

Complications & Advantages

Make a **BATTLE** roll as main action to impose or remove a Complication or gain an Advantage.

Success: Gain advantage on your next attack **or** remove a complication from it **or** impose a complication on the next attack against you

Success Icons: Benefits more hero(es)

Rearward Prepare Shot

[SCAN roll, add +1d per success/icon]

- ♦ Total # of enemies isn't more than twice the # of Heroes.
- ♦ Each Hero in Rearward requires two Heroes in Close Combat.

Forward

Your attack rolls gain (1d).
Close combat attacks against you gain (1d).

INTIMIDATE FOE

[AWE roll, make opponent(s) weary on all combat rolls for the length of the round]

OPEN Rally Comrades

[ENHEARTEN roll, success:
Friends in Forward +1d.
1/2+ success icons:
Open/Defensive also +1d]

Adversaries

- ♦ Heroes can be engaged by 3 human-sized or 2 large creatures.
- ♦ Up to max 2 heroes may engage a human-sized opponent.
- ♦ Up to 4 can engage a greater than human-sized enemy.

OPENING Volleys & RANGED

Skirmish

Melee attacks against you lose (1d),
Your ranged attack rolls lose (1d).

GAIN GROUND
[ATHLETICS or SCAN roll,
+1d per success/icons]

Make a successful ranged attack roll (no penalty) to leave the battlefield instead of doing damage.

DEFENSIVE

Close combat attacks against you lose (1d).
Your attacks lose (1d) for each opponent engaging you.

PROTECT Companion

[ATHLETICS roll, attacks vs companion
(in close combat stance) -1d per success/icon]

Make a successful attack roll (with defensive stance penalties) to leave the battlefield instead of doing damage.

HEAVY BLOW ANY WEAPON:

You have hit your opponent with great force and precision — Spend 1 Success icon to inflict to your adversary an additional loss of Endurance equal to your STRENGTH rating. Raise the loss of Endurance by an additional +1 if you are using a 2-handed weapon.

FEND OFF ANY CLOSE COMBAT WEAPON:

You exploit your successful attack to place yourself in an advantageous position — Spend 1 Success icon to modify your Parry rating for the round by +1 using Axes and all Brawling weapons, +2 using Swords, and by +3 using Spears.

PIERCE BOWS, SPEARS AND SWORDS/DAGGERS:

You have hit a less-protected part of the adversary's body — Spend 1 Success icon to modify the Feat die numerical result of your attack by +1 if using Swords or Daggers, +2 if using Bows, and by +3 if using Spears, up to a max. of 10 — thus possibly triggering a Piercing Blow.

SHIELD THRUST SHIELD:

You bash your opponents with your shield, pushing them back — If your STRENGTH is greater than the target's Attribute Level, spend 1 Success icon to push back your target. The adversary is inflicted a penalty, losing (1d) for the length of the round.