



ALIASQTIP'S EXCLUSIVE RESOURCES QUICK START GUIDE

On Your Turn:

#1: Reveal Your Order Marker (Always)

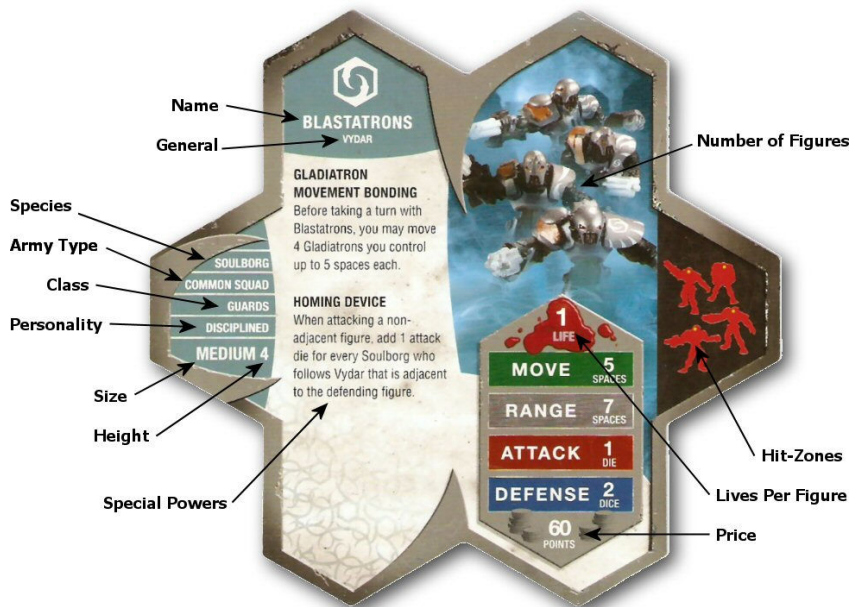
If all of the figures on your chosen Army card have been destroyed, you lose your turn.

#2: Move Figure(s) on the Army Card (Optional)

You may *only* move the number of figures shown on the Army card. You can move a figure in any direction up to the Move number on its Army Card. (Terrain conditions may limit movement.)

Movement Rules:

- Climbing up terrain counts toward your Move number. Climbing down does not.
- You can't move directly to a level equal to or greater than your figure's height.
- When moving down to a level lower than your figure's height you *must* roll one attack die for falling.
- Moving out of an engagement requires the opponent to roll 1 attack die for a disengagement strike.



3: Attack with Figure(s) on the Army Card (Optional)

Any figure(s) on your chosen Army card within range, and with a clear line of sight can attack.

Attack Rules:

- If your figure is engaged he may *only* attack figures with which he is engaged.
- If your figure has height advantage[†], roll one additional attack die.
- Don't forget attack bonuses you may have from glyphs or special powers.
- Special Attacks are *never* modified.
- Every skull that exceeds the number of shields rolled by the defending figure counts as one wound.

[†] Height advantage means the *base* of your figure is higher than the *base* of your opponent's figure, regardless of the actual height of the figures. (This can be utilized in both attacking and defending.)

Special Terrain Features:

Road	If your <i>entire</i> move consists of road tiles you can add 3 to your figures move number.	Lava Field	At the end of each <i>round</i> roll 1 attack die for lava field damage.
Water	Single-spaced figures must stop when landing in water. Double-spaced must stop when landing on two water tiles.	Molten Lava	When landing in molten lava roll the 20-sided die. If you roll a 20, your figure has miraculously survived. Otherwise your figure is destroyed.
Swamp Water	Swamp water is only treated as water in regards to special powers.	Low Walls & Battlements	Uses up 2 movements to climb over from the inside; 3 movements climbing over from the outside.
Heavy Snow	Uses up 2 movements for each hex.	Palm Trees & Bushes	Adjacent non-huge figures receive one additional defense die when defending against ranged attacks.
Slippery Ice	Uses up 2 movements for each hex.	Shadow	Non-huge figures standing on at least one Shadow Space, roll 1 additional defense die when defending.

