

Mystic Skies Quick Reference

1. REFRESH PHASE

- Pass Initiative
- Reset Speed to zero
- Spawn Monsters (2 rolls each)

2. ACTION PHASE

- Activate Wizard
- Activate Minion
- Activate Monster
- Spend Peril (Cantrip: 2, School: 3)
- Pass



MONSTER STATS								
	MONSTER CLASS	GROUP SIZE	MAX IN PLAY	MOVE*	ATTACK RANGE*	ATTACK DICE (D6)	SAVE	WOUNDS
1	Monstrous Beast	1	2	S	S	10**	4+	6
2	Evil Champion	1	2	S+S	S	8	4+	4
3-4	Evil Warrior	2	6	S+S	S	4	5+	2
5	Evil Bowman	3	10	M	D	2	5+	1
6	Beast	3	10	L+L	S	2	6+	1

Monster models must be mounted on bases no larger than a 32mm circle, or a 60mm circle for Monstrous Beasts.

* S = Short M = Medium L = Long D = Double

**The Monstrous Beast's attacks are Super Effective against all targets.



MINION STATS						
MINION	MOVE*	ATTACK RANGE*	ATTACK DICE (D6)	SAVE	WOUNDS	SPECIAL
Elemental lvl.I	M	S	5	4+	3	Elemental
Elemental lvl.II	M	S	10	4+	3	Elemental
Elemental lvl.III	M	S	15	4+	3	Elemental
Fighter lvl.I	S+S	S	4	4+	3	Merc
Fighter lvl.II	S+S	S	8	4+	3	Merc
Fighter lvl.III	S+S	S	12	4+	3	Merc
Archer lvl.I	M	D	3	5+	2	Merc, Flee
Archer lvl.II	M	D	6	5+	2	Merc, Flee
Archer lvl.III	M	D	9	5+	2	Merc, Flee
Engineer lvl.I	M	S	3	6+	1	Merc, Sapper
Engineer lvl.III	M	S	6	6+	1	Merc, Sapper
Engineer lvl. III	M	S	9	6+	1	Merc, Sapper