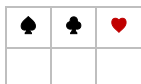


GRUDGE QUICK REFERENCE

WARRIOR



Distribute 4, 3 and 2 between ♠, ♣ and ♥ Stats. Spd = ♣.

H ☐☐☐☐☐ Helm ☐☐ Shield ☐☐ Breastplate ☐☐

Shield = you can Guard; win ties when the target of a Strike.

WEAPONS

- ☐ **Axe:** When Strike defeats enemy, move 1 and Strike.
- ☐ **Blade:** 2 Damage on Riposte.
- ☐ **Bow:** Ranged, Piercing. Must be Loaded. Melee attacks against you have Favor.
- ☐ **Dagger:** Piercing against Unarmed, Rooted or Tripped targets. Thrown = can Strike up to 2 squares away.
- ☐ **Flail:** Strikes cannot be absorbed by Shields; Strikes win ties.
- ☐ **Hammer:** When your action value x2 or more target's Initiative, your hammer deals 2 Damage.
- ☐ **Spear:** Riposte before the Strike that triggers it.

ITEMS

Luckstone: +1 to a d6 roll.

Runestone: Use Item to cast a spell of your choice. Then this item is destroyed.

SPELLS: If targeting an enemy, action value must exceed their Initiative or spell has no effect on them.

- *Luck:* If you Loot Stuck Pig you choose from list.
- *Brainfever:* Choose a Character to become enraged.
- *Stinking Cloud:* Choose a square of the board to have a stinking cloud until the end of the encounter. Any Character in that square when the spell is cast is Stunned. Any Character that enters the cloud become Stunned.
- *Gust of Wind:* Displace a Character.
- *Thunderclap:* Each Monster is Stunned.

CONDITIONS

Disarm: Drops Weapon or Shield. If unarmed, all Strikes against them gain favor.

Displace: Move until it would bump into something.

Enraged: Favor on Strikes until the end of the encounter. Enraged Warrior must choose lowest-value card for Initiative. Enraged Monster must draw two Initiative cards and use the lower.

Root: Cannot Avoid, Dash or Move.

Stun: Skip the next Main Action or Reaction then lose Stunned.

Prone: Cannot Avoid, Move, or Dash; cannot make Opportunity Attacks. Melee Strikes against Prone targets have favor.

ACTIONS

	Spades	Clubs	Hearts
Main Action	Can use any suit. Add Stat to action value. Strike / Roughhouse (Spades) Dash / Avoid (Clubs) Use Item (Hearts) Recover (No Stat)		
Reaction	Strike	Dash / Avoid	Monster: Special; Use Item – Reload if Bow is not Loaded. Warrior: Hearts Main Action or Recover
Interrupt	Riposte	Sidestep	Aid

Ganging Up: 2–3 Monsters adjacent to the Warrior, gain favor.

4+ more Monsters adjacent gain favor and deal Piercing damage.

Action Value (AV): Card value, +Stat if Main Action, +3 if favor.

MAIN ACTIONS AND REACTIONS

Strike (Spades Action): If AV > target's Initiative, 1 Damage. Ties go to the attacker unless the defender has a shield.

Recover (No Stat Action): Remove one Condition.

Avoid (Clubs Action): If AV > opponent's Initiative, move 1 square without suffering Opportunity Attacks. Otherwise, move but suffer Opportunity Attacks.

Dash (Clubs Action): Move your Speed or AV, whichever is lower.

Roughhouse (Clubs Action): If AV > target's Initiative, you Disarm, Displace, Root, or Trip them.

Use Item (Hearts Action):

- Use a Runestone, if you have one.
- Change which Weapon you are fighting with.
- Loot a Weapon from a defeated Monster.
- Loot an adjacent Stuck Pig.
- Load a Bow.

INTERRUPTS

Riposte (Spades Interrupt): When you're targeted by a Strike, if your card value > attacker's AV, deal 1 Damage. Ties go to the Riposter unless the attacker is wielding a shield.

Sidestep (Clubs Interrupt): If a Strike misses you, you can Avoid.

Aid (Hearts Interrupt): When you perform an action, you may add this card value to the AV. If you have a shield, you can instead use Aid to add the card value to your Initiative, against an enemy's AV.

STUCK PIG

- 1–2: Luckstone
- 3–4: Runestone
- 5–6: Gain Weapon or replace 1 Notched or destroyed Armor.
- 7: Player's choice.

CHALLENGES

Determine Room:

1. Tent City (3 Tents, 1 Big Tent)
2. Tent City with Campfire
3. Tent City with Stuck Pig
4. Outskirts (2 Tents, 2 Fences)
5. Outskirts with Campfire
6. Outskirts with Stuck Pig
7. Player's choice

Place Pig (d6 for row, d6 for column, excluding edges); **Place Other Elements** (players' choice); **Place Warrior** (d6 determines edge; 1: N, 2: E, 3: S, 4: W, 5–6: Reroll, 7: Player's choice. Player choose where on edge).

Roll for Encounter (can reroll if already had that Encounter). Place Monsters according to rules:

- **Intimate:** As close as possible.
- **Lurking:** Within 5 spaces, out of line of sight if possible.
- **Watching:** As far away as possible, while in line of sight.

CAMPING

Each time the Warrior defeats all Monsters in a room with a Campfire, they gain Health equal to their Hearts value, and remove a Notch from each piece of armor. This cannot restore destroyed armor.

They also regain all cards in their Initiative Hand.

The Warrior can go above their starting 5 Health thanks to Campfires.

MONSTER LOGIC

Monsters take Reactions and Interrupts according to their cards, as soon as they get the opportunity to take those actions.

Main Action priority order:

1. Recover, if there is anything they need to recover from
2. Reload, if they have a Bow and it is not Loaded
3. Strike, if they are able to do so
4. Avoid, if they are Engaged and either:
 - The Monster is equipped with a Bow or
 - The Warrior is yet to act this Round.
5. Dash

Monsters take different Main Actions depending on what is useful.

Monsters' Reactions are set by the suit of the card they draw.

There are two options for the Clubs Reaction.

- Monster equipped with a Bow and is Engaged: Avoids.
- Monster is equipped with a Bow and not Engaged: Dashes to have line of sight.
- Otherwise, the Monster Dashes towards the Warrior.

ENCOUNTERS

GOBLIN BOSS ♠3 ♣3 ♥2 Spd 6

Mobility (Avoid = 2 squares)

Momentum (move 2+ = Piercing Strikes)

♥ React = Avoid if already Striked, otherwise Strike or Dash

GOBLIN ♠1 ♣1 ♥0 Spd 3

♥ React = If Warrior adjacent to 2+ Goblins, one uses Roughhouse.

1. BEST NOT MISS

Watching GOBLIN BOSS with Flail H □ □ □ D □ □ □

Watching GOBLIN with Bow H □ D □

2. AMBUSH, THEIRS

Intimate GOBLIN with Blade H □ D □

Lurking GOBLIN with Spear H □ D □

Lurking GOBLIN with Bow H □ D □

3. DUEL

Lurking GOBLIN BOSS with Hammer

♠3 ♣3 ♥2 H □ □ □ D □ □ □ Spd 6

4. AMBUSH, YOURS

Intimate GOBLIN with Bow H □ D □

Watching GOBLIN with Blade & Shield H □ D □ S □ □

Watching GOBLIN with Spear H □ D □

5. WARPARTY

Lurking GOBLIN with Bow H □ D □

Lurking GOBLIN with Blade & Shield H □ D □ S □ □

Lurking GOBLIN with Spear H □ D □

Lurking GOBLIN with Blade H □ D □

6. STRATEGISTS

Intimate GOBLIN with Blade & Shield H □ D □ S □ □

Lurking GOBLIN with Spear H □ D □

Watching GOBLIN with Bow H □ D □

7. THE END

Watching TROLL with Hammer H □ □ □ D □ □ □ □ □

♠5 ♣4 ♥1 Spd 5

Hammer (action value x2 target's Initiative = 2 Damage)

Huge (Immune to Roughhouse)

Shielded (win ties when the target of a Strike)

Sweeping Club (hit on Main Action imposes random condition:

1–2: Disarmed, 3–4: Tripped, 5–6: Stunned, 7+: No effect)

♥ React = Troll becomes immune to the last type of weapon that Damaged it, if any.

