

Blightmeer Game Quick Reference

Charging out of sight

d20	Charge distance
1-5	Half of base Move
6-15	Full base Move
16-20	Charge distance is as normal

Combat statuses

Staggered	Move or Engage at half speed. All Checks made by it are rolled with Disadvantage.
Dazed	Melee checks to hit this unit have Advantage. Defence check as normal. If injured, become Incapacitated. Can only move 1".
Stunned	Incapacitated automatically (but costs one attack to do so). Can do nothing else.

Injury Rolls

Attack	Result
1-11	Dazed when attacking. Otherwise nothing.
12-14	Dazed
15-17	Stunned
18-20	Incapacitated

Fear failures

The unit is Staggered for the remainder of the turn.

Falling

When falling, simply roll on the Injury chart. For every extra full inch above 2" that the unit falls from, add +2 to the Injury roll.

Jumping

Make an agility check to jump across a gap of up to 3" and a height of up to 1". If you fail then you fall.

Dropping down

Instead of climbing a unit may drop down a ledge for no movement cost. Make a single agility check to successfully drop down, if you fail you fall. If you instead opt to climb down a failed climb check does not result in falling.

Jump attack

If as part of your charge you make a drop down check that makes you engaged with a unit, you roll your attacks with advantage.

Routing

Player's Units Lost + Opponent's Treasures Held
>= (6 or 7 depending on warband)

Spellcasting

If you run or are engaged in melee combat then the difficulty of spellcasting is increased by +2.

Shooting from elevation

If you are within half range and elevated by at least 2" of the target you are shooting at, you get Advantage on your Ranged check.

Shooting modifiers

Cover	-3 Piercing
Moved this turn	-3 Piercing

Difficult terrain

Units that pass through difficult terrain suffer -2 to their total Move this turn.

Blight Effects

Units with the Blight gain Advantage on Melee Checks during the first turn of any new combat.

Blight Checks

If a unit Incapacitates or is Incapacitated by a unit with the Blight in Melee, they must make a Morale Check. If it fails, they immediately contract the Blight. If the unit that was Incapacitated already has the Blight then nothing happens.

Turn Phases

Turns are broken up into six phases:

1. Upkeep
2. Engage
3. Move
4. Ranged
5. Cast
6. Melee

Upkeep Phase Steps

The upkeep phase is divided into four steps, which are done in order. The phases are:

1. Neutrals
2. Rout
3. Recover
4. Treasure
5. Ongoing Spells

Blightmeer Campaign Quick Reference

Pre-Game Steps

1. Spend Faction Support
2. Set up map
3. Deploy warbands
4. First player begins their turn

Faction Support

15g for each win less than your opponent

Treasure Tokens Per Game

Game	Tokens
1	7
2	6
3+	5

Post-Game Steps

1. Update Wins/Losses on Warband Sheet
2. Roll for Income & Loot
3. Resolve Promotions
4. Roll for Scars & the Blight
5. Each hero makes an Improvement Attempt
6. Learn Skills & Spells
7. Spend Gold

Blight Roll

Units with Blight must roll after every game. Heroes added a +2 Modifier to this roll.

d20	Result
1-4	Death
8-18	Nothing happens
16-20	Recover from the Blight

Henchman Scars

d20	Result
1	This unit contracts the Blight or dies if they already have the Blight.
2-5	Death
6-20	Nothing Happens

Hero Scars

d20	Name	Result
1	Blight	This unit contracts the Blight or dies if they already have the Blight.
2-7	Deathtouched	Check the 'Deathtouched' checkbox. If this is already checked, the unit dies.
8	Madness	This unit gains the Madness special rule
9	Major Wound	Roll again: 1-4 Worsen Defence by 2, 5-8 Worsen Melee by 2, 9-12 Worsen Ranged by 2, 13-16 Worsen Agility by 2, 17-20 unit gains 'Slow' special rule
10	Robbed	Lose all current equipment
11	Light Wound	Miss the next game
12-15	Nothing happens	Nothing happens
16	Pit Fight!	Pit Fight (see below)
17	Berserk	This unit gains the Berserker special rule
18	Disfigured	This unit gains the Fear special rule
19	Hatred	This unit gains Hatred for the opposing warband
20	Improvement	This unit immediately makes an Improvement Attempt with Advantage

Income

30g + d20g for each Treasure token (+1 Treasure token for winning), roll Loot on 20.