ACTIONS

MOVE

COST: A model's first move during its activation is free. Gain 1 Fatigue for each additional move.

EFFECT: Move up to the model's MOV value in Inches. Models may not move through hazards or other model's bases.

ATTACK

COST: Gain 1 Fatigue.

EFFECT: Target an enemy model within the engagement range of the attacking model. Resolve the attack as described in the Combat section.

POWER ATTACK

COST: Gain 1 additional Fatigue level to upgrade an Attack action to a Power Attack.

TRIGGER: After you declare an Attack, but before dice are rolled.

EFFECT: During this attack, the attacker may re-roll any unsuccessful dice once. This includes any favor die.

REACTIONS

MOVE

COST: Reacting model gains 1 Fatigue.
TRIGGER: After an enemy model resolves a Move Action.
EFFECT: Move up to the model's MOV value in Inches.
Models may not move through hazards or other model's bases.

OPPORTUNITY ATTACK

COST: Reacting model gains 1 Fatigue.
TRIGGER: After an enemy model declares a Move Action while in the reacting model's engagement range.
EFFECT: Roll ATK +1 bonus success versus opposing DEF of that enemy model.

COUNTERATTACK

COST: Reacting model gains 1 fatigue.
TRIGGER: After an enemy model declares an Attack Action against the reacting model.
EFFECT: Roll your ATK instead of DEF against the attack. If you roll more net successes than the attacker, resolve those net successes as if you made a successful attack. Declaring a Counterattack is not considered declaring an attack against the opposing model.

ASSIST

COST: Reacting model gains 1 fatigue.
TRIGGER: After an enemy model declares an Attack Action against another friendly model.
EFFECT: If the defending friendly model or the attacking enemy model is within the reacting model's engagement range, add the reacting model's DEF to the defender's DEF. Models that are unable to add their DEF do not pay the cost of this reaction though they have made a reaction.

TACTICS

Tactics are special bonuses and abilities that may only be activated during the Clear Turn. All cohorts have access to the following standard Tactics.

MANEUVER

COST: 1 Favor.

EFFECT: You may declare a standard Move Action with a friendly gladiator model at no fatigue cost. Maneuver can only affect each model once per clear turn.

RECOVER

COST: 1 Favor.

EFFECT: Remove 1 Fatigue from a model in your cohort.

INCITE

COST: 1 Favor.

EFFECT: Take a single action with a Living Hazard. For the duration of that action, treat it as if it were part of your cohort. Each Living Hazard may only be affected by this Tactic once per clear turn.