

General rules

Strikes: The attacker rolls 1d20 and adds Fight. If the result equals or exceeds the target's Armor, they are hit. They take damage as specified and may be subject to other conditions.

- Attacker rattled: -2 Fight.
- Attacker prone: -2 Fight
- Making ranged attack while within an enemy's reach: -2 Fight.
- Making ranged attack at long range (second increment): -2 Fight.
- Second attack action of the turn: -5 Fight.
- Third attack action of the turn: -10 Fight.
- Off-guard condition: -2 Armor.
- Target in cover: For melee or ranged strike or Reflex save – roll 1d6 for each piece of terrain/figure in the way, on a 1 attack targets the thing in the way instead.
- Target concealed: For melee or ranged strike – roll 1d6, on a 1 attack auto-misses.

Saving Throws: The target rolls 1d20 and adds Fortitude, Reflex or Will (as specified). If the result equals or exceeds the attacker's Power, they save successfully. They might take no damage or half damage, or otherwise avoid or reduce the effect.

Criticals: If a Fight roll is a natural 20 or the result exceeds the Armor by 10 or more, it does double damage. If a saving throw is a natural 1 or the result is 10 or more below Power, the creature takes double damage.

Skill Checks: Make a saving throw, at a -6 penalty if you don't have the specified skill. The Power will be specified.

Make skill checks to claim objectives. At the end of each round, +1 Victory Point for each objective claimed.

Hit Points (HP): Damage reduces your current HP from your maximum HP. At 0 or lower, you are dying: fall prone, become helpless and start making recovery checks each time you are hit by a strike that damages you and at the end of each of your turns (1d6: on 1–3, remove from play).

A creature that is healed ignores negative hit points (at -4 and healed 8? Go to 8 HP).

Persistent damage reduces by 5 at the end of the character's turn (from persistent fire damage 10 to persistent fire damage 5, for example). Once it reaches 0, it is removed. Damage of the same type does not stack.

Action Points (AP): Creatures get 2 AP on their turn. AP do not carry over from one turn to another. Spend AP on actions (basic and those specified on card).

Reaction: One between each of your turns.

Multiple attack penalty

After a creature has concluded an action that included a Fight roll, their subsequent Fight rolls *that turn* suffer a -5 penalty.

After a creature has concluded two actions that included a Fight roll, their subsequent Fight rolls *that turn* suffer a -10 penalty.

Movement

Move 1 square/inch for each point of Speed. Moving diagonally costs 1 for the first square, 2 for the second, 1 for the third, and so on.

Half speed and off-guard when climbing and swimming unless a special movement mode applies.

Concealing: Grants concealment to creatures within it.

Difficult: Costs one extra square to enter each square.

Encumbering: If a creature enters encumbering terrain or ends their turn on it, they are encumbered.

Hazardous: When a creature enters a hazard, they take 5 damage. At the end of a creature's turn, they take 5 damage if they are on a hazard.

Obstructing: Grants cover.

Opaque: Blocks line of sight.

Slippery: If a creature on slippery terrain is hit by a Melee attack, the attacker can push them 1 square.

■ **Solid:** Solid terrain blocks movement, line of sight and areas of effect.

Modes

≈ **Aquatic:** Ignore negative effects of water terrain (shallow and deep).

☞ **Burrowing:** Ignore terrain, auras and enemies during movement.

☞ **Flight:** Ignore terrain except obstacles and move through enemy spaces.

🌿 **Wall Climb:** While adjacent to an obstacle, ignore the effects of terrain (except obstacles) and move through spaces occupied by enemy creatures.

🌀 **Teleportation:** Ignore terrain, auras and enemies during movement.

Universal actions

Crawl ● Move 1 square while prone.

Drop Prone ● Become prone.

Escape ● Remove one condition currently affecting the creature.

Grapple ● Choose an adjacent target no more than one size larger. Make a Fight roll. They make a Fortitude save (Power equal to Fight roll result). On a failure, it is grabbed.

Interact ● Ready an item, open a door, manipulate an item or claim an objective.

Leap ● Jump over 1 square.

Long Jump ●● Moves up to Speed, then make Athletics check. Result/4 = squares jumped over.

Shove ● Choose an adjacent target no more than one size larger. Make a Fight roll. They make a Fortitude save (Power equal to Fight roll result). On a failure, it is pushed 1 square.

Stand ● Stand up from prone.

Step ● Move 1 square. Does not trigger reactions.

Stride ● The creature moves up to their Speed.

Strike ● Make an attack with a melee or ranged weapon. Additional attacks suffer the multiple attack penalty.

Trip ● Choose an adjacent target. Make a Fight roll. They make a Reflex save (Power equal to your Fight roll result). The target can't be more than one size larger than the creature. On a failure, it falls prone.

Conditions

Lose all at the end of your turn, unless otherwise specified.

Encumbered: -2 Speed. Lose Wall Climb, Flight and Burrowing.

Confused: Opponent spends one of the creature's AP and control the action. No limited-use actions.

Controlled: As confused, but all AP.

Off-guard: -2 Armor.

Grabbed: Immobilized and off-guard. Ends immediately if beyond the reach of all enemy creatures.

Immobilized: The creature cannot willingly move.

Rattled: -2 Fight and Power.

Sickened: -2 to Fortitude, Reflex and Will.

Slowed: Cannot take reactions; -1 AP on next turn.

Stunned: Cannot take reactions; get no AP on next turn.

Statuses

Flanked: When a creature has enemy creatures on opposite sides of it, and those creatures are not helpless, the creature is flanked. While a creature is flanked, it is off-guard against all attacks.

Helpless: When turn begins, it ends immediately. The creature does not count as a creature for the purposes of affecting opponents.

Invisible: Cannot be targeted by Melee or Ranged attacks. Area of effect attacks can still affect an invisible creature as normal.

Quickened: +1 AP at the start of your next turn, then lose quickened.

Prone: Off-guard; -2 Fight. The only willing movement a creature can do while prone is Crawl. Stand to remove status.

Swallowed: Complicated but thankfully rare. Read the full rules.

