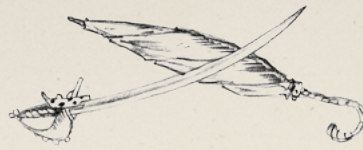


## 2nd Edition Reference Sheet



### Before the Game

1. Decide on the size of the game
2. Pick a Scenario
3. Deploy Terrain and Objectives
4. Pick your Heroes
5. Reveal Heroes
6. Spend your Funds on Henchmen
7. Draw cards
8. Determine First Player
9. Choose Deployment Zones

### Game Turn Sequence:

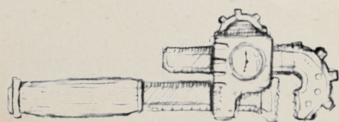
- 1. Start of the turn**
  - 1.1. Start of the Turn Effects
  - 1.2. Drawing Cards: Draw 3+ the number of Heroes cards.
- 2. Activations**
  - 2.1. Stealing the Initiative: *Highest card wins.*
  - 2.2. Model Activations: *One model per player sequentially.*
  - 2.3. Delaying Activations: *Highest card wins.*
- 3. Surplus Activations**
- 4. End of the turn**
  - 4.1. End of Turn Effects
  - 4.2. Effects expiration

### Actions

Move	[Action]
Charge	[Quick Action]
Fight	[Action]
Shoot	[Action]
Cast a spell	[Quick Action]
Special	[Action] or [Quick Action] as noted.

### At the end of every Action:

1. Special effects
2. Healing
3. Damage



### Ranged Attack Sequence

1. Check LoS and Range,
2. Choose a Target,
3. Target chooses a **Reaction**:
 

<b>3.1. Hold Nerves:</b> The Model's status remains unchanged.	<b>3.2. Dive for Cover:</b> The Model immediately becomes Toppled.
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4. The Active Model rolls a number of dice equal to its Guns modified as follows:
  - 4.1. Weapon's Range modifiers,
  - 4.2. Weapon's special rules,
  - 4.3. Elevation bonus.
5. The Target Model rolls a number of dice equal to its Reflex modified as follows:
 

5.1. Elevation bonus,	5.2. Cover.
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### Melee Attack Sequence

1. Choose a Target in BtB,
2. Declare Attack,
3. Defender chooses a Reaction:
 

<b>3.1. Fence:</b> The Model fights back.	<b>3.2. Parry:</b> The defending Model gains +2F in this Action, but cannot deal damage itself. Toppled Models cannot Parry.
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4. Both Models roll a number of dice equal to their Fight modified as follows:
  - 4.1. Weapon's and Model's special rules,
  - 4.2. Bonus for Multiple Combat,
  - 4.3. Elevation bonus.

### Cover

<50% covered	+1R
>=50% covered	+2R
Toppled	+2R but only 1F, cannot Parry, next Action must be spent to stand up.

### Elevation

>1" higher	+1 F
>=3" higher	+1F Charge, +1G, +1R

### Heroic Rules

**Heroic Recovery:** At the start of the Hero Model's Activation you may discard a card in the Hero's suit to stand up from being Toppled instead of spending an Action.

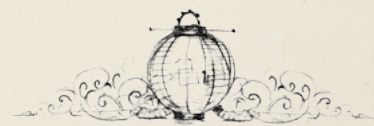
**Heroic Move:** At the start of the Hero Model's Activation you may discard a card in the Hero's suit. If you do, until the end of Activation This Model is allowed to treat all Rough Ground as Open Ground and to make Special Move Actions (that can be combined with other Quick Actions):

<b>Climb:</b> The Hero Model may Move up to his basic Move in inches through Open and Rough Ground to be in base contact with the wall he intends to climb. He has to end this Action in base contact with the climbed wall, no higher up than his basic Move.	<b>Jump:</b> The Hero Model may move horizontally up to his basic Move in inches ignoring any terrain that is up to 2" high. This movement may not end in a place that is more than 2" higher than his starting location.
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**Heroic Deed:** Players may discard a card to add a number of successes to the test for Shooting, Melee, Casting or Activating Objectives, after the roll is made. Court Cards and Aces add +2 successes to the test. Other cards add +1 success.

<b>Black Cards:</b> May only be used for Melee, Leaving Melee and Casting Buffs or Auras on friendly Models.	<b>Red Cards:</b> May only be used for Shooting and Casting Magic Projectiles and Magic Attacks or Auras on enemy Models.
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**Cards in Hero's Suit:**  
May only be used for Casting Spells, Activating Objectives, Heroic Move and Heroic Recovery.



### Terrain

Minimal space required to move through gaps:
1/2" for 30mm Base Size,
1" for 40mm Base Size,
2" for any other Base Sizes.

**Open Ground:** Everything up to 1" tall. All Stairs. Models may move up to their Move in inches horizontally and vertically each Action.

**Rough Ground:** Everything over 1" and less than 3" tall. All Ladders. Models may move up to HALF their Move in inches horizontally and no more than their Move vertically each Action.

**Impassable Ground:** Everything over 3" tall. Models may not pass through them (unless climbing, jumping or using Heroic Move).

## Mundane Climbing and Jumping

### Climb: [Quick Action]:

Make a Reflex test with a Difficulty equal to the height of the climbed wall in inches, rounding fractions down. Friendly Models in BtB with both the climbing Model and the climbed wall add a number of dice equal to their basic Strength to this test. A Model may not climb higher than its basic Move value in inches.

If the climbing Model scores **equal or more** successes than the difficulty of the test it is placed in BtB with the climbed wall up to the climbed level.

If the climbing Model **fails** to score enough successes, it is placed **Toppled** in BtB with the climbed wall at the level it started.

### Jump [Action]:

Make a Move test with a Difficulty equal to the total distance jumped in inches (measured diagonally if there is a difference in levels), rounding fractions down. If the Model lands on an elevated terrain but within 1" of its edge, make a Falling test.

If the jumping Model scores **equal or more** successes than the difficulty of the Jump test it is placed in the chosen spot. A Model may not end this Action more than 1" higher than it started. A Model may not attempt to Jump a distance longer horizontally than its basic Move in inches.

If the jumping Model scores **less** successes than the difficulty of the jump, it Falls down and is placed Toppled a number of inches along its jump route equal to the number of successes rolled and suffers **Fall Damage**.

## Order of cards

1. Spades
2. Hearts
3. Diamonds
4. Clubs



## Falling

If a Model is hit with a ranged, magic or melee attack or becomes Toppled while within 1" of an edge of an elevated terrain it is on, make a Reflex test with a difficulty of [2] to see if the Model Falls Down.

**Any barrier** within 1" of the testing Model changes the difficulty of this test to [1].

If the **barrier is at least 1" tall** then it also provides a +2 Reflex bonus; if it is less than 1" tall it provides a +1 Reflex bonus.

If a Model rolls at least the number of successes **equal** to the test's difficulty it remains where it was. Otherwise it **Falls Down**. Hero Models may discard a card in their suit to pass this test.

### Fall Down:

The Model falls down from the edge it is closest to if there is more than one edge within 1". Place the fallen Model Toppled on the lower level directly below the point it fell from.

### Fall Damage:

The fallen Model suffers a hit with a Strength equal to the height it fell in inches, rounding fractions down and ignoring Armor.

If the falling Model's base would overlap a base of any other Model on the lower level, each of these Models has to make a **Reflex** test against the **Strength of the falling Model**. If they roll more successes than the falling Model they jump to the side and are unharmed - move the Models so they are no longer in BtB with any other Model. If the falling Model rolls **equal or more successes** they are hit, **Toppled** and suffer **Crush Damage**. The hit may cause Critical Hits. The falling Model is placed **Toppled** in BtB with them.

### Crush Damage:

When a Model is hit by a falling Model it suffers damage equal to the total height it fell from, rounding fractions down and modified as follows:

- Armor
- Critical hits

Hero Models may discard red cards to boost the Reflex to jump out of the way.

Hero Models may NOT discard cards to boost Strength to hit other Models harder with their own falling body.



## Special Abilities:

**Armor Piercing [x]:** When inflicting damage ignore x points of the Target Model's Armor.

**Beginner's Luck:** Once per game This Model may Re-roll all the dice it rolled in a single Test.

**Fast Shot (Fast Strike) [x]:** As a part of one Action this model may attack up to x times. Each subsequent attack is resolved at a cumulative -1G (-1F).

**Gruesome Damage:** This model deals +2 damage, instead of +1, for each Critical Hit. This special rule only works in Melee unless it is conferred by a Ranged Weapon or it specifically states otherwise.

**Hard to Kill:** If This Model's Wounds are reduced to 0 and it had more than 1 Wound at the moment it suffered damage, it is reduced to 1 Wound instead.

**Immunity:** Whenever This Model is targeted by an attack it has Immunity against, the attack automatically misses.

**Move Penalty [x]:** This Model suffers a penalty of x to its Guns (to a minimum of 1) this Activation if it first made a Move Action, Charge Action or Moved as part of a Quick Action this Activation.

**Protection [x]:** Whenever This Model is targeted by an attack of a type it has Protection from it gains +x Reflex for the purpose of resolving of this attack.

**Quick:** This Model can make a Move and then perform the Action this rule applies to. This is not a Move Action. Ranged Weapons with Quick rule suffer -1G Penalty if the model Moves and Shoots in the same Action.

You cannot make more than one Quick Action per Action. Always complete the movement before making the other activity.

**Resistance [x]:** Whenever This Model suffers damage of a type it is Resistant to, the Model gains +x unmodifiable Armor for purpose of resolving this damage.

**Template:** A Template is a 3" diameter circular area placed on the battlefield that remains in play until the end of turn.

The height of the Template is equal to its diameter unless the specific rules state otherwise.

A Model is Affected by a Template if it is within its area at any point during a game turn. The Effect of the Template is applied in the same Action the Model is first affected by it. A Model may only be Affected by each Template once during a game turn.

**Fire Template:** The area of this Template is Rough Ground. Effect: This Model suffers 2 Fire Damage, ignoring Armor (but not Fire Resistance).

**Acid Template:** Effect: This Model suffers 2 Acid Damage. If it has any Armor (but not Acid Resistance) it is reduced by 2 until end of turn.

**Smoke Template:** This Template blocks LoS through it. Models within it gain Cover [1].

**Mist Template:** This Template blocks LoS through it. Models within it gain Cover [1]. See Mist Walker and Mistmaker.

**Vulnerability:** Double the damage This Model suffers from an attack of a type it is Vulnerable to.

