Play Summary Sheet

Activation procedure
Roll Q or more on 1,2 or 3 dice.
Every success= one action. Two failures = turn over
1 always fails. 6 always succeeds.

Action costs
1 move = 1 action
1 attack= 1 action
1 power attack or aimed shot= 2 actions
leaving HTH combat= 2 actions
standing up= 1 action

Movement
Reduced by one category on broken terrain.

HTH Combat procedure
Adjacent models roll 1d+Combat factor.

HTH Combat modifiers
Fighting multiple enemies:-1 per every extra foe
Mounted vs non-mounted: +1
Big or Huge vs normal: +1
Huge vs Big or normal: +1
Attacking Transfixed or Fallen: +2 with quick kill
Defending obstacle/higher ground: +1
Power attack: -1 on opponent's C (requires 2 actions)
Ambush bonus: +1

Ranged Combat Procedure
Shooter and target roll 1d+Combat factor
Only shooter can affect target

Ranged Combat Modifiers
Target at Range x 2= -2
Target at Range x 3= -4
Target protected by cover= -1
Target Big or Huge= +1
Target Undead or Swarm= -2 unless attack is Spell
Target Transfixed= +2
Target is Acrobat= -1 unless Transfixed
Target Fallen= no modifier
Aimed shot= -1 on Target's C

Combat results
Beaten with odd number on die= recoil.
Beaten with even number on die= knocked down
Doubled= killed
Trebled= Gruesome Death

When to test Morale
Charged by Terrifying enemy
Loss of a Leader
Gruesome Death within 1L distance
Warband reduced to 50%

Morale test procedure
Roll Q+ on 3 dice
3 successes= model stands
1 failure= 1 fleeing move
2 failures= 2 fleeing moves
3 failures = destroyed

Morale modifiers
Coward= -1
Steadfast= +1
Undead= +2 (destroyed on any failure)

Spellcasting Procedure
Roll Q or more on 1,2, or 3 dice. Every success= 1 point of power. Power is used as C in ranged combat.

Spell Ranges
Power 1= Short
Power 2= Medium
Power 3= Long

Room Content, roll d6
1=empty, 2=scenic item, 3=scenic item or monster, 4 monster, 5 minor treasure (3 in 6 chance of trap), 6 main treasure room (1-3 hoard, 4-6 treasure)

Treasure
Each Treasure is worth and weighs 1d6 points
Roll 1d6, on a 1 treasure is protected by a Trap; on a 5-6 it contains random magic item
Hoards are worth 2d6 points

Doors
Roll d6, 1-3= opening, 4-6= door.

Door type
Roll d6, 1-2 open, 3-4 locked, 5 unlocked heavy, 6 locked heavy with 1 in 6 chance of trap

Bashing down doors
Roll d6, +1 if model is Big, +2 if Huge, -1 if door is heavy, +1 if using ram, on a 5+ door is smashed

Traps
1-4 mechanical trap, 5-6 magical trap; roll d3 for Trap's difficulty, Trap's C score is difficulty+2. Mechanical traps disarmed by Traps skill. Magic traps disrmed by magic-using models.

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