

Quick Reference Sheets

ACTION SEQUENCE

1. The acting player announces the action, any targets and declares in-hand items.
2. The acting player pays costs associated with the action.
3. The acting player announces any reaction to the action being taken.
4. In initiative order, other players may declare reactions to the action being taken or to another reaction previously declared.
5. Feat Roll: Calculate the mark, including all relevant bonuses and penalties. Opposed Roll: Each player calculated their bonuses to the roll.
6. Make the roll. During an Opposed Roll, both players roll. Add all relevant bonuses.
7. The acting player, followed by other players, in initiative order, may declare reactions to the dice roll.
8. If the active player's roll has beaten or tied the mark of the roll or the roll plus bonuses of his opponent apply the primary effect of the action. If the primary effect allows for a save roll, the save roll may be made.
9. If no saves are required or the save is failed the action is a success, resolve any effects.

GAME SEQUENCE

1. Roll for Scenario
2. Roll for the Hour
3. Set up the Table
4. Roll for Sides
5. Feed the Troops
6. Game Time Segment
7. Out of Game Segment

ROUND SEQUENCE

1. Roll for Initiative
2. Player Turn Segment
3. Required Rolls
4. Round End Segment

INJURIES (D6)

2-6	Attribute damage (roll d6)
1	Knock on the head -1 W
2	Muscle Damage -1 S
3	Back Injury -1 A
4	Disfiguring Scar -1 C
5	Missing Eye/Ear -1 P
6	Limp -2 Mv
7	Lasting Damage -2 Health
8-9	Lasting Damage -3 Health
10-11	Lasting Damage -4 Health
12	Death

HOUR OF THE DAY (D6)

1	Nightbreak
2	Mornfall
3	Skyreach
4	Faefall
5	Starwatch
6	Gravestill

SCENARIOS (D6)

1	Scorched Earth
2	Clash of Swords
3	A Moment of Power
4	Treasure Hunt
5	Messenger
6	Gathering the Lost

PLAYER TURN SEQUENCE

1. Required Rolls
2. Action Phase
3. Player Turn End

GAME END SEQUENCE

1. Count Victory Points
2. Check for Injuries
3. Calculate Experience
4. Rolling Treasure
5. Out of Game Actions
6. Record Legacy
7. Adjust Challenge

VICTORY POINTS AND EXPERIENCE

VICTORY POINTS	EXPERIENCE
0 to 5	1
6 to 10	2
11 to 15	3
16 to 20	4
21 or more	5

ACTIONS OF THE CONFUSED (D6)

1	Breakdown
2	Befuddled
3	Panic
4	Terrified
5	Screaming into the Night
6	Berserk

ENTERING EFFECTS QUICK REFERENCE

EFFECT	DESCRIPTION
It's a Trap	Succeed PSv or suffer 2d6 damage.
Animal Attack	Miniature in base contact until: leaves terrain piece or succeeds attack (mark 11) or succeeds Charisma + Command roll.
In Bloom	Miniature finds 2d6 supplies.
Aura Flare	Terrain piece's aura increases by d6.
Crumbling	Succeed Widom + Craft roll as quick action by end of turn or terrain is razed.
Huddled Peasants	Party gains: Feed the Starving quest or Escort to Safety quest or d6 thralls.
Stash	Party may: add +2 to any searching and treasure chart rolls in terrain piece or gain Attending the Amber Ships quest or gain Challenge the Council quest.
Preserves	Miniature finds 2+d6 supplies that count as small items.
Rift to the Void	1 miniature per party entering the terrain piece while rift is open may gain Scribing the Litanies quest. Rift may be sealed with Wisdom + Lore roll as an action. Sealing rift is worth 2vp.
Lost Noble	Party gains: Escort to Safety quest or Challenge the Council quest or Voice in the Council quest or 1 thrall or ransom (see description).
Travelling Merchant	Party gains: Attending the Amber Ships quest or 1 thrall or 10+d6g or automatically succeed one sell items OoGA.
Premonitions	Party gains any quest of the player's choice.

OUT OF GAME ACTIONS QUICK REFERENCE

ACTION	ROLL	EFFECT
Go to Market	Charisma + Charm	May purchase/sell items
Hire a Jeweller	Feat Roll + 7	Cost 2g, roll value of gem or trinket
Visit Apothecary	See description	Buy Potion
Visit Scribe	See description	Buy Scroll
Donate to a Temple	No Roll	May cast spells for you, see description
Appraise and Identify items	Perception + Craft	Determine value of gems and types of potion
Recruiting a Hero	Charisma + Leadership	Adds hero to party, penalty equal to number of heroes currently in party
Adopt Followers	Charisma + Command	Replenishes missing follower, see description
Search for Improvised Item	No Roll	Gain 1 improvised item for next game
Trade with Another Party	No Roll	Each party in the trade must send one miniature to the trade
Ceremony for the Dead	Charisma + Lore	Create deed of note equal to challenge of dead miniature
Complete a Quest	Varies	Complete open quest in the party's log; create deed of note
Forced Labour	Strength + Command	Gain supplies equal to number of thralls; on mishap roll, d6 thralls escape
Pilfer	Agility + Thievery	Gain d6 + thief's level supplies, on mishap roll for injury
Scribe	Wisdom + Lore	Create a scroll or write a spell from a scroll into a spell book
Perform a Ritual	Wisdom + Lore	See Description
Write a Book	Wisdom + Lore	Requires empty tome; must have Lore x3
Write a Training Manual	Wisdom + Lore	Requires empty tome; must have Lore x3, must have subject skill x3
Busking	Charisma + Charm	Character earns d6g; may increase mark to add gold, see description
Brew Potion	Wisdom + Lore	Create potion, cost 1 Supply, may increase mark to brew additional potions
Create Item	Perception + Craft	Create item, cost half of item's cost
Training	Wisdom + level	Gain 1xp, may train additional heroes up to level

CASTING MISHAP TABLE (2D6)

ROLL	EFFECT
2	Brain Drain: Caster suffers a d6 drain to her casting attribute until the end of the game
3 - 5	Crisis of Faith: Caster becomes Disheartened until the end of the game
7	Misdirection: The player to the acting player's left may treat the spell as though a member of her party (of that player's choosing) had cast the spell
8 - 9	Backlash: The caster must make an additional Wisdom save or take damage based on the spell being cast; the damage mark is the difficulty of the spell being cast
10 - 11	Wracked with Energy: Check for injury
12	Wracked with Pain: Roll on the injury chart (do not check for injury, it is automatic)

ACTIONS QUICK REFERENCE

ACTION	ROLL	EFFECT
Searching	Perception + Searching	Search terrain or downed body for treasure
Cast a Spell	Wisdom + Lore	Penalty = difficulty of spell, Armour Penalty applies
Cast a Trick	Wisdom + Lore	Movement, then as per Cast a Spell, Armour Penalty applies
Aiding	No Roll	Add skill levels to friendly miniature
Pick up Large Item	Strength + Muscle + Size	Move chest or party member that is downed or incapacitated
Lighting a Torch	No Roll	Movement, Removes Darkness
Climb	Agility or Strength + Athletics	Movement, Move over terrain up to half movement, Armour Penalty applies
Charge	Agility + Melee	Movement, then single attack
Flurry	Agility + Melee	Attack up to three times
Defend	No Roll	Movement, then gain melee defence equal to Agility + total Set value
Sprint	No Roll	Movement x2
Quick Shot (Missile)	Perception + Marksmen	Movement, then shoot at half weapon's range
Quick Shot (Thrown)	Perception + Thrown	Movement, then shoot
Burglary	Agility + Thievery	Open lock or steal treasure from opposing miniature, Armour Penalty applies
Bar the Door	Agility + Thievery	All openings in building are considered locked
Steady Shot	Steady Shot	Shoot at full range
Survey the Battle	Perception + Tactics	Movement, add +2 to next initiative roll
Pounce	No roll, see jumping	Jump, no movement, adds extra damage
Identify an Item	Perception + Craft	Movement; Roll for one treasure item the character is carrying, this counts as an appraise roll
Feint	Charisma + Melee or Brawl	Movement; Save vs. Perception. Target loses MDef. Target gets free attack on Mishap, Armour Penalty applies
Manipulate	Charisma + Charm	Movement; 12" range, target Save vs. Wisdom or miniature moves 2", Armour Penalty applies
Intimidate	Strength + Muscle	Movement; Target 12", Save vs. Strength or Disheartened
Perplex	Charisma + Tactics	Movement; 12" range, target Save vs. Wisdom or become Confused. Save mishap target becomes Befuddled, Armour Penalty applies
Antagonize	Charisma + Charm	Movement; 12" range, target must Save vs. Charisma or become Enraged, Armour Penalty applies
Force Open	Strength + Muscle	Movement; Open door/ chest, may not be re-locked
Break a Tangle / Befuddle	Strength + Muscle / Wisdom Save	If successful miniature is no longer Tangled/Befuddled. See description
Stand and Fight	Melee Attack	Attack, add Agility to melee defence until this miniature's next turn.
Scan	Perception + Searching	Movement; search roll has penalty equal to terrain value; See description under Search

RITUAL MISHAP TABLE (2D6)

ROLL	EFFECT
2	Terrible failing: The miniature loses one trait that grants magical ability
3 - 6	Crisis of Faith: Caster becomes disheartened to begin the next game
7	Misdirection: The player to the caster's left may treat the spell as though it had been cast by a member of his party
8 - 9	Backlash: The caster loses one level of the lore skill. If the caster does not have a level of the lore skill re-roll this result. Treat this loss as an injury
10 - 11	Wracked with Energy: Check for injury
12	Wracked with Pain: Roll on the injury chart (do not check for injury)