

# MIDGARD

## HEROIC BATTLES

### MIDGARD TURN SEQUENCE *p.27*

1	<b>Mighty Deeds:</b> all Heroes receive Mighty Deeds equal to current Level.
2	<b>Attacker Movement:</b> Attacker's Units and Heroes move. Their Skirmisher and Light Rider Units armed with missiles and unattached Heroes may shoot after all movement has been concluded.
3	<b>Attacker Melee Combat:</b> all Units and Heroes in combat fight. The Attacker may issue one challenge to Single Combat with a Hero.
4	<b>Defender Movement:</b> Defender's Units and Heroes move. Their Skirmisher and Light Rider Units armed with missiles and unattached Heroes may shoot after all movement has been concluded.
5	<b>Defender Melee Combat:</b> all Units and Heroes in combat fight. The Defender may issue one challenge to Single Combat with a Hero.
6	<b>Shooting:</b> any Units and Heroes that do not have a Shot marker carry out shooting one at a time, starting with the Defender. Shooting alternates between the Defender and Attacker until all Units and Heroes have shot.
7	<b>End of Turn:</b> check scenario victory conditions and Reputation Tokens.

### KILLING ZONES *p.13*

All Units (not Heroes) have a Killing Zone

- Units fight and shoot with full dice inside the Killing Zone, half dice outside
- Enemy Units and Heroes cannot cut across a Killing Zone—they must move in to attack or move back

### COMMAND TESTS *p.26*

**Roll 1D6: 3+ to pass**

**Command Tests** are taken by Units in pressure situations, e.g:

- Attempting a second Movement Action
- Attempting any Movement Action with a Unit that has lost Stamina
- Retreating or retreated into by a friendly Unit
- Hit by missile fire
- Retreating when Unit is on last Stamina point (Command Test or break)
- Attempting to Change Facing
- Attempting to Evade an enemy charge

Some Command Tests are taken on 2D6, using the lower result, e.g:

- Attempting to cross a Barrier
- Taking any Command Test in Rough Terrain

### 1 MIGHTY DEEDS *p.28*

Heroes receive **Mighty Deeds** equal to their current Level in Phase 1 of each Turn. They may be used to:

- Re-roll failed Command Tests for Units within 2 ST
- Increase Hero's effect in Melee Combat or Shooting (1D6 per Mighty Deed)
- Increase a missile-armed Unit's Shooting Dice if attached
- Re-roll a single D6 once when Hero has failed a Risk to Heroes test (also costs 1 Reputation)
- Activate a particular Trait

Unused Mighty Deeds are not carried over to next Turn.

### GAINING OR LOSING REPUTATION *p.23*

GAIN REPUTATION		LOSE REPUTATION	
Action	Reputation	Action	Reputation
Hero charges into combat (only 1 Hero per Unit)*	+1	Unit or Hero is destroyed	-Reputation Points of the Unit or Hero
Hero charges into the first combat of the game (once per game only)*	+1	Hero leaves a Unit while in combat (unless they have the <b>Non-Combatant</b> Trait).	-1/ -2 (This is increased to -2 if the Hero is the <b>Army Commander</b> )
Hero charges into combat against the enemy <b>Army Commander's</b> Unit*	+1	Unattached Hero evades a charge by an enemy Unit or Hero (unless they have the <b>Non-Combatant</b> Trait)	-1
<b>Army Commander</b> charges into combat*	+1	Hero uses a Mighty Deed to reroll a Risk to Heroes result	-1
Hero takes on a higher-level Hero in Single combat	+1	Hero's unit is destroyed, but the Hero survives (unless Hero fights on in combat)	-1
Hero draws or wins a round of Single Combat/ Sorcerous Duel	+1	Hero refuses a challenge to Single Combat (unless they have the <b>Non-Combatant</b> Trait)	-1
Unattached Hero wins a round of combat against an enemy Unit	+1	Failed casting of certain spells using the <b>Sorcery</b> Trait	-1
Successful casting of Curse or Summoning spell using the <b>Sorcery</b> Trait	+1	Unfavourable <b>Omens</b> Trait roll at start of game	-1/ -2
Favourable <b>Omens</b> Trait roll at start of game	+1/+2/+3		
Scenario-based objectives	As per Scenario		

### 2 & 4 MOVEMENT *pp.30-40*

Units and Heroes may take up to two Movement Actions per Movement Phase.

A Unit or Hero must complete all their Movement Actions before moving another .

- **Warriors, Skirmishers, Monstrosities & Heroes on foot move 1 ST per Movement Action**
- **Light Riders, Heavy Riders & Mounted Heroes move 2 ST per Movement Action**
- **Flying Units & Heroes move 4 ST per Movement Action**
- Units must pass a **Command Test** if they have lost Stamina or are attempting a second Movement Action. Heroes never take Command Tests.
- Any **charge** move into combat is always carried out **straight ahead** without turning
- Charging units stop at contact and may take a bonus **Get In!** move of 1/2 ST
- Flank and rear charges must start the Movement Action with the entire Unit or Hero's base behind the front line of the charged Unit's base

**Warriors, Heavy Riders, Monstrosities**

**Skirmishers, Light Riders, Heroes**

**Full** distance straight ahead  
**OR Half** distance in any direction

**Full** distance in any direction

*"Cattle die, kinsmen die; the self must also die. I know one thing which never dies: the reputation of each dead man."*

2 & 4 EVADE MOVES <span>p.38</span>
<ul style="list-style-type: none"><li>• <b>Evade</b> must be announced once enemy has announced intention to charge (and passed any Command Test required)</li><li>• Units evading must pass a Command Test (Unattached Heroes evading move automatically but will lose a Reputation Token unless Non-Combatant)</li><li>• If Command Test is failed, Unit fights as usual</li><li>• If Command Test is passed, Unit takes an immediate Movement Action away from charging enemy. Skirmishers may evade through friends</li><li>• Charging enemy is then moved a full Movement Action straight ahead and may still contact and fight</li><li>• Only one evade can be made per Unit or Hero per Movement Phase</li></ul>

2 & 4 CHANGING FACING <span>p.33</span>
<ul style="list-style-type: none"><li>• Must be Unit's first and only Movement Action</li><li>• Take a Command Test to Change Facing</li><li>• If Command Test is passed, Unit may be turned to face any direction</li><li>• If in an enemy Unit's Killing Zone, must face at least one enemy Unit</li><li>• If Command Test is failed, Unit does not move</li></ul>

3 & 5 SINGLE COMBAT <span>p.51</span> Resolve before any other combats
Each round of Single Combat (maximum of 3 rounds): <ul style="list-style-type: none"><li>• Roll Combat Dice equal to current Level plus Traits / Mighty Deed (1D6 per Mighty Deed expended)</li><li>• Heroes count as charging in first round (reroll 1s)</li><li>• 5 or 6 needed to hit (4, 5, 6 with <b>Brutal</b> Trait)</li><li>• Hits from <b>Legendary Weapon</b> Trait inflict 2 hits</li><li>• Heroes cannot claim Support Saves in Single Combat</li></ul>
Single Combat results: <ul style="list-style-type: none"><li>• If difference in number of hits equals or exceeds losing Hero's Armour value, losing Hero is killed outright (roll on Hero Death Table). Winning Hero gains 2 Reputation Tokens.</li><li>• Otherwise, Hero scoring higher number of hits wins round, inflicts 1 Stamina point of damage on opponent and gains 1 Reputation Token.</li><li>• If drawn with equal hits (including 0 hits) in first or second rounds, both Heroes add 1 Reputation Token and fight again.</li><li>• If drawn with equal hits (including 0 hits) in the third round, both Heroes add 1 Reputation Token and lose 1 stamina (can result in both Heroes dying).</li></ul>
After the Single Combat: <ul style="list-style-type: none"><li>• Surviving Heroes move back into their Unit. They will not fight in subsequent combat but may suffer Risk to Heroes tests.</li></ul>

2, 4, 6 SHOOTING <span>p.42</span>
<ol style="list-style-type: none"><li>1. Declare shooter &amp; target (targets in Killing Zone must be shot at if possible)</li><li>2. Determine Shooting Dice</li><li>3. Roll Shooting Dice, hitting on 5s and 6s</li><li>4. Check Risk to Heroes</li><li>5. Remove Stamina and destroyed Units</li><li>6. Command Test if any hits were scored</li><li>7. Move Retreating Units</li></ol>

RETREATING <span>pp.47-48</span> <span>pp.59-60</span>
<ul style="list-style-type: none"><li>• Retreating Units and Heroes must move directly back ½ ST (Units retreating from shooting completely behind their rear line retreat forwards)</li><li>• If a Unit retreats into a friendly Unit, the other Unit is pushed back and both Units take a Command Test or lose 1 Stamina point</li><li>• If retreating into enemy troops, Impassable Terrain or a combat, stop a Blade's Length away and automatically lose 1 Stamina point</li><li>• Units reduced to 1 Stamina point that have to retreat must take a Command Test or break</li><li>• Units and Heroes retreating from the table are destroyed</li></ul>

3 & 5 MELEE COMBAT <span>pp.50-62</span>
<ol style="list-style-type: none"><li>1. Determine Combat Dice and roll to hit. 5 or 6 needed to hit (4, 5, 6 with <b>Brutal</b> Trait). Units with Charging or Winning markers may re-roll 1s.</li><li>2. Support Saves</li><li>3. Risk to Heroes</li><li>4. Remove Stamina</li><li>5. Melee Combat outcome (Destroyed/ Draw/ Fighting Victory)</li><li>6. Retreating</li><li>7. Pursue or Hold Ground?</li></ol>

2, 4, 6 SHOOTING DICE PENALTIES (halve dice for each that applies) <i>p.45</i>	
Shooting Unit has half or less of original Stamina points remaining (half strength)	
Shooting Unit is using Overhead Fire	
The target is within range but outside of the shooting Unit's Killing Zone	
The target is Obscured (in cover or only partially visible to the shooter)	
2, 4, 6 SHOOTING DICE BONUSES <i>p.45</i>	
Per Hero shooting	1D6
Hero expends Mighty Deeds	1D6 per Mighty Deed
Shooter's base is entirely behind front line of target Unit's base	1D6
Shooter has <i>Marksmanship</i> Trait	1D6
The target has the <i>Big/ Towering</i> Trait	1D6/ 2D6

3 & 5 COMBAT DICE PENALTIES (halve dice for each that applies) <span>p.55</span>
The Unit has <b>half or less</b> of its Stamina Points remaining (half strength)
The Unit is fighting as a <b>Secondary Fighting Unit in a multi-Unit combat</b>
The Unit has part or all of its base in <b>Rough Terrain</b> (unless it has the <b>Agile</b> Trait)
The Unit is engaged with an enemy to the <b>flank or rear</b>

3 & 5 COMBAT DICE BONUSES <i>p.55</i>	
Each Hero fighting	1D6 per Level
Each Mighty Deed used	1D6
Unit has the <i>Spears as Tribute</i> Trait	2D6 at full Stamina
Unit has the <i>Impetuous</i> Trait	1D6 at full Stamina with a Charging or Winning marker
Unit or Hero has the <i>Big/Towering</i> trait	1D6/ 2D6
Missile fire in charges	Varies

2, 4, 6 SHOOTING RANGES <i>p.43</i>	
Javelin	1ST
Short Bow, Mounted Bow	2ST
Bow, Mounted Elf Bow, Sling, Boulder, Dragon's Breath	3ST
Longbow, Crossbow, Elf Bow, Light Artillery	4ST
Heavy Artillery	5ST

<i>p.46</i> <b>RISK TO HEROES</b> <i>pp.56-57</i> <b>Shooting -Each roll of 1 = lose 1 stamina-Combat</b>	
<b>Hero's Unit has taken:</b>	<b>Dice Rolled</b>
1-3 hits	1D6
4-6 hits	2D6
7-9 hits	3D6
10-12 hits	4D6
13-15 hits	5D6
16 + hits	6D6

3 & 5 HERO DEATH IN COMBAT <i>p.57</i>		
Roll	Effect	Game Effect
1-3	<i>Food for ravens</i>	Dead. Lose <b>Reputation Tokens</b> equal to the Hero's Reputation.
4-5	<i>Famous death</i>	Lose one less <b>Reputation Token</b> than the Hero's Reputation.
6	<i>Though I die, I smite thee!</i>	The dying Hero strikes a final blow at their enemy. Enemy Unit (Melee Combat) or Hero (Single Combat) must roll a 4, 5 or 6 on 1D6 or lose a point of <b>Stamina</b> .

3 & 5 SUPPORT SAVES Each roll of 5 or 6 removes a hit <i>p.56</i>	
Skirmisher/ Light Rider Unit	1D6 each
Warrior/ Heavy Rider/ Monstrosity Unit	2D6 each
Holding a Hill or Barrier	2D6
Hero using the <i>Inspiring</i> Trait	2D6 per <b>Mighty Deed</b> expended