

# Quick Reference

## Move - 1AP

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

<b>Success</b>	Move up to remaining MOVE.
<b>Fail</b>	Stay in place and discard any remaining MOVE.
<b>Critical</b>	Add 2 to MOVEvalue for this action. Move up to remaining MOVE.
<b>Fumble</b>	The character falls from its current position, following the rules for falling.

## Swimming

When a character is in water they are considered to be swimming. A character reduces its MOVEvalue by 2 if it starts a movement action in water, unless it has the Water Creature special rule.

## Jump - 1AP

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

<b>Success</b>	Move 2" <b>plus</b> up to 1" for every Ace rolled.
<b>Fail</b>	Move 2".
<b>Critical</b>	Move 4" <b>plus</b> up to 1" for every Ace rolled.
<b>Fumble</b>	Move 1".

## Chained Jumps

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

## Controlled Landing

Before rolling to jump you may choose for that character to make a **Controlled Landing for an additional 1AP**. A Controlled Landing reduces any Life Points lost due to falling by 2.

## Falling

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

<b>Success</b>	Reduce Life Points lost by 1 for each Ace rolled.
<b>Fail</b>	The character suffers the full effects of the fall.
<b>Critical</b>	Reduce Life Points lost by 2 <b>plus</b> 1 for each Ace rolled.
<b>Fumble</b>	The character suffers the full effects of the fall and gains a Stunned counter.

## Diving - 2AP

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

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

For each Underwater Counter a character has, it gains +2 PROTECTION. A character must remove all Underwater Counters when it makes another action.

If a character starts an activation with any number of Underwater Counters, you may remove the counters and **immediately move the character up to 4"**, as long as it stays within water.

If it has the Water Creature special rule, it may move up to 8" instead.

## Disengaging

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

<b>Success</b>	Character moves away as normal.
<b>Fail</b>	Enemy character makes an Attack of Opportunity against the disengaging character - this cannot be a Grapple. Character then moves away as normal.
<b>Critical</b>	Character moves away as normal, adding 1" to the final movement distance.
<b>Fumble</b>	Enemy character makes an Attack of Opportunity against the disengaging character - this cannot be a Grapple. Character stays in place.



Combat - 1 AP (Basic ATT)

Make a Basic ATTACK roll, equal or beat the target's DEXTERITY.

Success	Target character takes 1 point of Damage for every Ace rolled.
Fail	No effect.
Critical	Target character takes 1 point of Damage for every Ace rolled and additionally loses 1 Life Point.
Fumble	Attacker loses 1 Life Point and target makes an Attack of Opportunity against the attacker.

Combat in Water

A 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	For each Ace, reduce the Damage score by 1.
Fail	No effect.
Critical	Add 1 extra Ace to this roll. For each Ace, reduce the Damage score by 1.
Fumble	Increase the Damage score by 1.

Grapple - 1 AP

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

Success	Move the target character 2" plus 1" for every Ace rolled.
Fail	No effect.
Critical	Move the target character 2" plus 1" for every Ace rolled. Target receives a Stunned counter.
Fumble	Target character makes the Grapple action instead, using the same dice result.

Stunned

A character with a Stunned counter reduces its MOV, ATT, DEX, and MIND by 1 (to a minimum of 1). A character automatically removes its Stunned counter at the end of its next activation.

A character can only have one Stunned counter at a time.

If a character starts its activation in water and has a Stunned counter, it loses 2 Life Points.

Drown - 1 AP

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

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

Cast Spell - 1 AP

Make a Basic ATTACK roll, equal or beat the spell's Difficulty.

Success	Character casts the spell according to its Effect.
Fail	Character cannot attempt to cast any other spells during this activation.
Critical	Character replenishes 1 Will Point, and casts the spell according to its Effect, increasing any (x) amounts by +1.
Fumble	Character receives a Stunned counter and loses 1 additional Will Point. Character cannot attempt to cast any other spells during this activation.

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.

If a character attempts to cast a spell while in base contact with an enemy, that enemy makes an out of sequence Attack of Opportunity before the action is completed. If the character is still alive after the Attack of Opportunity, then continue casting the spell as normal.

Dispel

When an enemy Mage attempts to cast a spell, a friendly Mage in line of sight within 3" of either the caster or the target of the spell may attempt to Dispel it.

The dispelling Mage must pay the same amount of Will Points to Dispel as the spell costs to cast.

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.

If the Dispelling character rolls no Aces, it may not attempt to Dispel any other spells this round.

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