



QUICK REFERENCE

TURN ORDER

Every turn is divided into four phases:

- The Hero Phase
- The Creature Phase
- The Companion Phase
- The Event Phase

All figures normally have 1 action and 1 simple action.

COMPANION ACTIVATION TABLE	
NO. OF PLAYERS	MAX. COMPANIONS ACTIVATED
1	3
2	1
3	0
4	0

ACTIONS

- Move (simple action)
- Fight
- Shoot
- Investigate (simple action)
- Pick up Treasure (simple action)
- Eat Food (simple action)

GROUP ACTIVATION

All figures in a group activation must move as their first action.

HEROIC ABILITIES

Heroic Abilities state when, exactly, during a game each can be utilized. If these conditions are met make a Utilization Roll. If equal to or greater than the Utilization Number, the ability is successful.

One Heroic Ability may be utilized each time any figure is activated as long as conditions of that ability are met during the activation, the Heroic Ability may attempt to be utilized.

Successful Heroic Ability, Health loss = Strain.

If a Heroic Ability fails, may spend Health to increase Utilization Roll on a one-for-one basis.

MOVEMENT

- **Climbing or Rough Ground:** 2" for every 1" or partial 1".
- **Jumping:** Figures can jump up to 4" horizontally, but must have moved the same distance in a straight line.
- **Combat:** A figure In Combat may not move.
- **Forcing Combat:** A figure not In Combat may intercept an enemy figure that moves within 1".
- **Falling:** Less than 3" – no effect; Greater than 3" – take damage = 1.5 x distance in inches.
- **Swimming:** Make a Swim roll (TN5). If successful activates as normal. If it fails, no actions this turn

and takes damage equal to the amount by which it failed its Swimming Roll.

SWIMMING MODIFIERS	
Light Armour	-2
Heavy Armour	-4
Shield (small)	-1
Shield	-2
Carrying a Treasure Token	-2





COMBAT

- Both figures make a Combat Roll – roll a die and add the figure's Fight stat and any other relevant modifiers (e.g. bonuses from magic or supporting figures).
- Determine the winner by comparing Combat Rolls – highest wins.
- Add any damage modifiers (such as +2 for a two-handed weapon or -1 for a dagger) to the winner's Combat Roll.
- Subtract the opponent's Armour stat from this total.
- Apply any damage multipliers
- If the final total is greater than 0, subtract that many points from the loser's Health. If it is 0 or negative, no damage is done.
- The winner now has the choice to remain in combat or push either themselves or their opponent back by 1".

MULTIPLE COMBATS

Supporting Figure +2 for every friendly figure also in combat with the target figure and not in combat with another figure gives a +2. This is cumulative, so three eligible supporting figures would grant a +6 modifier (see page 75 for full details).

BREAKING WEAPONS

If the Fight Die Roll number in melee combat is equal to or less than the weapon's Break Number, the weapon breaks. It doesn't affect this combat but counts as an improvised weapon from now on. A figure can discard the broken weapon as a free action.

EVIL CREATURE ACTIONS

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STEP	YES	NO
1. IS THE CREATURE IN COMBAT?	<p>It will use its action to fight. If it wins the combat, it will choose to stay In Combat, and not use its simple action if it has one. If a creature is In Combat with more than one warrior, it will attack the one with the lowest current Health.</p>	Proceed to Step 2.
2. IS THERE A WARRIOR IN LINE OF SIGHT?	<p>If the creature has a missile weapon and is in range, it will shoot at the closest warrior. It will not take its simple action. If the creature does not have a missile weapon, it will use its simple action to move towards the closest warrior. If this takes it into combat, it will use its action to fight. If not, it will use its action to move closer.</p>	Proceed to Step 3.
3. DOES THE SCENARIO INCLUDE A TARGET POINT?	<p>The creature will use its simple action to move directly towards the target point. Return to Step 2 to determine its other action. If nothing in Step 2 applies, the creature will not take a second action.</p>	<p>The figure will use its simple action to make one move in a random direction. Return to Step 2 to determine its other action. If nothing in Step 2 applies, the creature will not take a second action.</p>

SHOOTING

- The shooter checks range and line of sight, then declares their target.
- The shooter makes a Shooting Roll – roll a die and add the figure's Shoot stat.
- The target makes a Combat Roll – roll a die and add its Fight stat and any relevant shooting defence modifiers.
- Determine the winner by comparing the shooter's Shooting Roll to the target's Combat Roll – highest wins.
- If the target is the winner, or the scores are equal, the attack misses.
- If the shooter is the winner, add any damage modifiers to the Shooting Roll.
- Subtract the opponent's Armour stat from this total.
- Apply any damage multipliers.
- If the final total is greater than 0, subtract that many points from the target's Health. If it is 0 or negative, no damage is done.

SHOOTING MODIFIERS

+1	Intervening Terrain. +1 per piece, max +3.
+2	Light Cover. No bonus for any shield.
+4	Heavy Cover. No bonus for any shield.
+2	Hurried shot with a Bow. Shooter moved.
+2	Long Range. Target over 10" away.
-2	Large Target