PHASES OF THE GAME.

1.   Pre-battle Set Up Phase.
2.   Deployment Phase.
3.   Game Turn Phases 1-6.
4.   Game Turn Clean up Phase.

PHASE 1. PRE-BATTLE SET UP.

1.   Choose a Force (Incas, Aztecs, Inuit, etc.) and the Force's point level (Force size). 1,000 pts per side makes for a game time length of about one to one and a half hours. Remember that every Force MUST include one Mini denoted as the Force's General.

2.   Roll off to randomly assign The Way alignment for the two Forces:
Roll one ten-sided die (1D10). Lowest roll Wins and chooses which of The Ways to play under. Keep rolling in case of a tie until one player wins the roll-off. Loser of roll-off chooses Balance of The Way (primary objective).

3.   Choose Balance of The Way (primary objective). See above.

4.   Place terrain as per the Balance of The Way scenario. Roll 1D10, Winner of roll off Chooses table side to deploy their Force.

5.   Ready your hand, select your cards. You will have a number of cards which will get smaller as the game progresses. You will start the game with one Balance of The Way card, one De votions to The Way card, and six Blessings of The Way cards, and a variable number of cards which represent the spells available to your Magic Users. Card choosing steps:

+   As per step 2 above, Player who did not win alignment choice chooses the Primary Objective scenario (Balance of the Way).

+   Choose a Devotions to The Way. Each player deals himself three Devotion cards face down on the table from all of his alignment specific available choices, and picks one in secret. This is the player's Secondary Objective.

+   Add six Blessings of The Way cards to your hand.

+   Choose your spells.

SUMMARY OF PRE-BATTLE SET UP.

Choose the Forces and their Point Size --> Roll off for The Way Alignment --> Choose Primary Objective --> Place Terrain as Per Primary Objective --> Select Secondary Objective --> Choose Spells.

AZTECS   TRIBAL NATIONS   MAYA   INCAS   INUIT   WESTERN FEDERATION   CHACHAPOYA   TAINO

BUILDING THE UNIT ACTIVATION DICE POOL FOR DEPLOYMENT.

1. Place all Unit Activation Dice for both Forces in each player's Deployment Zone (this is your Force's Unit Activation Dice Pool). Each Unit gets a minimum of one Unit Activation Die assigned to it, for example, a Force with seven Units would have seven Unit Activation Dice. Most units will have a single Unit Activation Die, but as noted above, some Units may have two or more Unit Activation Dice per turn, in which case, all of a Unit's Activation Dice get added to the roll.

2. When a Unit is destroyed its Unit Activation Die (or Dice if the Unit has more than one) gets removed and placed in the opponent's side of the table. This helps to keep track of how many Units have been destroyed during the game. Sometimes the number of destroyed Units may be used as a tie breaker or as part of the Victory Conditions of a Primary or Secondary Scenario.

FORCE DEPLOYMENT.

1. After building the Unit Activation Dice Pool as per the steps above, each player rolls ALL of their Forces' Unit Activation Dice together.

2. Once the Unit Activation Dice pool is rolled, each player lines up the dice in descending order, starting from 6 down to 1, on his side of the table.

3. The player that rolled the most '6's "wins" the roll, and can choose to begin deployment first, or he can give the honor to his opponent of beginning deployment, but only if the other player has the option of doing so, in other words if the other player also rolled at least one 6 during his Unit Activation Dice pool roll. If no 6s were rolled by either opponent, then work your way down to the next highest die number until one player is the one with the highest value rolled. If by an extremely unlikely chance both players roll the same sequence of dice and therefor have a tie, then simply re-roll all of the Unit Activation Dice Pool dice until there is a winner.

4. Now the deploying player takes a D6, starting from the highest value available, and deploys one Unit of his choice. The Dice used to Deploy the Units are placed next to the deployed Units. Then the next player takes a D6 and deploys a Unit of his own. Alternate in this way until all 6's (or highest available value from both sides) have been used. If one player runs out of 6's before his opponent, he must skip his deployment and his opponent will deploy multiple Units in a row if he has more 6s. Once all 6s are used, move to 5s, the 4s, and so on down to 1s. Repeat this process until all of the Dice in the Unit Activation Dice Pool are used up by both Forces.

5. Please note in case of a tie; meaning the same number of 6s (or 5s, 4s, etc.) rolled was the same by both players, see which player has the most dice of the next highest value, and that player becomes the winner of the Unit Activation Dice Pool activation roll.

YOU'RE NOW READY FOR GAME TURN 1.

The Deployment Dice which were left next to both Force's Units during the Deployment process described above, are then used to dictate in which order Units will be given Unit Activation orders.

As Units successfully perform Unit Actions their assigned Unit Activation Dice are PULLED away from the Unit it was next to and put aside to use to build the following Game Turn's Unit Activation Dice Pool. This pulling away of dice only happens in the Deployment Phase, as in this Phase, the assigned Dice are also used to give Units their Activations.

Units receive Unit Activation orders using the same descending order which was rolled initially to determine Deployment. This is the reason for having the Deployment Dice assigned to all the Units.

PHASE 3. GAME TURNS 1–6. UNIT ACTIVATIONS AFTER INITIAL DEPLOYMENT.

1. As per the rules in the previous section, build your Unit Activation Dice pool.

2. Roll Unit Activation Dice pool.

3. Now the player with the most 6's rolled takes a D6, starting from the highest value available, and attempts to give one of his Units a Unit Activation (take a Unit Activation Test if needed). If the Unit successfully receives a Unit Activation, then it performs its Unit Actions. Please note in case of a tie; meaning the same number of 6s (or 5s, 4s, etc.) rolled was the same by both players, see which player has the most dice of the next highest value, and that player becomes the winner of the Unit Activation Dice Pool activation roll.

4. Once that unit has completed its activation, control goes to the next player to remove a '6' from the pool and activate a Unit. Activations alternate until all '6's have been used and units activated. If one player runs out of '6's before his opponent, then the other player activates remaining units until all '6's have been used. Once all 6s are used, move to '5's, '4's, '3's, etc.

Once a Unit has successfully received its Unit Activation Dice and performed all of its Unit Actions, go back to step one in this summary and repeat the process until no more Unit Activation Dice are left for either side to assign.

PHASE 4. GAME TURN CLEAN UP PHASE.

Once all Units on both sides have been assigned Unit Activation Dice and performed their Unit Actions then you are ready for the final phase of each Game Turn, the Clean Up Phase.

1.   Test to Unfreeze Frozen Units. Take a Brave Test.
2.   Remove all other Unit Activation Dice from all Units which are NOT Frozen or have chosen not to remain On Alert and place them back in your Unit Activation Dice Pool. On Alert Units may choose to leave the Unit Activation Die next to the Unit so that they Unit remains On Alert in the following Game Turn.
3.   If any Individual Minis in a Unit need to go back into Unit Coherency do so now.
4.   If any One-Use Only game card was used, then remove card from your Card Hand and the gaming area.
5.   If a Secondary Objective was met by a player, then place the successfully achieved Objective Card face up on the controlling player's table side, next to any of his opponent's destroyed Unit Activation Dice.
6.   Tally any Victory Points achieved by both players' Forces and keep track of them in an area of the battlefield which can be easily viewed by both players.

After the Clean Up Phase is complete, both players are once again ready to begin the next Game Turn.

Unit Competencies	Page 12
Move (M)	Maximum number of inches a unit may move.
Shoot (SH)	Shooting Proficiency.
Fight (FI)	Hand to Hand Combat Ability.
Save (SV)	Chance to Survive an Attack.
React (RE)	Chance of Performing Unit Action or Reaction
Brave (BR)	Determines Ability to Perform Unit Actions

Save modifiers	
+1	Light armor
+2	Medium Armor
+1	For being in obscuring area landscape

Possible Unit Actions	Page 18
March (Double Movement)	Double Action
Shoot	Single Action
Focused Shot (+1 to shoot value)	Double Action
Charge (Double Movement)	Double Action
Attack	Double Action
Disengage (Willful Flee Action)	Double Action
Cast Magic (Dispel Magic is a Free Unit Action)	Single Action
On Alert (Perform Single action within 10" against single enemy unit pg.19)	Single action
Counter Charge (against single enemy unit. Reference pg. 20)	Single action
Regroup	Single Action
Lay Low - Take Cover	Single Action
Capture - Claim	Single Action
Stop Fleeing	Single Action

To Hit Shooting Modifiers	Page 28
-1	Against enemy targets obscured by enemy unit, Terrain, Behemoth or Massive Unit. -1 for each obscuring object
-1	Against units which are charging, counter charging or fleeing
-1	For long range
-1	If shooting unit stopped fleeing in that game turn
-1	Against unit laying low or taking cover
-1	VS dreadful units
-1	VS units with Dodge talent
-1	Shooting at a fleeing unit
-1	Shooting into hand to hand (HTH)
-2	Overhead shot
+1	For a focused shot
+1	For shooting against Behemoth or Massive unit

Ranged Weapon	Short Range	Long Range	Strength (STR)	Special Rules
Bow	0" – 10"	10" – 20"	N\A	N\A
Sling	0" – 10"	10" – 20"	N\A	2 Shots per model if Focused Shot
Atlatl	0" – 10"	10" – 20"	2	Unit gets +1 to hit
Huaraca	0" – 10"	10" – 20"	2	N\A
Javelin	0" – 10"	N\A	1	N\A
Insults & Trickery	0" – 10"	N\A	N\A	Unsaved hits add brave markers
Thrown Rock	0" – 10"	N\A	N\A	Used in HtH Fighting
Behemoth Thrown Rock	0" – 10"	10" – 30"	6	Overhead shot
Monster Thrown Rock	0" – 10"	10" – 25"	3	N\A
Aylus	0" – 10"	N\A	N\A	Unsaved hits reduce movement by 4". Can't march until next turn
Tomahawk	0" – 10"	N\A	N\A	Used in Hand to Hand
Spear	0" – 10"	N\A	1	Used in Hand to Hand
Heavy Spear	0" – 6"	N\A	2	Used in Hand to Hand

Hand To Hand Weapons	Strength (STR)	Special Rules
Rock	N\A	Thrown Weapon. Max Range 10"
Club	N\A	N\A
Tomahawk	1	+1 to Fight (FI) value
Knife or Dagger	1	N\A
Fist	N\A	N\A
Copper Headed Axe	2	+1 to Fight (FI) value
Axe, Mace, Sword	1	+1 to Fight (FI) value
Macana	N\A	+2 to Fight (FI) value
Macuahuitl	2	+1 to Fight (FI) value
Huge Macuahuitl	3	+2 to Fight (FI) value
Spear	1	Thrown Weapon. Max Range 10"
Heavy Spear	2	Thrown Weapon. Max Range 6"