

QUICK GUIDE: HERO TURNS

STEP 1 STARTING YOUR TURN:

Each Hero Action has a speed. Each Turn, you have:

- 2 Slow Actions, or
- 1 Slow and 2 Fast Actions, or
- 4 Fast Actions.

You may take any number of Free Actions.

STEP 2 SELECTING YOUR TARGETS:

Action Targeting: Actions can Target yourself, Other Heroes, Foes, and Squares. Actions that Target a Foe require a CAP Check.

Cover: You cannot Target a Combatant (or Square) with a Ranged Action if there is a Square of Cover between you and your Target.

Action Targeting: You may only Target Combatants within the Action Range.

Flip for Quick Guide: Foe Turns.
For full Rules, see Appendix.

STEP 3 RESOLVING YOUR ACTIONS:

CAP Check: Roll 1d20 to determine what happens.

C If Roll result is \leq your “C” Value, your Action is a **Critical Hit: Hitting your Target, bypassing Barrier Values, and dealing Max Damage.**

AUTO-CRIT: An **AUTO-CRIT** does not require a CAP Check and is treated as a Critical Hit.

A If Roll result is \leq your “A” Value, your Action Hits your Target. Proceed to “P”.

AUTO-HIT: An **AUTO-HIT** skips the CAP Check and is treated as a Hit. **AUTO-HIT** Actions never penetrate Barrier Values.

P If Roll result is \leq your “P” Value, your Action bypasses Barrier Values.

PIERCING: **PIERCING** ignores Barrier Values when dealing Damage.

STEP 4 DEALING DAMAGE:

If you Hit a Foe, roll the associated damage dice for the Action. Deal full Damage if you pass the Barrier Values. Otherwise, reduce Damage by the Foe’s corresponding Barrier Value.

OR HEALING & FALLEN:

Healing a Hero does not require a CAP Check. Roll the associated healing dice for the Action. Add the Roll result to that Hero’s Current HP. Current HP cannot exceed Max HP. You cannot heal a **FALLEN** Target.



SPECIAL ACTIONS & RESOURCES

Trigger: Can be used out of Turn if its Condition is met. You must have enough unused Action Pool to expend. Unused Action Pool does not carry over to your next Turn.

Trigger Limit: The total amount of Trigger Actions you can use per Round.

Sustain: Actions may have a Sustained Effect that can be repeated on subsequent Turns. Choose which Effect(s) to sustain at the start of each Turn, then apply as indicated. Sustaining an Effect does not deplete your Action Pool.

Sustain Limit: The total amount of Effects you can Sustain per Round. Multiple copies of the same Effect count separately.

Amplify: Increase the power of an Action with:

- An **Amplify Effect** that exists within that Action or
- An **Amplify Action**, which can be taken during another Action to enhance its Effects.

Amplify Limit: The total amount of Amplify Effects and Amplify Actions you can use per Round.

Tide-Turners: Activated by expending a Tide-Turner Charge.