❧ GENERAL ACTIONS ❧

Action	Rg	Skl	Rst	TN	Dmg
Interact	1"	-	-	-	-

*Cannot be declared while engaged or if this model used the **Walk** action to leave engagement this activation. This action cannot target markers in base contact with a non-peon enemy model.*

Do one of the following:

1. Make a Scheme marker anywhere within range.
2. Remove one Scheme marker within range.
3. Resolve a specific rule that refers to an **Interact** action.

Walk	-	-	-	-	-

This model moves up to its speed (**Sp**) and may climb and/or scale terrain. This may incur penalties if it is engaged.

Charge	-	-	-	-	-

Once per activation. Cannot be declared while engaged.
Move this model up to its **Sp** in a straight line. It may then declare a ⚔ action that does not count against its action limit.

Slam	1"	-	-	-	-

Target a non-Scheme marker or any one destructible terrain piece within range. Remove the target from play.

Prepare	-	-	-	-	-

Give this model an **Adaptable**, **Focused**, or **Shielded** token.

❧ Reference ❧

⚜ COMMON TOKENS ⚜

Adaptable: Before performing a duel, this model may remove this token to add a suit of its choice to its duel total.

Focused: Before performing a duel, this model may remove this token to receive a 🃏 to the duel. Canceled by **Distracted**.

Shielded: When this model is dealt non-irreducible damage, it must remove this token to reduce that damage by 1. This token may reduce damage to 0.

⚜ ICONOGRAPHY ⚜

Defensive Ability Types
Fortitude Ability: 🛡
Unusual Defense Ability: 🛡
Warding Ability: 🛡

Attack Action Types
Magic: ✦
Melee: ⁄⁄
Missile: 🔫

Other Iconography
Pulse: (Ж)
Signature Action: ⚑
Soulstone: ◆

Positive Fate Modifier: 🃏
Negative Fate Modifier: 🂠

⚜ DUELS ⚜

1. **Modify The Duel** with abilities or other game effects (initiating model first)
   a. **Choose to empower** the duel or not by discarding a card of value 5 or less to receive a 🃏 and the card's suit in the duel (initiating model first)
2. **Flip Fate Cards** (both players flip cards then choose a card)
3. **Cheat Fate** (player with lowest duel total first)
4. **Determine Final Duel Total**
5. **Declare Trigger**
6. **Determine Outcome**
7. **Receive Raises**

⚜ Reference ⚜