

Quick Reference

Cover

If at least 25% of a character is covered, they get +1 PROTECTION.

Characters in base contact are never in cover.

Characters in water are always in cover when not in base contact with their attacker.

Run/Climb - 1AP

Move horizontally with no penalty, over terrain under 1" high. Make a Basic DEXTERITY roll, 7+ for an Ace to start climbing.

Success	Move up to remaining MOVEMENT.
Fail	Discard remaining MOVEMENT.
Critical	Add 2" and move up to remaining MOVEMENT.
Fumble	Fall from current position.

Swimming

When a character is in water they are counted as swimming. A character reduces its MOVE value by 2" if it starts a Run/Climb action in water, unless it has the Water Creature Character Ability.

Charging

Moving into base contact gives a 0AP Attack of Opportunity (Combat, Grapple, or Drown).

Charging From Above

Moving into base contact from 3" or more higher than the enemy gives Penetration -5 on a Combat Attack of Opportunity.

Disengaging

To move out of base contact, make an Opposed DEXTERITY roll, 7+ for an Ace. Characters on smaller bases get +1 DEXTERITY.

Success	Character moves away.
Fail	Enemy makes an Attack of Opportunity - cannot be a Grapple. Character moves away as normal.
Critical	Character moves away, adding 2" to the final movement distance.
Fumble	Enemy makes an Attack of Opportunity - this cannot be a Grapple. Character stays in place.

Jump - 1AP

Make a Basic DEXTERITY roll, 7+ for an Ace. No jumping in water!

Success	Move 2" + up to 1" for each Ace.
Fail	Move 2".
Critical	Move 4" + up to 1" for each Ace.
Fumble	Move 1".

If character doesn't land on solid ground, they fall. Height is calculated from the **start** of the jump.

Chained Jumps

Once per activation if you Jump onto an obstacle or debris, you may immediately make an additional 0AP jump from the obstacle or debris.

Controlled Landing - 1CUP

Before rolling to jump, you may make a Controlled Landing. The jump costs 1AP as normal and the Controlled Landing costs 1 Will Point. If the action results in a fall, the character scores an Ace on the falling roll on a 5+ instead of the normal 7+.

Falling

Make a Basic DEXTERITY roll, 7+ for an Ace.

Success	Reduce Life Points lost by 1 for each Ace.
Fail	Suffer the full effects of the fall.
Critical	Reduce Life Points lost by 2 plus 1 for each Ace.
Fumble	Suffer the full effects of the fall and gain a Stunned counter.

Dive - 2AP

Make a Basic DEXTERITY roll, 7+ for an Ace.

Success	Receive 1 Underwater Counter.
Fail	No effect.
Critical	Receive 2 Underwater Counters.
Fumble	Lose 1 Life Point.

Underwater Counters give +2 PROTECTION. If a character starts a turn Underwater Counters, remove them and **move up to 4" for each**, as long as it stays within water. **8" for Water Creatures.**

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Hide - 1AP

Characters not in base contact gain a Hidden counter. Hidden characters in cover cannot be seen further away than 6".

Guard - 1AP

Characters not in base contact gain a Guard counter. When an enemy makes a Run/Climb or Jump in line of sight, discard the counter to make an Attack of Opportunity before the enemy does.

Combat - 1AP

Make an Attack roll, equal or beat the target's DEXTERITY.

Success	Target takes 1 Damage for each Ace.
Fail	No effect.
Critical	Target takes 1 Damage for each Ace and additionally loses 1 Life Point .
Fumble	Attacker loses 1 Life Point and target makes Attack of Opportunity.

Combat in Water

A swimming character who is swimming may only use weapons with the Aquatic Ability, unless the character started its action outside of water (jumping into Base Contact with a character from the side of the canal).

Protection

Make a Basic PROTECTION roll, 7+ for an Ace.

Success	Reduce Damage by 1 for each Ace.
Fail	No effect.
Critical	Add 1 extra Ace to this roll. Reduce Damage by 1 for each Ace.
Fumble	Increase Damage by 1.

Grapple - 1AP

Make an Opposed ATTACK roll, 7+ for an Ace. Characters on larger bases get +1 ATTACK.

Success	Move target 2" plus 1" for each Ace.
Fail	No effect.
Critical	Move target 2" plus 1" for each Ace. Target receives a Stunned counter.
Fumble	Target makes Grapple instead, using the Aces they rolled originally.

Drown - 1AP

Make an Opposed ATTACK roll, 7+ for an Ace.

Success	Target loses 2 Life Points , plus 1 Life Point for every Ace.
Fail	No effect.
Critical	Target loses 4 Life Points , plus 1 Life Point for every Ace.
Fumble	Attacker loses 2 Life Points .

Characters on larger bases get +1 ATTACK. No Protection rolls against Drowning!

Cast Spell - 1AP

Make a Magic roll, equal or beat spell's Difficulty.

Success	Cast the spell according to its Effect.
Fail	Cannot cast any spells this turn.
Critical	Replenishes 1 Will Point , cast the spell according to its Effect, increasing any (X) amounts by +1.
Fumble	Receive a Stunned counter and lose 1 Will Point . Cannot cast any spells this turn.

Each character may only attempt to cast the same spell once per activation.

A character cannot cast a spell while in water unless it has the Water Creature special rule.

Dispel - 1CUP

A Mage in line of sight of the caster may Dispel a spell. The Magic Roll becomes an Opposed Roll, with the result needed for an Ace equal to the Difficulty of the spell being cast. The Dispelling character only counts Aces up to its **Mage (X)** level. Any additional Aces are discarded.

Command

A character may use each Command once a round.

PLAN: At the start of the round, discard an Agenda and draw another one.

PLAN: At the start of a character's turn, use **1CP** from a character in line of sight to gain **1AP**.

COUNTER: After an enemy character's action, use **1CP** from a character in line of sight to make a **1AP** out of sequence action.

ABILITY: During a turn, use a *Command Ability*.