

# PLAYER AID

## TURN ORDER

### Start of turn:

- Reinforcements arrive according to the scenario
- Refresh fencin 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 red joker can be used to reinforce by +1.
- The black joker as the original card is an automatic misfortune (may not be reinforced to avoid the misfortune). The black joker may not 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 and may be reinforced by cards in this suit
- The black joker has the value of 0 in the suit chosen by the opponent and may not be reinforced.
- 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;
- 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

- Lose zone of control
- May not parry
- -1 to combat tests
- Limited action selection

### UNCONSCIOUS

- Lose zone of control
- May only take the Wake up action
- Close combat total is always 0
- Wake up after receiving any wounds