

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.

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

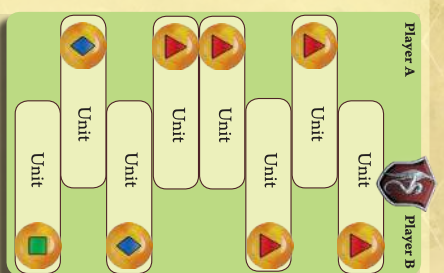
- Discard all the unused orders.
- Scenario conditions check.

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.



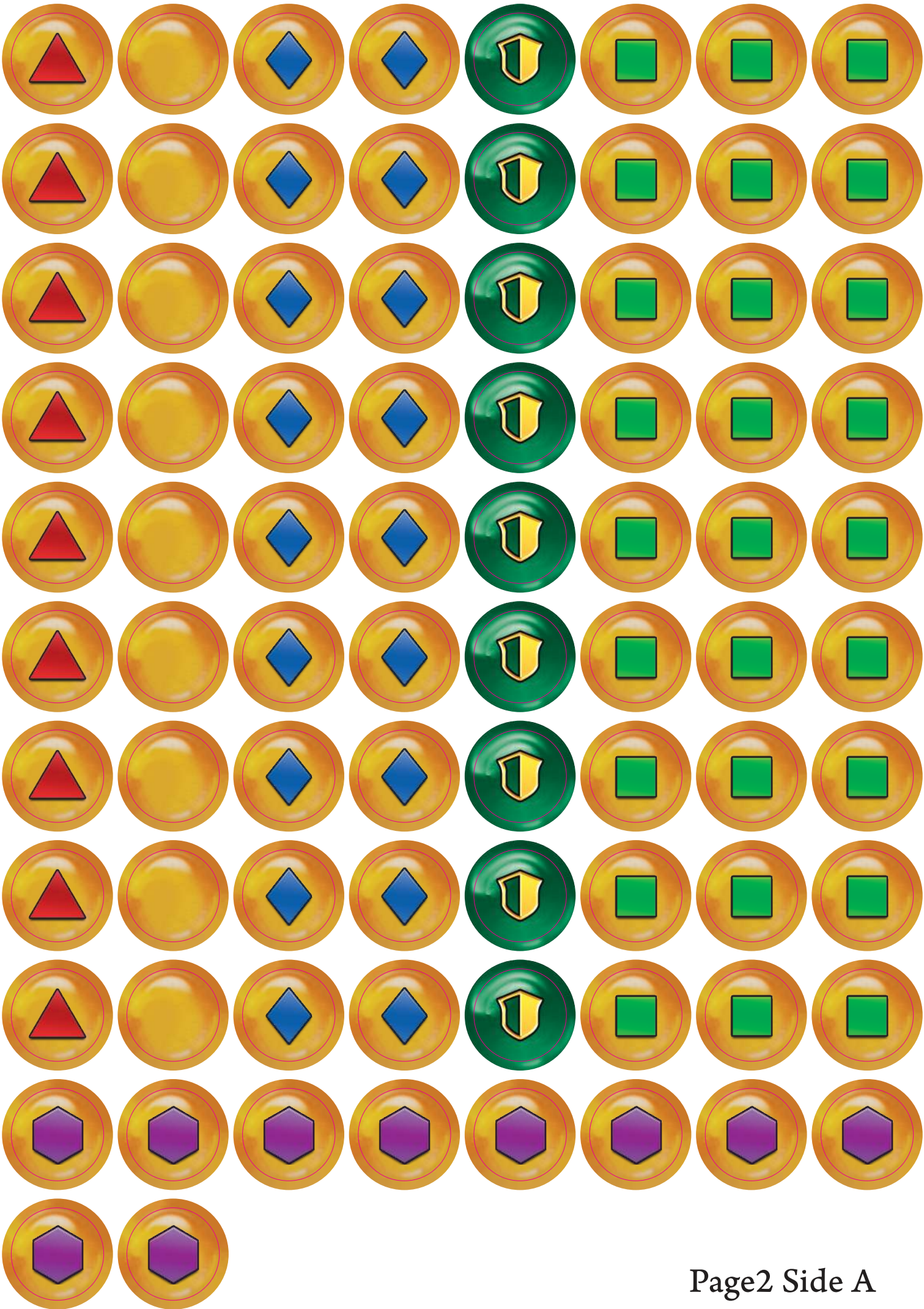
SUPPORT

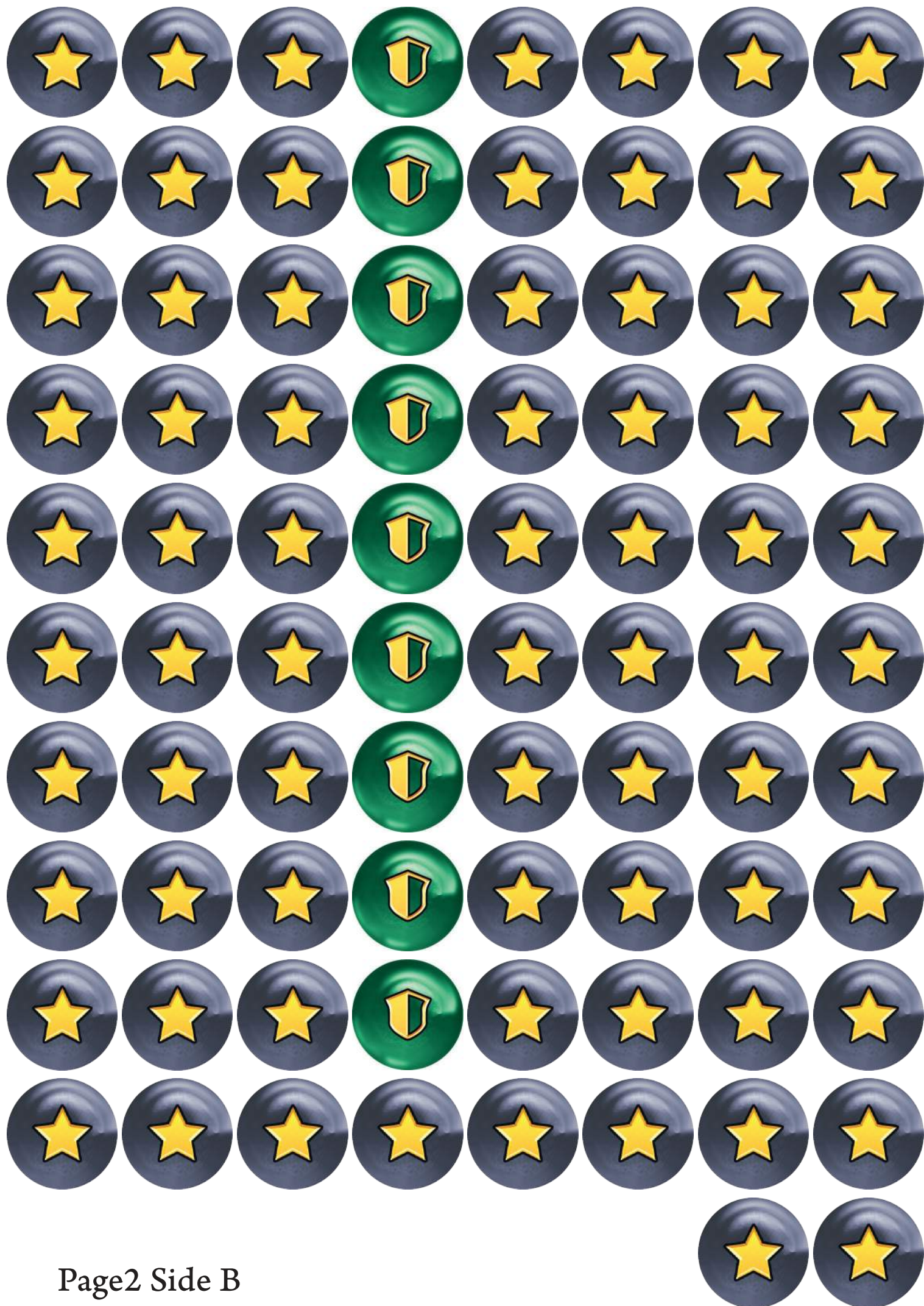


FORMATION

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









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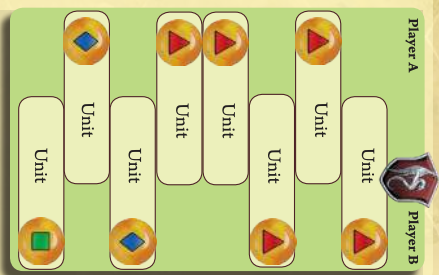
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