

RULES REFERENCE SUMMARY

ABILITY ICON KEY

- See "Knock-Out (KO), Knocked-Out (KO'd)" on RR&S.
- Ability may be used once per round.
- See "Abilities → Standard Abilities" on RR&S.
- Ability effects are sustained until Cleanup or otherwise stated.
- Tech abilities.

CHARACTER CARD REFERENCE

- **WALK** — Distance in hexes a character can move with a Walk action.
- **ATK** — # of dice rolled when performing Attack (min. 1).
- **DEX** — "Target number" that an ATK dice has to roll to get a **hit result** against a target model.
 - ↳ For each point DEX < 2, attacker gains 1 Luck Token immediately before the Attack, if possible.
 - ↳ For each point DEX > 6, attacker gives 1 Luck Token to defender immediately before the Attack.
- **LUCK** — Lower is better for gaining Luck Tokens.

ACTIONS

- **Free Standard Actions**
 - ↳ Walk — Once per character per activation.
 - ↳ Use/Exchange Forage Cards.
 - ↳ Extraordinary Tactic — Once per game.
- **1 AP Standard Actions**
 - ↳ Perform a melee or ranged Attack.
 - ↳ Boosted Walk — Walk up to the boosted WALK value.
 - ↳ Charge — Combines Boosted Walk with melee Attack at -2 ATK.
 - ↳ Draw Forage Card.
 - ↳ First Aid (self or adjacent friendlies).
 - ↳ Remove Conditions (self or adjacent friendlies).
- **Varied AP Cost Actions**
 - ↳ Perform Abilities — Trigger from Action Store or spend AP.
 - ↳ Scenario Objective Interactions — The AP cost will vary based on the scenario.

ATTACKS OF OPPORTUNITY

- While adjacent to a non-friendly model, that model may perform an immediate free melee Attack if your model:
 - ↳ Declares a ranged Attack or targeted/AoE ability that doesn't include the non-friendly model;
 - ↳ Declares any Scenario Objective Interactions;
 - ↳ Performs Walk out of adjacency (*Sidestep* or *Shift* is OK).

LUCK TOKENS (MAX. 7 PER CHARACTER)

- Unspent die results \geq LUCK are traded for Luck Tokens.
- Spend 1 Luck Token to modify 1 die result by +/- 1.
- Spend "DEX" Luck Tokens to ignore 1 damage.
- Spend 3 Luck Tokens to avoid a condition.

ATTACKS & ACTION STORE

- **Melee** — See AoO, *Steal*.
- **Ranged** — See AoO, Cover, LOS, and RAAEM.
- Buy ONE melee/ranged **damage result** per Attack, as well as buy EACH uniquely named ability once per Attack.

RANGED ATTACKS AGAINST ENGAGED MODELS

- **Engaged** — Target model is adjacent to one or more non-friendly models that are not **stunned** or KO'd.
- Attacker suffers -2 ATK if the target model is engaged with non-friendly models of the same or larger size.

LINE OF SIGHT (LOS)

- If any line drawn from any attacking hex corner to any target hex corner **doesn't** touch a blocking hex, you have LOS.
- Friendly models and Short Terrain do not block LOS.
- Non-friendly models, Tall/Impassable Terrain block LOS.

COVER

- Small characters on a Short Terrain tile get cover from ranged Attacks.
- Ranged attackers suffer -1 ATK against characters in cover (CyMS don't get cover).

STANDARD ABILITIES

- **Hidden** — Ranged Attacks/targeted abilities may only target this model within range 3.
- **Shift X** — Reposition **other** model X hexes; does not trigger Attacks of Opportunity.
- **Sidestep X** — Reposition self X hexes; does not trigger Attacks of Opportunity; not a **Walk action**.
- **Steal** — Melee Attacks only. Take 1 Objective Token or random Forage Card from target model.
- **Stun** — Apply **stunned** condition.

ABILITY ATTACK CHECKS

- **Surge** — Active abilities that affect friendly characters within X hexes of source character.
- **Targeted** — Applies to a single target model. The ability automatically succeeds.
- **Area of Effect (AoE) Attacks** — Roll # of dice equal to the # of non-friendly models covered by AoE, min. 3. Assign a successful hit result against each model within AoE to hit.
 - ↳ AoE Pulse X — All hexes within X of character.
 - ↳ AoE Template — See template for that character.

CONDITIONS

- **Stunned**
 - ↳ -1 DEX & cannot Walk or perform most actions.
 - ↳ Performing **Stun** on a **stunned** CyMS KO's it.
- **Burning** — -1 ATK. A **burning** character suffers 2 dmg. during Cleanup. CyMS are KO'd.
- **Tagged** — Red Dragons characters gain +2 ATK.

KNOCKED-OUT (KO'D)

- A KO'd character remains on the board but does not interact with any models or effects and does not block LOS. Its hex can be moved through but not landed on.
- A KO'd character heals to the **recovery level** when it next activates, and may only use up to 2 AP that activation.
- A KO'd character may not use abilities that have a and may suffer a stat/ability penalty, for the first activation immediately after they are KO'd.