

# Quick Reference Sheet

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## Turn Sequence

### Hunters' Activations

- Hunters always go first. Players Activate their hunters, one at a time, completing all actions before moving to the next. The order is determined by the players, if this cannot be agreed then roll off.

### Dark Spawn Activations

- After the Hunters have all Activated, then the Dark Spawn.

## Actions

- Action Dice Pool: D10, D8, D6. Each Die may only be used once, in any order.
- Free Move: Hunters have a free move. Move up to full value of Move Rate. May be replaced by certain Use actions.

## Action List

- **Aim – (Melee or Ranged):** +1 attacker's roll and -2 defenders Dodge Defend roll.
- **Attack (Melee):** 1 attack in melee combat.
- **Attack (Ranged):** 1 attack in ranged combat.
- **Concentrate Fire:** Allows multiple hunters to target, see page 22.
- **Dodge Defend:** used to save against attacks. Armor roll + cover/equipment. Dark Spawn use Quality Die. Atrocities use Armor.
- **Interact:** Non-combat interaction with terrain or other models.
- **Move:** Model moves up to its Move Rate. Affected by Terrain.
- **Overwatch:** Hunters and Atrocities only. Set aside two action dice to perform one action in an enemy's activation.
- **Reload:** Single-shot weapons only. May be used instead of free move. Otherwise requires a Use action.
- **Special/Skill Check:** Complex tasks relating to mission or narrative objectives
- **Throw Grenade/Weapon:** Make a ranged attack using a thrown weapon (see page 28)
- **Use:** Non-combat personal actions/using a model's equipment.

## Movement

- **Climbing:** Ladders/stairs full Move Rate. Otherwise climbing is at half Move Rate, no other actions other than Move may be performed while climbing.
- **Obstacles:** 1" extra movement per Obstacle.
- **Jumping:** 1" gaps require 1" extra movement. Gaps over 1" may not be jumped.
- **Difficult Terrain:** move at half Move Rate.

## Combat

### Melee Attacks Sequence

- Select one Die Type from Action Dice Pool.
- Select target
- Roll dice, success on a 4+ (+/- modifiers). TDB if applicable.
- If successful, then the defender makes their Dodge Defend roll, 4+ (+/- modifiers).
- Multiple Attacks can be made in a single activation, so long as the activated model has Action Dice remaining in their Action Dice Pool.
- Dark Spawn use their relevant caste-level dice.
- **Locked in Melee:** If a model is still in melee combat next turn, must engage in melee or attempt to disengage (see page 27).
- **Multiple Combats:** Split combats in 1-on-1s if possible. A model attacked by multiple enemies suffers -1 Penalty to their Dodge Defend roll for every attacker after the first.

### Ranged Attacks

- Select one Die Type from Action Dice Pool.
- Select target, make sure it is in Range and Line of Sight.
- Roll dice, success on a 4+ (+/- modifiers). TDB if applicable.
- If successful, then the defender makes their Dodge Defend roll, 4+ (+/- modifiers).

### Indirect Ranged Attacks

- Follows steps for Ranged Attacks with the following alterations:
- Does not need LoS, but does need to be in range.
- -1 if can see target, -3 if cannot.
- If roll successful, on target. If not, then drifts (see page 30)

## Terrain Modifiers

- **Obstruction:** items that obscure but do not block LoS. -1 to Attack Roll. Cumulative with other Obstructions, Concealment, and Cover.
- **Concealment:** things hide rather than protect -2 to Attack Roll.
- **Cover:** Things that protect -2 to Attack Roll and +2 to Dodge/Defend Roll.
- **Elevated:** reduce defender's terrain modifier by 1 step (see page 26)

## Wounds

- No wounds = All die types, Free Move and three Actions
- 1 wound = no D10. May take Free Move and two Actions at D8 and D6.
- 2 wounds = no D10 or D8. May take Free Move and one Action at D6
- 3 wounds = Free Move only.
- 4 wounds = The Hunter is **dead**. May be revived.

## Terror and Dread

- **Terror:** The first time a Hunter's model comes within 6" and line-of-sight of a Dark Spawn model with the 'Repulsive' Trait. Immediately roll their full Action Dice Pool (4+ successes required). Any fails are removed from their Action Dice Pool next Activation. The following turn the Action Dice Pool resets.

- **Dread:** Hunters must make a Dread roll if they suffer a number of Hits equal to or exceeding their Resolve in a single turn. Roll D6 and consult Dread Table, page 31.

## Narrative Scene Summary

1. Narrative Scenes are defined by four questions: What? Where? Who? When? Roll on Tables A, B, C, and D for specifics (see pages 62 and 64)
2. The number of Challenges in a Narrative Scene is equal to the number of NPC Organizations. Challenges are non-combat obstacles the Hunters must address to gain access to the Incident site.
3. Narrative Scene Challenges refer to the Hunters' Primal Attributes and are resolved by rolling the appropriate die type.
4. Narrative Scene Challenges are solved by one of three methods: Physical, Reason, Charm.
5. Players discuss and select whichever method they want when facing a Challenge, but each method can only be used once per Narrative Scene.
6. The details of a Narrative Scene's Challenges are made up by the players and are decided collectively, using Group Rolls of appropriate die type.
7. Connections and Favors can be used once per Narrative Scene to turn the results of any one failed die roll into a success. Connections are never spent. Favors are single-use but can be purchased with Clues.