

QUICK GUIDE: FOE TURNS

STEP 1 STARTING A FOE'S TURN:

Read Foe's Default Characteristics and Optional Modifiers.

STEP 2 USING ACTION CHAIN:

Roll 1d6 to determine Action Chain.

Action Chain: Begin with the centre Hex, then progress through adjacent Hexes in the direction of the Roll result. Perform the Action in each Hex in order.

Move Hex: Travel a number of Unoccupied Squares up to the value listed in the Hex. Diagonal Squares count as 1.

[1] **Basic Attack Hex:** Target a Hero with a Basic Attack. If the Foe has a Melee and Ranged option, it prioritizes its preferred Basic Attack.

Special Ability Hex: Foe's strongest powers.

STEP 3 SELECTING FOE'S TARGETS:

Action Targeting: Foes move and Target using their Default Characteristics. Optional Modifiers, and Combat Flairs). If Targeting is unspecified, Narrator has Foe act in its best interest.

[2] **Cover:** See Quick Guide, Hero Turns.



Action Range: See Quick Guide, Hero Turns.

[3] **Flanking:** A Hero who is adjacent to two Foes occupying Squares on opposite edges or corners suffers from **OFF-GUARD**. The same is true for a Foe positioned between two Heroes.

No Valid Target: If a Hex has no valid Target, Foe skips that Hex in their Action Chain.

TIP: Print this on the reverse side of the Quick Guide: Hero Turns rules module.

STEP 4 RESOLVING FOE'S ACTIONS:

Foes do not roll CAP Checks. Instead, Heroes avoid Foe Actions using Defense Checks,  and .

When Targeted, the Hero rolls 1d20 and compares the Roll Result to the corresponding Defense Value matching the icon listed directly after the name of the Action. If the Hero is Hit (Roll result > Defense Value), proceed to Step 5.

STEP 5 DEALING DAMAGE:

The Narrator rolls the Damage dice listed in the Foe's Action. The Hero reduces the Damage by the corresponding Barrier Value listed. Then subtract the final result from the Hero's HP.

OR ADDITIONAL EFFECTS:

Foe Actions may have additional Effects. Heroes roll additional Defense Checks to determine whether they suffer from those Effects. Each Effect requires a separate Defense Check, listed directly after each Effect.



SPECIAL PROPERTIES:

AUTO-HIT: Foe Actions marked with **AUTO-HIT** cannot be avoided.

PIERCING: Foe Actions marked with **PIERCING** cannot have their Damage reduced by Barrier Values.

Forced Movement: Foes cannot be forced off the Battlefield or an Elevation unless the Storyteller or Narrator allows it.

EXAMPLES:

