



QUICK REFERENCE SHEET

COMMON COMMAND ABILITIES

RALLYING CRY: All Broken! Friendly Warriors within Command Range immediately Rally. Additionally, Friendly Warriors within Command Range may Re-Roll all Failed Resolve tests when performing Combat Rally Actions.

PRESS FORWARD: Friendly Warriors within Command Range that perform March Actions may instead Move their entire March Characteristic during their Activation. *This allows Warriors to Move their full distance, even when rushing outside of the issuing Character's Command Range!*

DUEL: This [CHARACTER] becomes Inspired! this Round. Target a single Enemy [CHARACTER] within Command Range and Line of Sight. The Enemy [CHARACTER] must either Accept or Decline the Duel. A Broken! [CHARACTER] can never Decline a Duel.

- If Declined, the Enemy [CHARACTER] becomes Broken!
- If Accepted, Place this [CHARACTER] within the Engagement Range of the Enemy by the shortest distance. Both [CHARACTER]s may only be Engaged or Targeted by their Duel opponent.

ACTIONS

OUT-OF-COMBAT

MARCH: This Warrior Moves up to its March Characteristic.

If this Warrior Moves in a singular straight line into Enemy Engagement it is considered a Charge and this Warrior becomes **Inspired!** this Activation. A Warrior may only Charge once per Activation.

During subsequent March Actions, this Warrior may only Move half their March Characteristic (rounding up).

TAKE AIM: This Warrior becomes **Aimed!** this Activation.

VOLLEY: This Warrior Targets a single Enemy within this Warrior's Barrage Range and Line of Sight. This Warrior then Rolls Attacks equal to their Barrage Special Rule. This Warrior then assigns Hits equal to their Volley Characteristic to the Target Enemy.

RALLY: May only be performed while **Broken!** This Warrior Rallies.

IN COMBAT

REPOSITION: This Warrior Moves up to half its March Characteristic (rounding up). If this Warrior leaves the Engagement Range of any Enemies that are not Broken, then this Warrior becomes **Broken!**

INSPIRE: This Warrior becomes **Inspired!** this Activation.

CLASH: This Warrior Targets and divides their Attacks amongst Enemies within Engagement Range. Resolve Attacks separately against each Target individually. This Warrior assigns Hits against each Target Enemy up to this Warrior's Clash Characteristic.

COMBAT RALLY: May only be performed while **Broken!** This Warrior Rallies, then must immediately take a single Resolve test. If Passed, they may continue their Activation as normal. If Failed, their Activation immediately ends.