



### Brilliant Tactician

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### Cast Spells

Initiate a magic phase as per standard fantasy rules. Any magical vortexes will also be moved and resolved. Spells of limited duration are checked.

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### Engines of War Reload

Remove all spent markers for your army's war machines (not missile infantry). They may now fire at will.

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### Melee

All current close combats are fought.

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### Missile Reload

Remove all spent markers for your army's missile infantry and war machines. They may now fire at will.

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### Move

Move, march or charge with one unit. A unit may only be moved once per round. If a charge succeeds then the first round of melee combat is also resolved. You must also pick a fleeing unit and attempt to rally them.

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### Move Command Group

All units within 6" (12" for the general) of a character (or their unit) may move, march or charge. This also grants 1 compulsory rally attempt, as detailed in the "Move" order.

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### Lull

This represents the mishaps and miscommunications that happen in battles. Discard.

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### Army Morale

If less than ¾ (round up) of your opponent's MC roll GD vs GD:  
• On a loss lose 1 MC  
• If passed by > 4 gain 1 MC

Handicap further according to your army's "State of Battle".

EVENT



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### Command Indecision

Lose one Order Card of your choice.

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### Crushing Missilery

Grants a Missile Reload, plus any units firing during this round add +1 on to hit.

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### Ineffective Missilery

Missiles and applicable war machines suffer from -1 to hit for the duration of this round.

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### Inspiring Leader

This card may be kept by a player and then played, gaining 2 MC, if  
a) their general wins a challenge or  
b) the unit they are fighting with causes another unit of equal or greater points to break.  
Once used it is trashed.

EVENT



### Superstitions & Omens

Choose to roll GD vs D6:  
If you win then draw the amount of Orders cards you have left  
If you lose, lose the remaining Orders cards in your hand

EVENT



### Sneaky Critterz

This card represents units acting on their own initiative outside of a general's direct control.  
Your opponent may treat this as a Move card for one of their units.

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### Rally Back!

All fleeing units follow the procedure described under normal Compulsory Moves.

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### Undisciplined Missilery

Any unspent missile unit or war machines belonging to the player must fire at the nearest enemy that is in LOS and range. Tokens are placed as if they had just fired.

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### Favour of the Gods

Grants a free re-roll on any whole throw of dice. This is defined as a 'handful', not selected dice from a specific result.

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### Leadership

Roll GD vs D8:

If successful the player prevents a card being played and the Leadership card is trashed.  
If unsuccessful the Leadership card is trashed.

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### Heroic Challenge

Play against a named character (not champion). The challenger wins 2 MC + any won from winning the fight. If they lose, they lose 2 MC + any lost from the character's points. If declined, the card remains in the player's hand.

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### Heroic Moment

A) win combat against > MC or  
B) cause a unit of > MC to flee  
If either are met, choose:  
1) Increase M or I stat.  
2) Receive a 'golden dice' which grants one 'to hit' re-roll.  
3) Add 1 MC to the army's pool.

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### Manoeuvre

Allows any unit to make ½ move in any direction during their opponent's turn.

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### Stratagem

Mark units at start of battle and place D8 on this card. From the 2nd round onwards, roll GD vs D8 (-1 each subsequent round). See rulebook for results.

STARTER