

- PLAYER AID -

Important: all the explanations that appear on this player aid are summaries. For full descriptions, please refer to the rulebook.

ICONS (PAGE 9)

STATS



Offence



Defence



Range



Movement



Power



Vitality

POWER TYPES (PAGE 28)



OFFENSIVE: can be used during activation if the unit does not carry out a complex action. The power counts as an attack.



ACTIVE: can be used once per turn during activation if the unit does not carry out a complex action.



PASSIVE: can be used each time its conditions of use are fulfilled if the unit does not carry out a complex action, and if they are on the board.



PERMANENT: can be used each time its conditions of use are fulfilled even if the unit carries out a complex action or they are not on the board.

TURN SEQUENCE (PAGE 13)

1 - START OF TURN PHASE

1.a Effects of powers that were triggered during the previous turn of the active player and last for one round end now.

1.b The active player draws a card.

1.c They decide whether to pass or continue. If they choose to pass, another card may be drawn and they go immediately to the end of turn phase (4).

2 - ACTIVATE A UNIT PHASE

2.a The active player discards 1 activation card of the unit they want to activate. They then declare whether they will carry out simple actions or a complex action.

2.b Any powers triggered at the start of the unit's activation are resolved.

2.c The unit is activated and can carry out:

- 0, 1 or 2 simple actions

OR

- 0 or 1 complex action

2.d Any powers triggered at the end of the unit's activation are resolved.

3 - ACTIVATE ANOTHER UNIT PHASE

3.a If the active player has activated a number of units equal to their activation limit, or if they no longer wish to activate another unit, they go directly to the end of turn phase (4).

3.b If the active player chooses to activate another unit, they discard 1 AoW card and go back to the activate a unit phase (2).

4 - END OF TURN PHASE

4.a The active player decides whether or not to discard 1 AoW card to recall a unit of troops (page 13).

4.b The next player in a clockwise direction becomes the new active player. Their turn starts at the start of turn phase (1).

ACTIONS (PAGE 14)

SIMPLE ACTIONS

Walk: (page 14) the unit may enter the same number of areas as their *movement* stat. Walk is not possible after an attack.

Attack: (page 14) the unit may attack a target at a distance less than or equal to their *range*.

Claim: (page 19) the unit can claim an available divine stone from their area if they are not already carrying one.

COMPLEX ACTIONS

Run: (page 19) the unit may enter the same number of areas as their *movement* stat +1.

Deploy: (page 19) a unit entering the game for the first time can be placed in a deployment zone.

Absorb: (page 19) a divinity can absorb a divine stone that is either unclaimed and in the same area or claimed by an allied unit in the same area.

Units carrying out a complex action cannot use their talents or powers (active, passive or offensive).

ATTACK SEQUENCE (PAGE 14)

1 - TARGET CHOICE

The attacker chooses an enemy target at a distance that is less than or equal to their *range* or in an adjacent full area.

2 - ATTACK RESOLUTION

2.a Effective value calculation: the attacker and the defender calculate their respective effective *offence* and *defence* values.

2.b First assault:

1. The attacker rolls as many dice as their *offence*.

2. The attacker discards any blank results.

3. The attacker can discard dice to gain +1 bonuses for other dice.

2.c Second assault:

1. The attacker can reroll dice with a value of 5.

2. The attacker discards any blank results.

3. New results are added to their previous value of 5.

4. The attacker can discard dice to gain +1 bonuses for other dice.

2.d Wounds: for each die whose result is equal to or exceeds the *defence* of the target, a *vitality* point is lost.

3 - RETALIATION

If the defender is the target of a *range* 0 attack, they can retaliate.

MANOEUVRES (PAGE 20)

A player can carry out a manoeuvre at any moment during a round by discarding an AoW card or a combination of cards:

$$1 \text{ [Sword icon]} = 1 \text{ [Shield icon]} = 2 \text{ [Bow icon] [Foot icon]}$$

activation cards from destroyed units

DRAW CARDS: the player draws 2 cards.

SEARCH FOR A CARD: the player chooses 1 card from their deck and adds it to their hand. Shuffle the deck.

EVADE: if a player's flying unit is the target of a *range* 0 attack, the attacker can redirect their attack onto a different target. If this is not possible, the attack is cancelled and wasted.

BOUNDARIES (PAGE 20)



CAGE WALLS: movement allowed for troops and heroes.



CHAINS: movement allowed – walk or run actions end immediately after crossing this boundary.



ESCARPMENT: movement forbidden.



HEIGHTS: movement: the Heights icon does not affect unit movement actions, the boundary type on which it is placed does – gain +1 offence and +1 range against targets in lower areas. Obstacles ignored for line of sight.



NORMAL: movement allowed.



WALL: movement forbidden – obstacle

TERRAINS (PAGE 21)



CAGE: movement allowed – obstacle – gain +1 defence against range 1+ attacks.



CLIFF: movement forbidden – obstacle



FOREST: movement allowed – obstacle – number of trees = area capacity divided by 2, rounded up – +1 defence against range 1+ attacks.



LAVA: movement allowed – a unit entering this area suffers 1 wound. The unit is then moved into an adjacent non-lava area. The unit's movement action ends.



OPEN GROUND: movement allowed.



POLAR: movement allowed – obstacle – units starting their activation in this area suffer 1 wound. Only one simple or complex action is possible. Active and offensive powers are ignored for the current turn.



RIFT: movement allowed – for divinities and monsters only: activation cannot end in this area. Walk and run only along paths of skulls. Enemy units do not block passage.



ROCK: movement forbidden – obstacle – +1 range and +1 offence for range 1+ attacks. Obstacles are ignored for line of sight.



RUINS: movement allowed – obstacle – 1 ruined column per area – +1 defence against range 0 attacks.



STEPS: movement allowed – gain +1 range. Gain +1 offence for range 1+ attacks. Obstacles ignored for line of sight.



SWAMP (AQUATIC): movement allowed – units that walk or run into this area immediately end their activation. Walk impossible; run possible with a maximum movement of 1. Suffer -1 defence against range +1 attacks.



WATER (AQUATIC): movement allowed – talents and offensive and active powers are ignored.

TALENTS (PAGE 25)

ARCHER: the unit gains +1 offence for their range 1+ attacks.

BLOCK: enemy units in the same area as a unit with the Block talent cannot carry out walk, run or claim actions. An enemy unit cannot claim a divine stone that is in the same area as a unit with the Block talent. A unit with the Block talent ignores these effects.

BOLSTER: the allied troop units in the same area as the unit with the Bolster talent gain +1 offence and +1 defence.

CLIMB: a unit with the Climb talent can walk into rock or cliff areas. The unit may cross escarpment boundaries and they ignore the effects of chain boundaries.

CLOSE COMBAT: the unit gains +1 offence during range 0 attacks until the end of their activation.

CLOSE PROTECTION : the unit gains +1 defence if an allied unit is in the same area.

FORCE OF NATURE: before the choice of the target, the unit can remove a 3D element from their area to gain +1 offence and +1 range until the end of their activation.

GEM COLLECTOR: the unit can carry out a claim action from any visible area in their surroundings.

GUARD: the unit becomes the target of an attack in the place of an allied unit in the same area. Guard cannot be used against a retaliation or against terrain effects.

INITIATIVE: during a range 0 normal attack, if the unit with the Initiative talent is targeted, they carry out their retaliation before the resolution of the attack. If both the attacker and the target have this talent, the effect is ignored.

LEADER: the active player takes an activation card from their deck of a visible, friendly troop unit in their surroundings and adds it to their hand. The unit whose card has been chosen may be activated immediately by discarding one of its activation cards and without spending an art of war card.

MIGHTY THROW: the unit can use their dice with blank results from the first assault to throw their target one area. 1 blank result is necessary to throw a troop or a hero, 2 for a monster or a god, and 3 for a titan.

MOBILITY: the unit can walk even after having carried out an attack.

MONSTER SLAYER: during the first assault, before discarding blank results, the unit can reroll up to 2 dice if their target is a monster.

PHALANX: the unit gains +1 offence and +1 defence if a friendly troop unit is in the same area.

SNEAK ATTACK: the unit gains +1 offence until the end of their activation if an allied unit is in the same area during a range 0 normal attack.

TORMENT: a targeted unit suffers -1 defence against the range 0 attack of a unit with the Torment talent.