

## QUICK REFERENCE: COMBAT RULES

### 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 Maximum 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 Maximum 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.

## 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.

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

### 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 Elevation less than 20 ft.

## EXAMPLES:

