

## Rules Summary

### Virtue

Virtue can either be Fresh, Spent or Burnt. Fresh Virtue can be spent to roll a Virtue dice of the corresponding type in an action, it then counts as spent. Spent Virtue becomes fresh at the beginning of the next round. Burnt Virtue stays such until it is rallied back, see below.

### Virtue Rolls

Roll a dice for every point of Virtue spent of the same type spent, roll all the dice and choose one result to keep out of the dice rolled and discard the others. If the kept result is a Crit-Success or Failure check for the specific action if there is an Critical Result table.

### Rounds

A round consists of players taking alternating turns, a round is over when both players pass.

During a turn a player can

**Take an action with a Capo** - See Below  
**Pass** - Forfeit all turns for the rest of the round  
**Sound the Retreat** - End the game and forfeit all unresolved objectives

The player that passes first gets the first turn in the next round. **In the first Round attacker gets the first turn.**

### Faith

Maximum number of Virtue dice that can affect a model during a Round

### Actions

Maximum number of Actions a model can be a part of during a Round

### Command Range

A Capo may include as many models as they wish within their command range for an action, all models must perform the same action with the same virtue dice

### Defense Dice

A success on a defense dice will cancel a Hit from an attack dice. A Hit caused by a Crit-Success on an attack dice requires a Crit-Success on a defense dice to cancel it.

### Move

Make a Virtue Roll  $3+D3$  inches, all models in the Action move this distance.

### Fighting after a move

If a model's next action after a move is a fight Action then it may make a free fight action with the Virtue and Faith points used for the Move Action. You may also add to the Virtue or Faith used at normal cost.

### Shoot

Shooting models automatically target the nearest unobstructed model. Make a Virtue Roll for each model in the action against the models To Hit Value, a success causes a "Hit", see below.

### Fight

Declare a Fight Action, select models and virtues for the action. Your opponent may Declare a fight Action in Reply. Determine targeting. Models must target the nearest untargeted model and hits must be spread as evenly as possible among the models. Attacker chooses how many Virtue dice will go into Attack and how many into Defence Dice.

The defender does the same. Resolve attacks in descending order of weapon Reach.

**Make a Virtue Roll** against your To Hit value for attack and defense dice a success causes a "Hit". Defender then rolls defense dice. If the attacker has caused a Hit resolve it as described below.

### Reload

Make one Virtue roll for all models in the action, on a 1 the models reload 0 reload points, on a 2-5 one point and on a 6 two points.

### Rally

Roll a D6 for every point of Virtue attached to a Capo, every 6 Rallies a Burnt Virtue. Capos in base to base contact cannot Rally.

### Interact

Capos may Interact with Objectives. To interact with an Objective roll 6 D6, lay aside any dice that create a sequence of numbers such as 6,1,2 etc. For every Subsequent Interaction Roll, roll more D6 and add any relevant results to the string. Objectives come in Easy and Hard. Easy Objectives require a string of 3, Hard objectives a string of 6 numbers

### Terrain Difficult Terrain

Every inch of Movement over difficult Terrain counts as 2".




### Obstacles

Obstacles lower than one inch cost 2" of movement to cross and provide a free defense dice against shooting and fight attacks.

## Movement Crit Table

## Melee Crit Table

## Shooting Crit Table

<p><b>Critical Fail</b></p> <p>MOVE AWAY FROM the nearest Enemy Unit</p>		<p><b>Critical Success</b></p> <p>GAIN 1 FREE DEFENCE DICE until these Models are Activated again</p>	<p><b>Critical Fail</b></p> <p>You must move this Model 2" away from your opponents closest Model, moving other Models out of the way if necessary. Your opponent may choose to follow with any of their Models in base-to-base contact</p>		<p><b>Critical Success</b></p> <p>+1 Penetration to weapon for this attack</p>	<p><b>Critical Fail</b></p> <p>An Enemy Capot within Command Range of the target may Rally 1 Virtue</p>		<p><b>Critical Success</b></p> <p>You may change target to any Model within line of sight and max range of shooting Model</p>
<p><b>Prudence</b></p>			<p><b>Prudence</b></p>			<p><b>Prudence</b></p>		
<p>YOU MUST BURN A VIRTUE</p>		<p>MOVE ADDITIONAL 3"</p>	<p>YOU MUST BURN A VIRTUE</p>		<p>Roll another Speed Attack Die, if it Hits treat it as a separate attack</p>	<p>Resolve Shooting Attack on a Friendly Model within 3"</p>		<p>MOVE shooting Model 3"</p>
<p><b>Speed</b></p>			<p><b>Speed</b></p>			<p><b>Speed</b></p>		
<p>MOVE DIRECTLY TOWARDS the nearest Enemy Unit</p>		<p>At the end of this Capot's Move, any enemy Capot within 6" must roll a D6 for all Unburt Virtue and Burn a Virtue for every result of 1</p>	<p>Receive a Hit from the Model you are attacking</p>		<p>In addition to your hit, you may roll another dice, on a 4+ your opponent must Burn a Virtue</p>	<p>YOU MUST BURN A VIRTUE</p>		<p>In addition to your hit, you may roll another dice, on a 4+ your opponent must Burn a Virtue</p>
<p><b>Audacity</b></p>			<p><b>Audacity</b></p>			<p><b>Audacity</b></p>		
<p>MOVE ONLY 1"</p>		<p>The fortitude Virtue is not spent, and does not take up a Faith slot</p>	<p>Your opponent rallies a Virtue on their nearest Capot</p>		<p>Move this Model 1", moving other models out of the way as necessary</p>	<p>Immediately gain an additional Reload Token for the card this Model belongs to</p>		<p>+1 to difficulty of opponents Armour Save</p>
<p><b>Fortitude</b></p>			<p><b>Fortitude</b></p>			<p><b>Fortitude</b></p>		