



QUICK REFERENCE SHEET

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STARTING THE GAME.

- Opposing D10 roll off, lower roll wins and chooses Alignment (everliving or Everchanging).
- Loser chooses Balance of The Way (Primary Scenario).
- Each player randomly chooses one of three alignment-specific Devotions to The Way (Secondary Scenario).
- Choose alignment-specific Magic Spells and Blessings.

ACTIVATION.

Roll 1D6 for each Unit in your Force. Order of activation and Deployment are in descending order of die roll.

SHOOTING.

- 360 degree arc of fire.
- Line of sight is base to base.
- Roll 1D10 for each figure.
- A roll under modified SH value is a success.
- No matter the number of successful Hits from a single Unit's Shooting attempts generate only a single UBSM (Unit Brave Status Marker) to target unit.
- Defender rolls 1D10 for every successful hit.
- For every roll equal to or under defender's Save (SV) a Wound is negated.

HAND TO HAND.

- Fighth Charges; both Units fight simultaneously.
- Roll 1D10 for each mini.
- A roll under modified Fight (FI) value is a success.
- Countercharges add +1 to FI.
- Defender rolls 1D10 for every successful hit.
- For every roll equal to or under defender's Save (SV) a Wound is negated.
- Each successful Wound gives Unit Brave Status Marke (UBSM) to target Unit.
- Unit with most UBSMs is loser.
- Loser takes Brave test.
- Subsequent rounds of already engaged Units, use Unit Attack Action.

BRAVE TESTS.

- Highest Brave value of unit minus # of UBSMs on the Unit is the number to roll against (modified BR value).
- Roll 1D10 against modified BR value If under or equal -Pass, if over -Fail.



AZTECS



TRIBAL NATIONS



MAYA



INCAS



INUIT



WESTERN FEDERATION



CHACHAPOYA



TAINO





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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





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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



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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"

