

ARCHIVES OF TOMORROW – Quick Reference Sheet

HOW TO SCORE VICTORY POINTS (“VP”)

- Have a Soldiers, Elites, Leader, Elder, or Alchemist unit on an Archive at the end of a Control Phase = 1 VP
- Destroy the enemy Leader = 1 VP

TERRAIN RULES

Cover - Models Wholly Within get +1 to the results of their Resist Rolls against ranged attacks. Models with the Hulking ability cannot move through or over this terrain.

Obstacle - Models cannot move through or over this terrain. This terrain blocks line of sight.

Unstable - Models that move through this terrain subtract 2" from their Speed spec and Charge Vigor.

Vantage Point – Models Wholly Within get +1 to the results of their ranged Attack Rolls.

THE A, B, C’s

Each Round consists of **Action Phase → Battle Phase → Control Phase**

HOW TO RESOLVE ATTACKS

- 1) Determine number of attacks (number of attacking models x Attacks spec of weapon they are attacking with).
- 2) Attacker makes an Attack Roll for each attack.
- 3) For each successful attack, the target unit makes a Resist Roll.
- 4) Determine points of damage suffered (number of attacks not resisted x Damage spec of the weapon).
- 5) Commander of the target unit allocates points of damage to models in the unit. Damage must be allocated to the same model until it is destroyed, except for in the case of a model being targeted by a weapon with the Precise trait. Excess damage from an attack that destroys a model does not overflow to the next model.
- 6) Remove destroyed models from the battlefield in a way that retains Unit Coherency.

Attack Roll:

- Power > Defense → successful on a result of 3+
- Power = Defense → successful on a result of 4+
- Power < Defense → successful on a result of 5+

Basic Move: Each model in a unit moves up to its Speed spec in inches horizontally across the battlefield and/or vertically on to elevated terrain. Measure vertical distance from the base of the terrain footprint up to the elevated level of the terrain.

Battle Range: 1" horizontally from an enemy model. Models cannot be placed or moved into Battle Range except for in a Charging Activation, Scrum Action, Scrum & Disembark Action, or when disembarking from a destroyed Transport.

ACTIVATIONS

Shooting Activation: Each model selects an enemy target in range of its ranged weapon and in line of sight. Resolve attacks against the enemy targets. Ranged weapon attacks can target an enemy unit that is in Battle Range of a friendly unit; however, Critical Misses become successful attacks against the friendly unit instead of the target enemy unit.

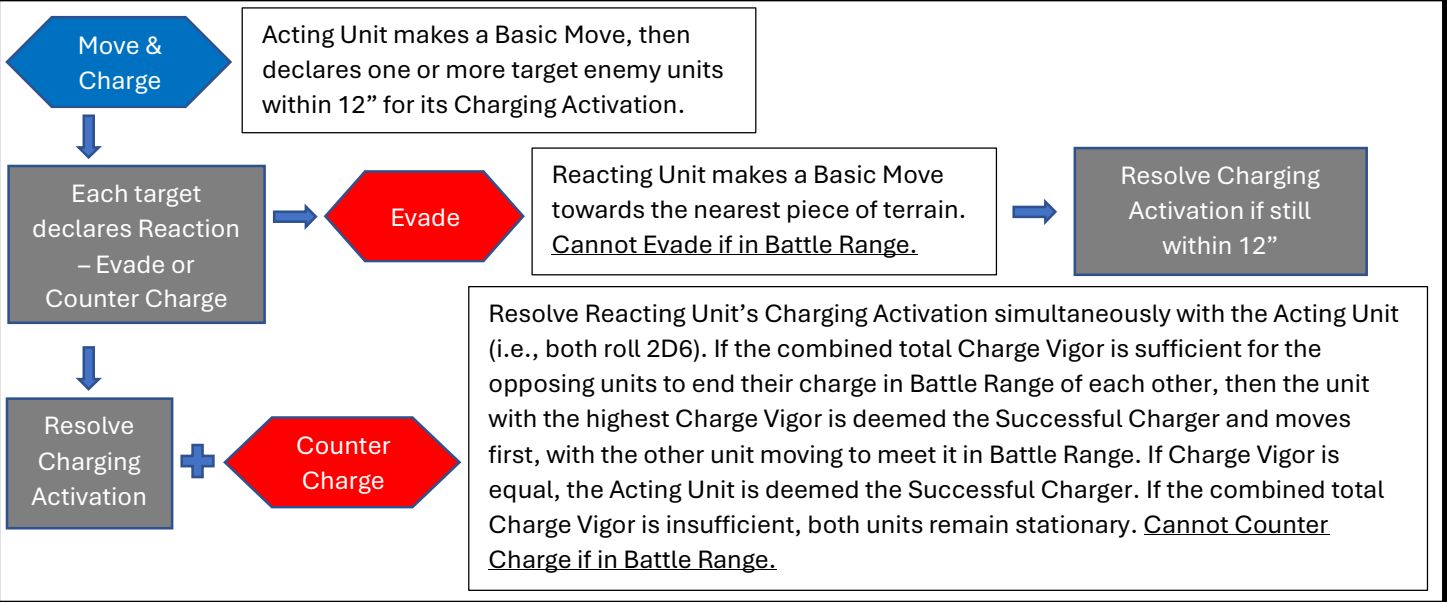
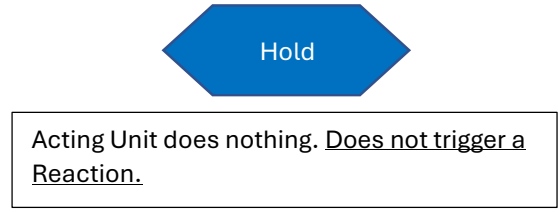
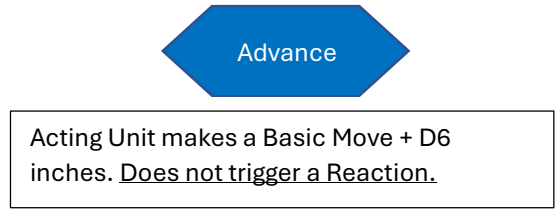
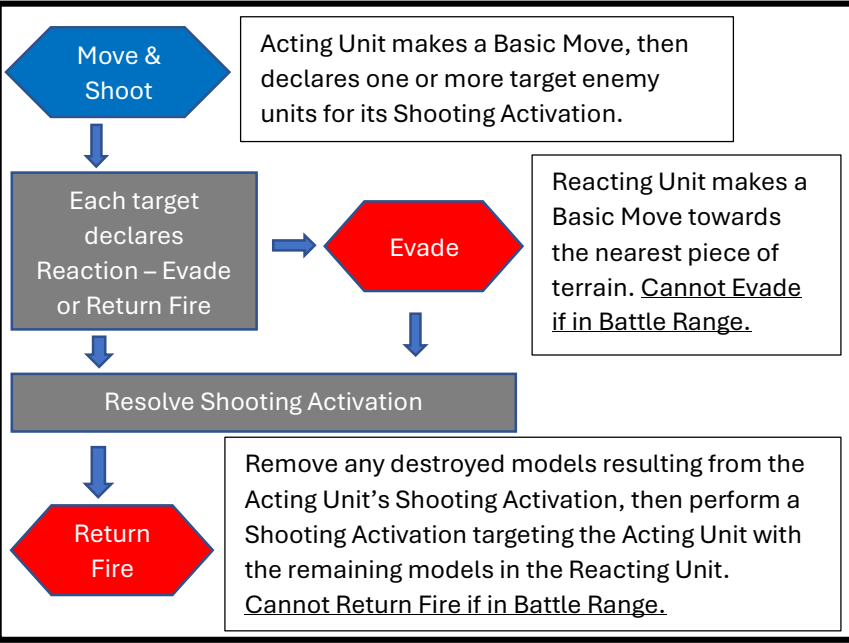
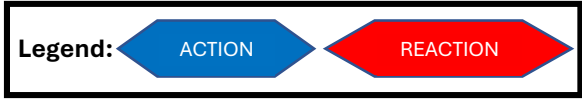
Charging Activation: A unit declares one or more enemy units within 12" to target for its attempted charge and rolls 2D6 to determine its Charge Vigor. To be successful, the Charge Vigor must be sufficient for the unit to get within Battle Range of the target enemy unit(s). Each model can move up to its unit’s Charge Vigor in inches and must end its move within Battle Range of the target unit if possible. If Charge Vigor is insufficient, the unit remains stationary. See the Successful Charger definition below to resolve damage inflicted by the Successful Charger.

Successful Charger: The unit in a Charging Activation that has the highest Charge Vigor. Immediately after moving into Battle Range, the Successful Charger rolls XD6 (X = Power of the unit’s Battle weapon) and inflicts a point of Severe Damage to one enemy unit that was charged for each result of 5+ (max 3 damage).

Battle Activation: Each model selects an enemy target in Battle Range. A model in the unit can only participate in the Battle Activation if it is within 2" horizontally of the target enemy unit. Resolve attacks against the enemy targets.

Terror Roll: Roll a D6. On a result of 1-3 the Terror Roll is failed, and the unit moves towards its deployment zone a number of inches equal to its Speed spec. If already in its deployment zone, it moves towards the nearest battlefield edge instead. If this move causes any models in the unit to move off the battlefield, they are considered destroyed. This forced move counts as the unit’s Action for the current Action Phase. If the unit was in Battle Range of an enemy unit and after the forced move it will no longer be in Battle Range of that enemy unit, the enemy unit gets to perform the Cut Down reaction on the fleeing unit before it moves.

AVAILABLE ACTIONS IF THE ACTING UNIT IS NOT IN BATTLE RANGE



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