Quick Reference

Setup
1. Pick a Scenario
2. Setup Board
3. Determine Conditions
4. Deployment
5. Roll for Initiative

Each Game Round
1. Determine Initiative.
2. Players alternate activating a single model.
3. Activate monsters, if any in play.
4. End game round.

Activating
Pick a model.
It can move & perform an Action.
Performing an Action ends the model's activation.

Actions:
- Make a **Ranged Attack.**
- Make a **Melee attack**.
- Use **Equipment** or **Feats.**
- Use a **Scroll** to cast a spell.
- Pickup and/or drop any number of items off the ground or dead/downed models within 1".
- Interact with **Treasure** or **Scenario** items within 1".
- Make a second **Move.**

All tests are DR12, unless specified.

You roll a D20, add relevant modifiers and check the result. If you reach at least a 12, you pass.

Combat
Models within 1 inch are **in combat**. Ranged attacks have a max range of 12".
1. Check range.
2. Check which stat the weapon uses and add the relevant modifier to the roll.
3. Roll attacks (both models roll at the same time and apply the results).
4. Successful hits apply Damage.
5. Mark off any ammo used.
6. If models are at 0hp they are **downed**, place them face down. Monsters at 0hp are dead.

Movement
Models can move their Agility +5 inches.
Climbing halves your speed.
Models can jump gaps 3 inches or less by passing an Agility test.
Failing causes injury.

Leaving Combat
1. The opponent rolls Agility against DR12.
2. On a pass your model does not move.
3. On a failure your model moves.
4. If opponent Fumbles you can move and take an action.
5. On a Critical, opponent makes an attack against you.

Morale
When a model rolls for morale make a Presence test.
On failure they flee the fight.
On success they act as normal.

Models must make a morale test when they:
- are critically hit.
- strike a downed enemy.

Spellcasting
Max range 12".
Presence based.
On failure mark a Tragedy.
On Fumble roll on Calamity table, adding current Tragedies.

Omens
Can be used at any time.
Each Omen can only be used once per scenario at any time.
Devastation: Deal maximum damage with an attack.
Fate: Reroll any dice, yours or someone else's.
Grace: Remove a downed model from Play, it auto passes its death save.
Banality: Cancel one Critical or Fumble.
Greed: Reroll on the Treasure table.
Confidence: Automatically pass one test e.g. jumping, morale or combat.

Monsters
1. Check special rules.
2. Check if it can see other models.
3. Move it 2D6 towards nearest visible model.
4. Check range.
5. Roll Attacks.
Remember all monsters roll all tests against DR12.

Post Scenario
1. Receive 10 gold.
2. Roll Death Saves.
3. Roll for injuries.
4. Sell and buy items.
5. Gain and spend XP.
6. Hire new members.
7. Buy Hogs Head Inn upgrades.
8. Reallocate equipment.