

Melee Combat:

Must be adjacent with bases touching. Each player rolls 1 die. Ties continue Melee Combat next turn unless one side moves away.

Melee Modifiers (Highest Total Modified Roll Kills the Enemy)

Heavy or Medium Vehicle Overrunning Infantry/Giant Sirex	+10
Eek/Ape/Giant/Sirex/Sitan Riding Lizard/Powered Axe	+5
Platoon Leader/Powered Sword/Lance (any type)	+4
Powered Dagger/Powered Shield/Light Vehicle Overrunning Infantry	+3
Squad Leader/Pistol/Mundane Sword/Mundane Axe/Other Mounted	+2
Carbine/Mundane Dagger/Mundane Shield	+1
Shaken/Pinned/Opponent is 2 or 3 armor classes higher	-2
Opponent is 4 or 5 armor classes higher	-4

Note: Melee modifiers are limited to one weapon per hand or hands as appropriate. (I.e. a pistol and sword, or only one axe, for two hands).

Morale:

When a squad has received greater than 50% casualties (and on each turn with a casualty thereafter), or the squad leader dies, that squad must roll a die for its morale reaction. The roll is made at the end of the turn during the Morale phase and the following target score modifiers are added to, or subtracted from the Base Number of 5. If the modified Base Number or less is rolled, the morale check is passed. Morale checks may also be required by other scenario driven events.

Morale Check Modifiers (Pass if Equal to or Less than a Modified # Base of 5)

If in Hardcover/Squad or Platoon Leader attached (i.e. is within 6")	+3
If in Softcover/Within 6" of (non-attached) Platoon Leader	+1
If Shaken or Pinned/Squad Leader was killed this turn	-2

Any squads failing to make the required roll by one or two on the die are Shaken; if by more than two are Pinned. A Shaken squad cannot move (except to cover if within 3"). A Pinned squad cannot move or fire until it recovers. A Shaken squad recovers automatically at the end of next turn's Morale phase unless it takes and fails another morale check. A Pinned squad recovers when it makes a successful morale check roll on a subsequent turn.

End of Turn Promotions:

Replacing dead Platoon Leader or Squad Leader, if needed, is the last action of a player turn. A dead Platoon Leader will be automatically replaced by the nearest Squad Leader. If none is available, they will be replaced by the highest eliteness figure in the Platoon (choose the nearest to the dead Platoon Leader to break ties). A dead or promoted Squad Leader will be automatically replaced by the highest eliteness figure in the squad (choose the nearest to the dead/ promoted Squad Leader to break ties). All promotions occur on the following turn.

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Fictioneers: Legacy

Turn Sequence:

Each player's turn is made up of five phases - Overwatch, Movement and/or Weapons Fire, Close Combat, Morale Checks, End of Turn

Movement:

Figure Type	Move	Figure Type	Move
Xyban, Eek Walking, Robot	4"	Eek Flying, Figure w/Jet Pack	10"
Terran, Sitan Humanoid	6"	Animal, Light/Med. Vehicle	12"
Sitan Ape/Giant, Hvy. Vehicle	8"	Light Flying Vehicle	14"

Movement Modifiers & Notes

- ❖ Moving & Firing in the Same Turn - Humanoids, Sitan Apes move 1/2; Eeeks, Figures w/Jet Pack, Sitan Giants, Vehicles, or on Animal Mounts are -2"; Xyban, Eeeks Walking, and Robots are -1".
- ❖ Rough Going (Woods/Rock/Rubble/Swamp) - distance counts as double (i.e. for every inch traversed, count it as two inches) except for Tracked vs Woods or Hover vs Rock/Swamp.
- ❖ Moving Uphill - For each level that a non-flying figure goes up, -2" from their allowable movement.
- ❖ Dark - Movement is -2".
- ❖ Cold - Teran movement is -1", Lizard is -2", Ape is +2".
- ❖ Heat - Teran movement is -1", Ape is -2", Sitan Humanoid/Giant is +2", Lizard is +3".
- ❖ Crossing Wall/Crate/Barricade - If it represent an item less than 3' tall, -1" to cross; 3-6', -2". Walls of a force field variety cannot be crossed at all while the energy pylons are all functional.
- ❖ Mounting/Unmounting, Entering/Exiting, etc. - Minus 50% base move value. Used with buildings, trenches, vehicles, etc.
- ❖ Roads - The standard quality road gives a +2" to most figures that travel along it for their entire move, +4" to wheeled/tracked vehicles. No bonus to flying/hovering figures.
- ❖ Rivers - The standard river is safe to move in/across at -1" per turn. No penalty to flying/hovering figures.

❖ Moving Artillery Pieces - Artillery refers to all large weapons cast as separate models from their crew. For infantry packed Artillery not on a floating base, 8 crew are needed to move a Heavy Cannon, 2 for other pieces. These are designed to be moved as modules. A short staffed piece could be moved in multiple trips (i.e. a Heavy Cannon could be moved by 1 crew making 8 trips). It takes 1 full turn to set up or pack up. For pieces mounted on a floating base (a Floater), only one crew is needed to move and it does not take the 1 turn to set up or pack up. A Floater cannot support a Heavy Cannon. Movement is -2" while infantry are transporting any artillery or moving a piece on a Floater.

Weapon Types:

Weapon	Range	Area of Effect (Diameter)
Sonic Pistol/Carbine/Rifle	0-15"	4"
Flamer Pistol/Carbine/Rifle	0-20"	2"
Laser or Projectile Pistol/Carbine/Rifle	0-25"	Ind
Assault Pistol/Carbine/Rifle	0-30"	Ind or 4"
Blast Pistol/Carbine/Rifle	0-25"	Ind
Thrown Hand Grenade (HG)	0-10"	2"
Grenade Launcher (GL)	4-50"	2"
Missile Launcher (ML) *	12-500"	4"
Light Laser Machine Gun (LLMG)	0-50"	Ind or 4"
Medium Laser Machine Gun (MLMG)	0-75"	Ind or 4"
Heavy Laser Machine Gun (HLMG)	0-150"	Ind or 4"
Mortar	12-200"	4"
Light Blast Cannon	0-1,000"	2"
Medium Blast Cannon	0-2,000"	4"
Heavy Blast Cannon	0-3,000"	6"
Heavy AA Cannon	0-4,000"	6"
Planetary Defense (PD) AA Cannon	48 (if indirect)-50,000"	12"
Light AA Missile	24-10,000"	6"
Heavy AA Missile	24-100,000"	12"

Notes:

* -- Backpack missile rack or shoulder fired tube style.

Ind -- An individual figure/item is affected.

Other Equipment:

- ❖ Communications Gear (Com-Gear) - Allows private conversation between players and allows figures to be spotters to direct fire.
- ❖ Sensor - Able to detect all hidden enemies within 10". Use counts as firing for movement purposes, and as moving for firing. A figure can use one to establish line of sight and still fire a weapon (at a slight disadvantage).
- ❖ Jet Pack - Typically worn on the back allowing the user to move further and traverse obstacles with ease.
- ❖ Sniper Rifle - Any Laser or Assault Rifle may be made into a Sniper Rifle. Limit 1 per platoon.
- ❖ Power Shield - A forcefield generator that gives Powered Armor equivalent protection, but cannot be fired through by the user.
- ❖ Battle Computer - These aid in targeting and give a bonus to hit. They have various effectiveness ratings as BC+1 to BC+4.
- ❖ Animal Mounts and Vehicles - These allow troops to move further but need to be controlled by one hand limiting the type or number of weapons the operator can use.

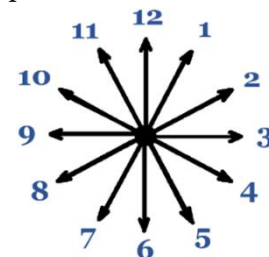
Weapons Fire:

Weapons Fire (Hit on a Target Score of 7 or Less, Modified by below)

Target is in Dark/Target is in Hardcover (inc. Smoke vs Lasers)	-4
Indirect firing via spotter/Firing via Sensor/Pistol > 12"	-3
Moving & Firing in same turn/Target is in Softcover	-2
Pistol > 4" but ≤ 12"/ Carbine > 8"/Non-Sniper Rifle > 12"/an Eek	-1
Using Sniper Rifle/Has BC+1/Leader attached (i.e. is within 6")	+1
Firer is a Squad or Platoon Leader/Has a BC+2	+2
Firer is indirect subsequent to-from same position*/Has a BC+3	+3

Note: * Pertains only to weapons fixed to robot, vehicle, or ground mounts (such as mortars), not standard backpack or hand held weapons.

Missed Indirect Fire Drift Direction Chart



Damage:

If the listed number or less is rolled, the target figure/item is damaged or destroyed.

Weapon	Target/Armor Types					
	None	Cloth	Carbon	Alloy	Power	Heavy
Projectile Pistol/Rifle	10	8	6	4	2	-
Sonic Pistol/Rifle	12	11	6	4	-	-
Flame Pistol/Rifle	12	12	8	3	2	-
Laser Pistol/Rifle	10	8	8	6	6	4
Assault Pistol/Rifle	11	9	7	6	5	3
Blast Pistol/Rifle	11	10	9	7	6	4
Grenade (thrown or GL)	10	8	6	4	3	3
Missile (from ML)	12	10	10	8	6	8
LLMG	11	9	8	6	4	2
MLMG	12	9	9	6	5	3
HLMG	12	10	9	7	5	4
Mortar	12	10	8	6	4	6
Lt. Blast Cannon	12	12	10	8	8	6
Med. Blast Cannon	12	12	12	10	10	8
Hvy. Blast Cannon	12	12	12	12	10	10
Hvy. AA Cannon	12	12	10	8	8	8
PD AA Cannon	12	12	12	12	10	8
Lt. AA Missile	12	12	12	10	10	10
Hvy. AA Missile	12	12	12	12	11	10

Note: -2 from the listed number if the target is in the Area of Effect (AoE), -3 if AoE and Soft cover, -4 if AoE and Hard Cover.