

PLAYER AID

TURN ORDER

Start of turn:

- Reinforcements arrive according to the scenario
- Refresh fencing tokens (if the Character is engaged, only refresh 1 token)

Card phase:

- Draw the number of cards as instructed by the scenario
- Hand size limit: 7

Initiative phase (like an Opposed test)

Action phase

Combat phase

Morale phase:

- Crippled Commoners make a DL: 5 Fortitude test (by the definition this test suffers a -1 penalty for being Crippled)

Interaction phase

End of turn

- reshuffle Magic and Event decks

RESHUFFLING

If there are at least 4 total 8-value and joker cards in your discard pile, or you must draw a card and your deck is empty, reshuffle all your player cards (including the ones in your hand) and draw as many as you had in hand before the reshuffle.

MOVEMENT

- Move one space across an open border: 1 MP
- Cross an obstacle border: 2 MP
- Elevated border: requires a manoeuvre to move uphill; 1 MP, no manoeuvre downhill

Common manoeuvres:

- Open door: 1 MP
- Push through a friendly Character: +1 MP
- Climb: 2 MP, DL: 4 Agility test
- Climb through a window: 2 MP, DL: 5 Agility test

TESTS

- Crippled Characters have a -1 penalty on all tests

COMMON ACTIONS

Full actions:

- Full move – 4 Movement Points
- Sprint – make a DL: 5 Agility test
 - » Misfortune – fall prone
 - » Failure – 1 extra MP
 - » Success – 2 extra MP
 - » Triumph – 3 extra MP
 - » Remember the sprint restrictions
- Reload – reload your weapon by 1 step and receive 2 MP.



- Aimed shot
- Defensive shot (one handed weapons only; -1 penalty)
- Wake up

Partial actions:

- Partial Move – 2 MP
- Quick shot (penalty -1)
- Stand up
- Force open door – DL: 7 Strength test

UNOPPOSED TEST

- Determine the DL
- Play a card **from the deck**
- Apply modifiers (notably the Character's skill/ability)
- You may reinforce with cards from your hand:
 - » matching suit +1
 - » matching value +2
- The result equal to or greater than the DL is a success.
 - » Greater by 5 is a triumph (may have an extra effect).
- The result lower than the DL is a failure.
 - » Lower by 5 is a misfortune (may have an extra effect).
- The red joker as the original card is an automatic triumph.
- The black joker as the original card is an automatic misfortune.
- Jokers cannot be reinforced or be used to reinforce.

OPPOSED TEST

- Each player plays one card each **from the deck or the hand**
- Apply modifiers (notably the Character's skill/ability)
- You may reinforce with cards from your hand:
 - » matching suit +1
 - » matching value +2
- The red joker has the value of 10 in the chosen suit.
- The black joker has the value of 0 in the suit chosen by the opponent.
- Jokers cannot be reinforced or be used to reinforce.
- The player with the greater total wins. If there is a tie, the player initiating the test (attempting to use a skill etc.) loses.

SHOOTING

- Make an unopposed test of the appropriate shooting skill with the DL indicated by the weapon at the given range
- Modifiers to the test result:
 - » -1 if the shot crosses 1 or 2 obstacle boundaries
 - » -1 if the shot crosses a wall corner
 - » -1 if the shooter is prone
 - » +1 if the target is prone
 - » -1 if the target is engaged (plus there is a chance of hitting another Character)
 - » -1 quick shot
 - » -1 defensive shot

Note: if the terrain modifiers add up to -2 or more, the shot is blocked

- Success: damage equal to the weapon's value at the given location
- Triumph: damage like regular success +3
- Armour reduces damage, but note many ranged weapons are armour piercing [🛡️]
- Remember to place a reloading marker on the weapon if needed.

TALKING

Play one card for each participating Character, pick the lead Character and resolve the test (Characters do not support each other like in combat).

CLOSE COMBAT

- Make an opposed test of the appropriate combat skills
- Modifiers:
 - » +1 if your weapon has greater superiority;
 - » Support: a friendly Character engaged with the enemy and no other enemy figures grants +1 (or +2 if the enemy is surrounded);
 - » -1 if the Character is prone;
 - » +1 for each flipped Fencing Token.
- Wounds: margin of victory in the combat test plus the weapon's damage value minus the loser's armour value
- Height advantage: the character in the higher space treats hits to  as hits to  and vice versa
- Parry: the loser may flip an available fencing token and make a DL: 6 unopposed test to cancel the hit
 - » +2 to the test for each extra token flipped
- The loser (or both Characters if there is a tie) retreats outside all enemy zones of control (may retreat diagonally even if Agility 0).
- Do not retreat if still engaged with enemies, who have not activated yet.
- If you avoid combat and all enemies you are engaged with have already been activated, you must retreat.
- If you must retreat but are unable to, make a DL: 6 Strength test. On a failure fall prone.

PRONE

Character who is Prone:

- Lose zone of control
- May not parry
- Receive -1 to combat tests
- Have limited action selection

UNCONSCIOUS

Unconscious Character is treated as being Prone. In addition:

- May only take the Wake up action
- Close combat total is always 0 (do not play cards)
- Wake up after receiving any wounds