



Brilliant Tactician

This is a wild card and can act as any card in the Orders deck.

ORDER



Brilliant Tactician

This is a wild card and can act as any card in the Orders deck.

ORDER



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.

ORDER



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.

ORDER



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.

ORDER



Engines of War Reload

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

ORDER



Engines of War Reload

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



Engines of War Reload

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



Melee

All current close combats are fought.



Melee

All current close combats are fought.



Melee

All current close combats are fought.



Melee

All current close combats are fought.

ORDER



Missile Reload

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

ORDER



Missile Reload

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

ORDER



Missile Reload

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

ORDER



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.

ORDER



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."

ORDER



Move Command Group

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

ORDER

ORDER

ORDER

ORDER

ORDER

ORDER



Move Command Group

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

ORDER



Lull

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

ORDER



Lull

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

ORDER



Army Morale

If less than 3/4 (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



Army Morale

If less than 3/4 (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



Crushing Missilery

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

EVENT



Crushing Missilery

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

EVENT



Ineffective Missilery

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

EVENT



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.

EVENT



Rally Back!

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

EVENT



Lull

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

EVENT



Lull

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

EVENT



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.

EVENT



Command Indecision

Lose one Order Card of your choice.

EVENT



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.

STARTER



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.

STARTER



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.

STARTER



Manoeuvre

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

STARTER



Manoeuvre

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

STARTER



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



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.

STARTER



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.

STARTER



Heroic Moment

Either win a round of combat against a unit of greater MC value

Or cause a unit of greater Morale Counter value to flee

If either criteria are met, gain 2 MC.

ACHIEVEMENT



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 on the table.

ACHIEVEMENT



First Blood

Gain one Morale Counter if you score the first kill of the battle. This does not include deaths by self-sabotage e.g. misfire.

ACHIEVEMENT



Thunderous Charge

Gain two Morale Counters if you successfully charge $\leq 2"$ than your maximum range (reduce to 1" for games with fixed charge ranges).

ACHIEVEMENT



Pincer Movement

Gain two Morale Counters if, on your turn, two or more of your units charge an enemy unit from opposite flanks, or 1 flank + the rear.

ACHIEVEMENT



Salvo

Gain one Morale Counters if, on your turn, two or more War Machines successfully kill models from the same enemy unit.

ACHIEVEMENT