Fearful Odds Quick Start Guide

Sequence of Play

Ready Phase - All units on both sides **Ready** all **Spent** units.

Initiative Phase - D10 + OC initiative, last turn wins ties.

Reinforcement Phase - Place arrivals on entry areas, initiative player first.

Action Sequence Impulses - Initiative player goes first, then alternate activations. When both players Pass in succession, the Action Sequence ends.

Army Demoralization and Regroup Phase - Check for army demoralization. Move Routed units to Regroup box.

Victory Check Phase - Check for victory conditions, new turn if not met.

Activations

Leader Activation - 3 x Ldr ML + QL/2 Ready units within 2 + 2 x Ldr ML hexes .

Charge, **March**, or **Regroup**.

Unit Activation - QL/2 Ready units within 2 hexes of lead unit (same as 0 ML Ldr).

Charge or **March**.

Charge Activation - Melee units must move adjacent and melee if possible; missile units may fire instead. No Withdraw or Rally.

March Activation - May not move adjacent; may remain adjacent. Withdraw allowed, not required. 1 Leader Rally attempt.

Regroup Activation - May not move adjacent; must withdraw if possible. All units may Rally attempt. Routed may Regroup.

Impulse Sequence - All activated units Move, then all Single Combat, all Melee, then all Rally if Regroup Activation.

Spent - After entire impulse, all activated leaders and units flip to their **Spent** side and may not activate again this turn.

Movement

Move Forward - 1 MP per hex into the unit's Front hexes only.

Side or Rear Movement - 2 MP to move 1 hex without changing facing, maximum 1 hex per unit per Activation.

Change Facing - 1 MP per hex spine, infantry 1 MP for full About Face.

Normal Terrain - All hexes other than clear or downhill movement cost +1 MP per hex.

Hazardous Terrain - Crossing wall, leaving ditch, crossing stream cost +2 MP and **QL** task check; **Disorder** if fail.

Enemy Front Hexes - Moving units must halt on entering any enemy Front Hex.

In Contact - Units already in any enemy Front Hex must **Withdraw** to Move, but not to change facing.

No Stacking - Units may not move onto or through friendly or enemy units, except to **Consolidate**.

Consolidate - 2 Active units same type at least 1 of 1-2 SP may absorb weaker into strong unit by ending Move together.

Leader Rally - During a Leader **March** activation Move, Leader may spend 1/2 his own MA to **Rally** 1 Active unit he is with.

Unit Actions

Spent units defend in melee normally, and may **React** or **Evade**.

Reaction - inactive units may change face 1 when new enemy moves adjacent if not already in an enemy front hex.

Who May Evade - inactive equal or faster speed missile units or cavalry vs infantry, on first contact only.

Who May Withdraw - activated faster missile units or cavalry already in contact.

Evasion/Withdraw Roll - D10 vs **QL**, DRM -MA difference. Pass means retreat 2 or move away, fail by 4+ means disorder.

Missile Fire - costs 1/2 MA within range at any point during movement, 2D10 to-hit/MC, no reply.

Missile CEV modifiers - -1 attacker disorder, -1 defender cover, Javelins only -1 defender height.

Missile Low - white 6-10 for javelins, 9-10 for bows, 10 for slings, never for engines.

Missile Out - First melee combat for Javelins, or second missile low result any unit; no further missile attacks.

Rally - Roll D10, if <= current adjusted **QL**, remove **Disorder**. Else no effect.

Regroup - **Routed** units in **Regroup** box roll D10, if <= current adjusted **QL**, return to map in **Disorder** adjacent to Leader.

Single Combat

Heroes Must - Heroes adjacent to enemy heroes, leaders or units must engage in Single Combat.

Leaders May - Active Leaders adjacent to enemy leaders or units may engage in Single Combat.

Inactive Characters - Inactive Heroes must fight, inactive leaders may decline Single Combat with Active leaders.

Unit Characters - Units without other Characters fight Single Combat with a **Prowess** QL/2 round down ranker.

Single Combat Resolution - Each side rolls 2D10 added, DRM +/- the **Prowess** differential.

Single Combat Outcomes - 12 or less No Effect, 13-16 Minor Wound, 17-19 Severe Wound, 20 or more Killed.

Wounds Add - a second Minor wound is a Severe Wound, Severe plus Minor is Killed.

Wound Effects - Minor wound gives -1 Prowess, -1 MA; Severe Wound and Killed are removed from play.

Single Combat Victory - If one side Severe Wounds or Kills the opponent and isn't themselves, they were **Victorious**.

Victory Effects - One ensuing unit Melee combat gets +1 to Hit/+1 enemy MC; enemy attack suffers -1/-1 instead.

Narrow Way - If inactive side **Victorious** in Single Combat at Gate, Bridge, or other Narrow Way, no Melee occurs.

Ranged Single Combat - Missile units may attack Heroes or Leaders with Unit Characters; Engines are **Prowess** 4.

Melee Combat

Who Melees - All active units with enemy in front hexes must melee; attacked units fight back regardless of facing.

Melee Resolution - Acting player chooses order, each is simultaneous. 2D10 roll to-hit/MC by each side.

Full Effectiveness - Good order front melee by 4+ SP in clear terrain needed for full CEV. All others use limited CEV.

CEV modifiers - +2 Flank, +1 Cavalry Charge, +1 first Javelins, -1 attacker Disorder, -1 defender Cover, -1 defender Height.

QL modifiers - 50% SP or less gives -1 QL, add ML of friendly leader stacked with the unit.

Morale checks - D10 vs QL, pass no effect, fail 1-3 **Disorder**, fail 4+ or second disorder means **Rout**.

Who Retreats - Any disordered melee attacker retreats 1; disordered melee defender vs ordered attacker retreats 2.

Who Advances - Good order melee attacker vs vacated hex must advance if possible. May rotate 1 hexspine after advance.

Characters Accompany - On any retreat or advance due to melee, leaders or heroes must accompany the units they are with.

Characters Relocate - If their unit is **Routed** or eliminated, leaders or heroes relocate to the nearest friendly unit but are **Spent**.