melee for the attacker:




-  - the defending unit panics (see Panic) and retreats to the distance of 1 hex.
-  - deals 1 damage if the unit is not Weak.
-  - deals 1 damage.
-  - deals 1 damage if the attacking unit has support (see Support).
-  - blocks one hit on the unit ( ,  , or ).




- The defending player rolls his defense dice.

The following results can be rolled in melee for the defender:



-  - the attacking unit panics (see Panic) and retreats to the distance of 1 hex.
-  - deals 1 damage if the unit is not Weak.
-  - deals 1 damage.
-  /  - blocks one hit on the unit (, ,  or ).
-  - blocks one hit on the unit if the defending unit has support (see Support).


The defending player must first block the ,  and .

The rolled  are blocked last.

*Every two allied units in contact with the unit allows it to ignore 1  - this is called **Formation**.*

Loss Calculation

If there is unblocked damage, the unit suffers losses. For each rolled  and  unit loses 1 miniature or 1 health.

For each unblocked  unit panics and must retreat (see Panic).

If the last miniature of the unit is removed or there is no health left, such a unit is considered destroyed.

If the defending unit puts the attacker to panic, the attacker cannot pursue or declare Advance. At the same time, the defender cannot advance and pursue in any reason.

ATTACKS

Undead Cavalry declares an attack. Legionnaires have a Defense Token. The Undead Cavalry rolls 3 dice according to their Attack value. Legionnaires roll 2 dice according to their Defense value.

Undead Cavalry has support from an allied unit. So the 🛡️ value is an attack success. Thus they have three attack successes.

Legionnaires roll 1 ⚔️ and 1 🛡️.

⚔️ deals 1 damage to the Undead Cavalry. And the 🛡️ blocks 1 damage. Thus Legionnaires deal 1 damage and take 2 damage.




In this case, the Undead Cavalry has no Attack Support.

So they only have 2 successful attack dice.

The Legionnaires block 1 damage and force the Undead Cavalry to panic. Forcing them to retreat by 1 after combat.




Panic


A unit is considered in a panic if there are unblocked  left after an attack roll. The panicked unit must retreat in a straight line, strictly in the direction opposite to the attacker.

In the case of a ranged attack, if it is impossible to choose one direction, the panicking unit moves in such a way as to increase the distance between itself and the attacker. The player, whose unit is panicking, chooses the route of movement of his unit.



The panicked unit must retreat a number of hexes equal to the number of unblocked . If this is not possible, for example, the retreat is blocked by an impassable barrier or the unit enters Difficult Terrain - the panicking unit takes 1 damage for each not passed hex.

The panicked unit loses an Order token if it has one and cannot be activated this turn.

An example of a melee, where the unit panics for two , retreats, suffers damage and loses the order.




Advance


If the attacking unit in Melee destroyed an enemy unit, put it into Panic, or forced it to move by some ability like Rush, this attacking unit can occupy the vacated hex, whether it's a free hex or terrain. This action can be performed even if the unit was moving at its full speed prior to the attack.

If the attacking unit panicked, it cannot Advance.




Melee Support

When your unit attacks in melee an enemy unit that is in contact with your other unit, you have Attack Support. In this case, all  that have rolled are additionally considered successful rolls for the attacker.

When your unit defends in melee from an enemy that is in contact with your other unit, you have Defense Support. In this case, all rolled  are additionally considered successful defense rolls.





Formation




If the defending unit is in contact with two or more allied units, it ignores one  for every two allied units. The same is true for the attacking unit if the defending unit has a Defense Token, Counterblow or any other opportunity to roll the defense dice.



Weak Unit

A unit is considered weak if its size becomes 1 miniature. In this case, only  and  are considered successful hits for it.

The weak unit can still have and provide support.

Heroes and colossal units cannot be weak. They always successfully hit when rolling , , and  regardless of the unit's Health.



RANGE ATTACK

If the unit has a Range Attack, it can declare it during its activation. The unit cannot declare a Range Attack if it is in contact with the enemy unit, if it already moved in the current activation, or cannot draw a Line of Sight to the target.

Before performing a Range Attack, the player must check the Line of Sight (LoS). LoS is a straight line that connects the geometric centers of two hexes, the hex the attacking unit occupies, with the center of the target's hex. A Range Attack can be declared if the LoS does not cross hexes occupied by other units or that are Blocks the Line of Sight.

If the LoS runs along the occupied hex, the shooting is possible.

If the LoS goes between occupied hexes, then the shooting is not possible.

RANGE ATTACK TYPES:

Shooting

The shot is performed at the distance of the shooting distance range indicated in the unit's card.


The shooting distance is indicated by two numbers. The base shooting range is indicated by the first number and can be performed without any penalties. The second number indicates the maximum distance for the unit to perform the ranged attack.



When performing a Range Attack, units cannot receive Support in attack and defense.

Shooting (2-4) →
Master of Shooting 2.



The effectiveness of such shooting drops and the unit doesn't deal damage on .

After checking the LoS, the Range Attack is performed according to the general rules for melee attacks. Except that the attacking player determines the number of their dice for Range Attack using their unit's Range Attack stat.

Range Attack Order

- The attacking player checks the possibility of a Range Attack. To do this, they draw the LoS to the target unit and measure the shooting distance.

- The attacking player determines the number of their dice for a Range Attack using the unit's Shooting parameter and applies any necessary modifiers.

You can boost your unit's attack or defense by one dice by putting one Fatigue token on that unit before Shooting. See Stamina and Fatigue.





When the unit is under attack, it may immediately declare Defense if it has the order of any color, including the Yellow. If the unit hasn't declared defense, it doesn't roll dice against the opponent's attack. Take note that when shooting, the unit that declared defense can't deal damage to the attacker.


RANGE ATTACK


- The defending player determines the number of defense dice, if they declare Defense.

- The attacking player rolls their dice to determine the result of the attack.



The following results are considered successful hits for the attacker:

 - forces the unit to panic;
 - deals 1 damage if the unit is not Weak;


 - deals 1 damage;

 - deals 1 damage if shooting is in a base shooting range;




- The defending player rolls their defense dice, if they declare Defense:


 /  - blocks one hit on the unit.

The defending player must first block the ,  and . The rolled  are blocked last.

Every two allied units in contact with the defending unit allow it to ignore 1 .

- Loss Calculation

If there are unblocked attack dice after the defense roll, the defender suffers losses. For each rolled ,  (if shooting is in a base shooting range) and  (if the attacker is not weak) the defender loses 1 miniature or 1 health.

For each unblocked  the defending unit panics and must retreat (see Panic).

As a result of the losses, if the last miniature of the unit is removed or there is no health left, such a unit is considered destroyed.

Magical Shooting

Magical Shooting is calculated in the same way as a regular Shooting, except that the enemy unit cannot defend against this attack.

Therefore, during Magical Shooting, the attacking player rolls the dice and all the damage is dealt immediately.




END OF TURN PHASE

During the end of the turn phase, all temporary effects end and you remove their tokens from the game map. You also discard any remaining and unused Order tokens from your hand.

Some of the conditions indicated in Scenario require a check at the end of the turn. If the condition in Scenario is met, the player who fulfilled it takes as many Victory Points as indicated.

VICTORY CONDITIONS

The game is over when one of the players achieves the required number of Victory Points while the opponent has less Victory Points. As long as the players have the same number of Victory Points - the game continues.



If a player has not generated any orders during the command phase, they immediately lose the game. Even if their opponent has not scored the required number of points.

Scenario 1

Game up to: 10 VP

ADDITIONAL SCENARIO CONDITIONS:

1 VP for each eliminated enemy unit.
1 VP for each Capture Point under player control at the end of turn.


Styx receives an additional 1 VP for eliminating Roland the Proud.

For each unit eliminated during the Command Phase, Styx starts the placement first.


Sample rosters:

GLOSSARY

ABILITIES

Armour - unit ignores one  on the opponent's dice roll in melee.

Aura X: [text] - [text] is applied at a distance within X hexes from the source of the Aura.


Brave - the unit ignores one  on the opponent's dice.

Charge X - when the unit attacks in melee after movement, it has X additional dice for this attack, once per activation. Charge cannot be performed if the unit is attacking the enemy next to which it started moving.


Counterblow - when the unit is attacked, it can make a defense roll even if it hasn't declared Defense.

Defender - if an enemy unit announces a melee attack on your unit which is next to the unit with this ability, you can redirect the attack to this unit.

Difficult Terrain - when a unit enters a Difficult Terrain hex from a different terrain type, it must end its activation immediately. If a unit without the Flight ability uses the Run rule, it can enter the Difficult Terrain using Stamina.

Dominance - when the unit attacks, the  it rolled is always considered successful.

Flight - the unit can move ignoring obstacles. And run into Difficult Terrain without getting a Fatigue token. If a unit with Flight stops its movement at a certain terrain, it can use its properties. This unit cannot stop its movement on hexes of other units and impassable terrain.

Forged - When the unit is under attack, it ignores all  on the opponent's dice roll. The Vampirism and Marauder abilities do not affect this unit.


Fortitude - the unit cannot be Weak.

Marauder - when the unit deals damage, it loses one Fatigue token, once per attack.

Master of Attack X - when the unit attacks in melee, it can reroll X dice of the player's choice.

Master of Defense X - when the unit defends against melee or ranged attacks, it can reroll X dice of the player's choice.

Master of Shooting X - when the unit performs a ranged attack, it can reroll X dice of the player's choice.

Multiple Attack - When the unit performs a Multiple Attack, it attacks against each enemy unit in contact in turn. It may get the Fatigue token and +1  until the end

of the turn. The player chooses in which order to attack enemy units. During and after the Multiple Attack you cannot perform Advance. If the attacking unit panics, the Multiple Attack is interrupted.

A Multiple Attack counts as one attack for all effects, such as Marauder and Vampirism.

Necromancy - when the unit destroys an enemy unit, you can summon a Zombie Warriors conscript unit under your control to its hex.


Persecution X - having performed the Advance (see the Advance page 26), the unit can declare another melee attack. After the Advance, the unit can move additional X hexes. While using Persecution, the unit cannot return to the same hex from which it declared the first attack, and cannot move to a hex from which it cannot declare melee combat, cannot perform it while moving over the Difficult Terrain. The unit can perform Persecution once per turn.


Quick Shooter - the unit can declare Range Attack after moving, but not after running.

Ranger - the unit ignores the Difficult Terrain ability. If this unit attacks, the enemy unit on a certain terrain doesn't receive bonuses from it.

Regeneration - at the beginning of the unit's activation, it restores 1 miniature or heals 1 wound.


Regroup - when the unit is attacked, it can replace one point of damage with Panic (see page 25). Only if it can retreat.

Resurgent -  deal damage instead of Panic to that unit. The Formation works as usual. The Vampirism and Marauder abilities do not affect this unit.

Rush - if there are at least 1  rolled during the attack, it moves the target 1 hex towards the direction of the attack; if the target cannot move, it receives 1 wound instead.

If the unit panics, instead of the above, its retreat distance is increased by 1.

Survivable - when the unit is attacked, it cannot lose more than two models or receive more than two wounds in one attack.

Terrifying - when the unit attacks in melee, it has 1 extra  result added to its roll.

Vampirism - when the unit deals damage, it restores 1 miniature or heals 1 wound, once per battle. The feature is triggered after damage is dealt, but before determining which squad died and which panicked. Vampirism restores 1 miniature, even if there are no miniatures left in the squad after counting the losses. Damage received by the enemy unit in the panic process does not count as damage dealt.

Scenario 1

Scenario 1: FIRST BATTLE



The third day of the month of Emrys, 36 years from the Cataclysm.

The Iron Nest Empire sends military detachments led by Marshal Roland the Proud to restore order in the lands bordering Styx. The troops were sent after reports of undead gangs appearing near the border cities began to sound almost every week. Something urgently needed to be done with this, so the military council, headed by Emperor Demian, decided to send an elite legion. The presence of Marshal Roland the Proud was to show how important this war was for the empire.

The purpose of the operation was simple and very clearly defined: to reconnoiter the situation in the designated area, to obtain as much information as possible about the tactics of the battles of the undead, and, if possible, to destroy as many enemy undead forces as possible.

On the evening before the battle, Roland ordered his young but promising squire Pavel Starkov, along with a small detachment of legionnaires, to cover the strategically important bridge across the river, and he himself worked out a campaign plan all night in a circle of experienced veterans. When the army of the empire approached the river in the morning, which had been smoothly carrying waters past two small towns - Ginnoh and Keran, the first zombies and undead cavalry had already begun to line up in the forest outside the cities.

At the head of the undead army, Imelstar the Soul Eater himself prancing on a decaying stallion.

The first battle of the Iron Nest empire with Styx began ...





Game up to: 10 VP



ADDITIONAL SCENARIO CONDITIONS:

- 1 VP for each eliminated enemy unit.
- 1 VP for each Capture Point under player control at the end of turn.
- Styx receives an additional 1 VP for eliminating Roland the Proud.
- For each unit in the Town, an additional order is generated during the Command Phase.
- Styx starts the placement first.

Sample rosters:



EMPIRE: 193

- 69 Legionnaires x3
- 54 Imperial Shooters x2
- 40 Equestrian knights x1
- 30 Roland the Proud x1



STYX: 188

- 60 Zombie Warriors x4
- 30 Zombie Archers x2
- 70 Undead Cavalry x2
- 28 Imelstar the Soul Eater x1



Prayer Before Fight
Reconnaissance Raid
Breakthrough
Powerful Strikes
Flanking Maneuver
Deafening volley
Counterblow

Terrifying Attack
Unstoppable Undead
Abyss Scream
On the Wings of Death
Crushing Blow
Regeneration
Frightening Shadows
Claws of Darkness
Claws of Darkness

Scenario 2: MULTI-HEADED HORROR



Eleventh day of the month of Emrys, 36 years from Cataclysm.

A pair of scouts crawled through the damp undergrowth. Despite the night, rain, mud, branches climbing into the face and moisture champing in the boots. The order of Roland the Proud was very clear - to scout the situation south of the city, find out the number of soldiers in the ranks of the enemy and at the same time find out if the demon Imelstar was planning some meanness.

The head of this meanness appeared behind the nearest hill. Then the second. Third. The Demonic hydra snored peacefully in the rain, and the expression on its faces hinted that the monster was dreaming of a dinner of imperial legionnaires. The scouts froze. One of them gestured that he would return to Roland and report on the hydra, but the other had to move on to find out more information.

Roland was clearly out of sorts with the news. It's one thing to fight ordinary undead, even if led by a demon, and quite another to lead a small army against a hydra. He looked intently at the map of the area, made some notes and constantly sent Starkov for tobacco. In the end, he retired to his tent, throwing over his shoulder something about a special reward for whoever killed the many-headed monster.

The second scout never returned to the camp.



Game up to: 10 VP



ADDITIONAL SCENARIO CONDITIONS:

- 1 VP for each eliminated enemy unit.
- 1 VP for each Capture Point under player control at the end of turn.
- Empire receives an additional 1 VP for eliminating Demonic Hydra.
- The player who controls two Towns gains 1 VP at the end of the turn, but generates 1 less order in the next Command Phase.
- Empire Units can declare Rest in Town even if enemy units are in contact.
- The players themselves decide who will start the placement first.

Sample rosters:



EMPIRE: 210

- 46 Legionnaires x2
- 54 Imperial Shooters x2
- 80 Equestrian knights x2
- 30 Roland the Proud x1



STYX: 208

- 65 Demonic Hydra x1
- 45 Zombie Warriors x3
- 70 Undead Cavalry x2
- 28 Imelstar the Soul Eater x1



Commander's Headquarters

Deafening Volley

Jaeger Regiments

Jaeger Regiments

Powerful Strikes

Flanking Maneuver

Flanking Maneuver

Necromancer Ritual

Poison Cloud

Unstoppable Undead

Frightening Shadows

Incorporeal

Dark Plans

Abyss Scream

Scenario 3: DIFFICULT DECISION



Fifteenth day of the month of Emrys, 36 years from Cataclysm.

Roland the Proud sat in his tent and waited. He was waiting for reinforcements from the capital, the request for which he sent with the faithful Starkov four days ago. Roland understood that he was unlikely to wait for something truly significant, capable of changing the balance of power on the battlefield. The high military command of the empire, and even the emperor Demian himself, did not consider the mission to the western borders to be something super important.

Reinforcements did not come, the troops of Styx approached the walls of the border town of Basalbena. If Roland did not want to allow him to be captured, then the battle should have been entered right now. Tactics, strategy, campaign planning, everything could go to hell if the undead attack succeeded.

As a result, Roland, being an experienced commander, decided to act with the available forces. He divided his army into two squads and sent the smaller of them to the north - to go to the troops of the demon Imelstar from the flank. In case of failure of the maneuver, the detachment could retreat to the walls of the town of Uragita.



The main part of the empire's army gathered into a single steel fist and rushed into battle.



Game up to: 12 VP



ADDITIONAL SCENARIO CONDITIONS:

1 VP for each eliminated enemy unit.
 1 VP for each Capture Point under player control at the end of turn.
 Styx receives an additional 1 VP for eliminating Imperial automaton «Crusader».
 Styx starts the placement first.

Sample rosters:



EMPIRE: 238

- 69 Legionnaires x3
- 54 Imperial Shooters x2
- 40 Equestrian knights x1
- 45 Imperial automaton «Crusader» x1
- 30 Roland the Proud x1



STYX: 188

- 60 Zombie Warriors x4
- 30 Zombie Archers x2
- 70 Undead Cavalry x2
- 28 Imelstar the Soul Eater x1



Powerful Strikes	Poison Cloud
Healing Herbs	Abyss Scream
Signal Lights	Necromancer Ritual
Prayer Before Fight	On the Wings of Death
Flanking Maneuver	Crushing Blow
Jaeger Regiments	Frightening Shadows
Commander's Headquarters	Regeneration
Counterblow	Unstoppable Undead
	Incorporeal

Scenario 4: MIRACLES OF MECHANICS



The twenty-first day of the month of Emrys, 36 years from the Cataclysm.

Eventually, after a hard battle with Styx, the long-awaited reinforcements arrived. And it was not a dozen newbie recruits or even a dozen experienced veterans. The prototype of the latest development of imperial mechanics, the Steam automaton “Crusader”, arrived on the battlefield. It was with the help of the “Crusader” that Roland’s army not only successfully repelled the attack of the undead, but also went on the offensive and now closed the ring around one of the detachments.

Unfortunately, the Demon Imelstar's troops weren't just stupid zombies. The warriors of the Iron Nest Empire felt the hard way that the undead could train and fight just as well as the Imperial veterans.

Leading the stern, iron-clad men into the attack on the enemy, Roland the Proud could not help recalling past battles. Petty wars, when he was still an ordinary legionnaire, an unsuccessful siege of Vallor, which cut short his brilliant career ... But now the Troops converged, iron clanged against iron, living flesh confronted the dead, and the past was gone, only the present smelling of blood and decay remained.

In that hex and 1 hex away from it, Styx units gain **Vampirism**, **Support in Attack**, and **Support in Defense**.





Game up to: 12 VP



ADDITIONAL SCENARIO CONDITIONS:

1 VP for each eliminated enemy unit.
 1 VP for each Capture Point under player control at the end of turn.
 The players themselves decide who is the first to start the placement.

Sample rosters:



EMPIRE: 269

27 Legionnaires Veteran x3
 34 Imperial Shooters Veteran x2
 45 Equestrian knights Veteran x2
 30 Roland the Proud x1



STYX: 208

20 Zombie Warriors Veteran x3
 20 Zombie Archers Veteran x2
 40 Undead Cavalry Veteran x2
 28 Imelstar the Soul Eater x1



Powerful Strikes

Iron March

Strong Onslaught

Breakthrough

Flanking Maneuver

Jaeger Regiments

Jaeger Regiments

Counterblow

Force Drain

Claws of Darkness

Claws of Darkness

On the Wings of Death

Frightening Shadows

Regeneration

Unstoppable Undead

Incorporeal

Scenario 5: AN OVERWHELMING BARRIER



The twenty-fifth day of the month of Emrys, 36 years from the Cataclysm.

The Hydra spat and hissed. The Colossus clanged and blew out jets of steam. From the noise on the battlefield, the imperial soldiers had their ears pawed and their heads splitting. But they advanced again and again towards the cursed river, which became a very difficult obstacle. And all because of the damn hydra, which could sit in the water and attack from there, while the automaton shifted helplessly from foot to foot on land.

The battle for the river threatened to drag on. The turbulent current and lifeless archers made all attempts to cross the water barrier meaningless, it only remained to look for workarounds. But there was a certain risk in this, since the undead could try to break through to the shore controlled by the imperial troops. And Roland had clearly not enough strength to both hold positions and bypass the enemy from the flank.



Game up to: 15 VP



ADDITIONAL SCENARIO CONDITIONS:

The Demonic Hydra can move in River hexes.

When it is on a River hex, it fights as weak.

Styx starts the placement first.

1 VP for each eliminated enemy unit.

1 VP for each Capture Point under player control at the end of turn.

Each Player receives an additional VP for each Hero and Colossus they destroyed.

If the Empire controls two Towns, they gain 1 VP at the end of turn.

Styx gains 1 VP at the end of its turn for each Town they control.



Sample rosters:



EMPIRE: 361

- 32 Legionnaires Champion x3
- 45 Imperial Shooters Champion x2
- 50 Equestrian knights Champion x2
- 30 Roland the Proud x1
- 45 Imperial automaton
- «Crusader» x1



STYX: 343

- 25 Zombie Warriors Champion x4
- 30 Zombie Archers Champion x2
- 65 Demonic Hydra x1
- 45 Undead Cavalry Champion x2
- 28 Imelstar the Soul Eater x1



Powerful Strikes	Poison Cloud
Healing Herbs	Force Drain
Signal Lights	Necromancer Ritual
Prayer Before Fight	On the Wings of Death
Flanking Maneuver	Terrifying Attack
Deafening volley	Claws of Darkness
Iron March	Regeneration
Counterblow	Unstoppable Undead
Will to victory!	Incorporeal
	Incorporeal

Scenario 6: DECISIVE BATTLE



The thirtieth day of the month of Emrys, 36 years from the Cataclysm.

Both Roland the Proud and Imelstar the Soul Eater knew that this battle would be decisive. Both armies were already fairly battered in previous battles, but on the side of the Imperials was that they fought for their land and their people. This gave the will to win and forced the soldiers to tighten their grip on their weapons.

This time, the goal of the Empire's troops was to protect four cities - Kargaf, Silira, Naida and Zur - and prevent the undead from turning them into huge, fetid cemeteries. If that happened, the Iron Nest Empire would lose not only the battle, but the entire campaign, and the consequences would be horrific for the world of the living. Realizing this, Roland the Proud addressed his warriors with a speech. He remembered the path he had traveled, mentioned Emperor Demian and, judging by the brightened faces of everyone, including the eternally gloomy Thulius, he was able to get through to the soldiers' hearts.



In that hex and 1 hex away from it, Styx units gain **Vampirism**, **Support in Attack**, and **Support in Defense**.

No sooner had Roland uttered the last words of his fiery speech than the undead army moved in to attack.

Scenario 6



Game up to: 10 VP



ADDITIONAL SCENARIO CONDITIONS:

1 VP for each eliminated enemy unit.

When a Styx unit enters a Town, it scores 1 VP and the Town becomes a Graveyard.

At the end of turn, the Empire scores 2 VP if no Towns are destroyed. Or 1 VP if at least one Town is not destroyed.

If all Towns are destroyed, the Empire loses the game.

Styx starts the placement first.

Sample rosters:



EMPIRE: 269

- 27 Legionnaires Veteran x3
- 34 Imperial Shooters Veteran x2
- 45 Equestrian knights Veteran x2
- 30 Roland the Proud x1



STYX: 278

- 25 Zombie Warriors Champion x4
- 30 Zombie Archers Champion x2
- 65 Demonic Hydra x1
- 45 Undead Cavalry Champion x2
- 28 Imelstar the Soul Eater x1



Powerful Strikes	Necromancer Ritual
Strong Onslaught	On the Wings of Death
Signal Lights	Terrifying Attack
Breakthrough	Claws of Darkness
Flanking Maneuver	Claws of Darkness
Iron March	Unstoppable Undead
Counterblow	Incorporeal
Will to Victory!	Incorporeal
	Frightening Shadows

ADDITIONAL SCENARIO ELEMENTS

Additional scenario elements that you can use in existing scenarios to diversify them or to create your own scenarios. You can come up with your own properties and additional rules for your own scenarios.

Graves

Resurgent unit in this hex has **Regeneration 2**.



Altar of Styx

Styx units on a hex and within 2 hexes of the Altar gain +1 **attack** and +1 **defense**.



Tree

If a unit is in a hex with a Tree and there are no enemy units in contact, you receive an additional green order in Command phase.



Supply Cart

If a unit is in a hex with a Supply Cart and no enemy units are in contact, you receive an additional die when generating Orders. And you may re-roll any number of dice once.



Statue of Holy Warrior

Empire units on a hex and within 2 hexes of the Statue of Holy Warrior gain +1 **attack** and +1 **defense**.



Field Fortifications

Difficult terrain.

The infantry unit in this hex has **Counterblow** and **Brave**. The attacking unit cannot **Advance** into a hex with a Field Fortifications.



Chained Coffins

The Styx unit in this hex has **Survivable**.



We want to sincerely thank you for your support during the difficult times of our Fantasy Commander project.

Your trust and faith in us have proven to be invaluable.

Our fantasy world «Signum» started with highly detailed models and the game «Legends of Signum». The great interest of the players encouraged us to develop further.

«Fantasy Commander» was a challenge for us beyond anything we had done before.

This included building smaller scale models and developing game rules on a hexagonal field, which was a new experience for our team.

Fundraising on Kickstarter came at the most difficult times - our country was attacked by Russia. No one could predict how events would unfold.

We realize that everyone who supported us in these chaotic conditions was taking a risk.

However, thanks to your faith and support, we did not give up.

We kept working on the project despite all the difficulties, and «Fantasy Commander» finally saw the light of day.

The development took longer than planned, as many of our employees had to move to safer locations and it also took time to reorganize production.

But thanks to your patience and support, we were able to overcome all the difficulties along the way.

We sincerely appreciate you staying with us and supporting the Fantasy Commander project throughout. Your trust encouraged us not to give up.

Now you are holding in your hands the rule book of the new game, which is the result of our joint efforts.

Thank you for your support and belief in us and our project.

Without you it would not have been possible!

We still have a lot of plans both for the development of «Fantasy Commander» and the creation of new games. We will continue to develop and improve.

Follow our social networks to keep up to date with all the new products!

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COMMAND PHASE

- Generation of Orders.
- Order Distribution.
- Determining a Player with Initiative.

ACTION PHASE

The units activation for both players takes place in the following order:

- Units with red orders.
- Units with blue orders.
- Units with green orders.
- Units with yellow orders.
- Units with purple orders can be activated any time during that player's turn at the player's request.

END OF TURN PHASE

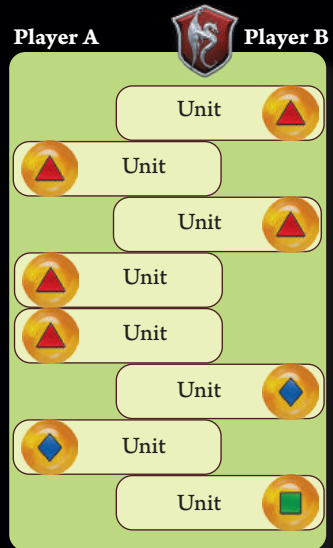
- Discard all the unused orders.
- Scenario conditions check.

UNIT ACTIVATION

- Play the top card from your Tactics deck.
- Among the available units, choose one to activate.
- Activate the surcharge ability if you want.

DURING THE ACTIVATION, THE UNIT CAN CHOOSE ONE OF THE FOLLOWING ACTIONS:

- Move and/or attack in melee.
- Run.
- Declare a ranged attack if it can.
- Declare Defence.
- Declare taking a rest if it didn't move or attack this turn and if it's not next to the enemy unit.



ATTACK

- the defending unit panics and retreats to the distance of 1 hex.
- deals 1 damage, if the unit is not Weak.
- deals 1 damage.
- deals 1 damage if the attacking unit has the support.

DEFENSE



- blocks one hit on the unit (, , or).
- blocks one hit on the unit if the defending unit has the support.

The defending player must first block and . The rolled are blocked last.

SUPPORT



FORMATION

Every two allied units in contact with the defending unit allow it to ignore 1 .

