

Term Glossary

Name	Abr.	Definition			
Action	none	Individual things that a PC does in or out of combat.	Instant Death	none	A '10' result on the Critical Hit table.
Action Phase	none	The first game phase in which PCs can move and act before an Encounter is rolled for.	Item Card	none	White backed game cards. These are useful things that the PCs find in their travels. The Item draw pile also serves as the game's counter.
Activated Skill	none	A PC or Enemy Skill that requires a d10 roll to activate.	Item Speed	ISPD	How much Speed it takes a PC to use an Item that isn't a weapon.
Active Weapon	none	The weapon that a PC has equipped and ready to fight with.	Knocked Back	none	The process of a target being driven back from the force of an attack.
Aggressive	none	Animal Status that indicates the animal is attacking.	Locked Door	none	Doors that cannot be passed through without further action.
Animal Status	none	The d10 roll that is made when an animal Enemy is drawn to see if the animal is Passive or Aggressive.	Lookout	none	The Party Role responsible for Encounter Rolls and Situation reading.
Area Card	none	The World Cards with maps on them. These form the map that the PCs will reveal.	Low Light Penalty	LLP	An Environmental Card effect that simulates darkness.
Book	none	Green Item cards that grant additional Skills.	Medical Item	none	Blue Item cards that heal and boost Stats.
Bribe	none	A mechanic that allows PCs to remove certain Enemies from combat or to complete certain Situations with specific Items.	Melee Attack	none	Attacks with a close quarters weapon.
Broke Open	none	An alternative method to open Locked Doors.	Melee Weapon	none	A close quarters, nonprojectile weapon.
Capacity	CAP	How much an Item weighs.	Misc. Item	none	White Item cards that have unique uses.
Carrying Capacity	CC	How much a PC can carry.	Mob	none	An Enemy Card that represents more than 1 Combatant.
Cleanup Phase	none	The last game phase in which Items earned are drawn and XP is tallied.	Modifier	none	Anything that changes any PC or Enemy Stat.
Clothing	none	Orange Item cards that grant additional Stats.	Navigator	none	The Party Role responsible for drawing World Cards and arranging the Areas on the play surface.
Combatant	none	Enemies that have entered combat.	Named Enemy	none	Enemies that are specific to Story Situations and Tasks.
Combat Phase	none	The game phase that starts when an Enemy is drawn.	Party Leader	none	The Party Role that determines overall Party strategy and draws and distributes most Items.
Critical Fail	none	When a PC has a '1' result for a Stat Check.	Party Roles	none	Roles that Players assume so that the game isn't all ran by one Player.
Critical Hit	none	When a PC has a '1' result for an Attack. A negative Critical Threshold prevents Critical Hits from being scored.	Passive	none	Animal Status that indicates the animal isn't attacking.
Critical Success	none	When a PC has a '10' result for a Stat Check.	Player Character Card	PC	Purple backed game cards. These are the archtypes that Players control.
Critical Threshold	CT	The Stat that allows attack rolls to do extra Damage on a roll higher than '1'.	Power	none	This is how strong a PC or Enemy is.
d10	none	This indicates that a ten-sided die must be rolled.	Ranged Attack	none	Attacks with projectile weapons.
Damage	DAM	The amount that is subtracted from a target's Power if an Attack is successful.	Range	RGE	How far an Item, Skill, or Weapon can reach.
Damage Resistance	DR	The amount of Damage that is subtracted when Damage is taken.	Ranged Weapon	none	A projectile weapon.
Encounter	none	What, if anything, the Party has found after their Action Phase.	Revive	none	The process of making an Unconscious PC conscious again.
Encounter Phase	none	The second game phase in which the Lookout rolls for the Party's Encounter.	Run	none	An Action that PCs and Enemies can perform.
Encounter Roll	ER	The d10 roll that is made by the Lookout to determine what the Party has found.	Skill Speed	SSPD	How much Speed is required to use an Activated Skill.
Enemy Card	none	Red backed game cards. These are the Combatants that the PCs will encounter on their adventures.	Speed	SPD	How fast a PC or Enemy is.
Enemy Scaling	none	How Enemies are adjusted if there's more than 1 Player.	Spotter	none	The Party Role that draws and controls Enemies.
Environment Card	none	The World Cards with icons that modify the play environment.	Situation Card	none	Turquoise backed game cards. These are random events the PCs will encounter in their travels.
Equipped	none	To have Items like Clothing and Weapons on and ready to use.	Stat	none	Power, Speed, Carrying Capacity, and any other effect that PCs and Enemies have that can be modified.
Escape	none	The process of trying to Escape from combat.	Stat Check	none	A physical test in which a PC was roll a d10 and match or exceed a specified number.
Escape Roll	none	The roll made by the Player to determine if their PC is able to Escape.	Story Situation	none	Situations with numbers under their titles that are specific to Named Enemies.
Experience	XP	What PCs gain from defeating Enemies and completing Situations that allows their Skills to improve.	Stunned	none	The state of having 0 Speed to act with.
Fumble	none	When a PC has a '10' result for an Attack.	Task	none	What the Party has to do to win the game.
General Situation	none	All Situations that aren't Story Situations.	To Hit	none	This modifies the chances of a PC or Enemy landing an attack.
Grid	none	One square on an Area Card.	Unconscious	none	The state of a PC having 0 Power.
Immunity	none	The passive process of a PC or Enemy not being affected by an effect.	Unnamed Enemy	none	Enemies that aren't specific to Story Situations.
Innate Skill	none	A PC or Enemy Skill that does not take a d10 roll to activate and modifies other Stats.	Weapon	none	Red Item cards that do Damage.
			Weapon Speed	WSPD	The amount of Speed required to attack with a weapon.
			World Cards	none	A collective term for the Area and Environment Cards.

Skill Glossary

Core Game PC Skills

Name	Wording	How it Works
Animal Kinship	Target Aggressive Unnamed animal is made Passive on a d10 roll of 1-6. Reshuffle pacified animals. One attempt per animal.	Makes target Aggressive Unnamed animal Passive.
Animal Trainer	Target Unnamed animal is controlled until it dies on a d10 roll of 1-6. It attacks any other PCs if the Beastmaster falls Unconscious. One attempt per animal.	Makes target Unnamed animal controlled by PC until the animal is dead or PC is Unconscious.
Armstrong	+1 Melee DAM	Increases Damage dealt with Melee Attacks.
Dodge	-1 to be hit	Reduces the chance of an Enemy having a successful attack.
Heal	Heal target by 8 on a d10 roll of 1-6.	Heal a target by 8 Power.
Lockpick	Can open a Locked door on a d10 roll of 1-6.	Unlocks a Locked door until all PCs leave the Area.
Long Range	+1 Ranged RGE	Increases the max range of Ranged weapons.
Lucky Critical	+2 Critical Hit d10 rolls	Increases the chance of a Critical Hit doing more Damage.
Lucky Fumble	-2 Fumble d10 rolls	Decreases the chances of serious consequences from a Fumble.
Melee Brutality	+1 Melee CT	Increases the chance to do extra Damage with Melee Attacks.
Melee Quickness	-2 Melee WSPD	Reduces the amount of Speed required to use Melee weapons.
Paralytic Poison	Special Melee attack. Target takes 0 DAM and is Stunned 1 Turn on a d10 roll of 1-6.	A Melee attack that Stuns the Target if hit.
Paranoid	+2 Encounter Rolls	Increases the chance of finding something during the Encounter Phase.
Ranged Brutality	+3 Ranged CT	Increases the chance to do extra Damage with Ranged Attacks.
Revive	Revive an Unconscious PC to 1 Power on a d10 roll of 1-6.	Revives an Unconscious PC.
Speed Tonic	Target has +3 SPD until the end of combat on a d10 roll of 1-6. Does NOT stack.	Increases a target's Speed. Only one instance can be active on a target at a time.
Shadow Walker	-2 Escape SPD	Decreases the Speed needed to Escape combat.
Weed Pipe	Target has +2 DR until the end of combat on a d10 roll of 1-6. Does NOT stack.	Increases a target's Damage Resistance. Only one instance can be active on a target at a time.

Core Game Enemy Skills


(only Skill wording on cards)


Name	Wording	How it Works
Commander	Draw one more Enemy.	One or more additional Enemies, depending on card wording, are drawn with this Enemy.
Impervious	+X DR	Damage done to Enemy is reduced by stated amount of DR.
Mob	x2 Combatants with 1/2 total Power	The Enemy Card represents 2 Combatants with half the card's total Power, rounded up.
Standfast	Immune to Stuns and Knock Backs.	Enemy cannot be Stunned or Knocked Back.


Map Modifier Glossary

+/-X ER	Modifies Encounter Rolls if the Party Leader is on the modified grid.
+/-X SPD/grid	Speed to move into the grid is increased or reduced by the stated amount.
+X RGE w/RGE Weapons	Ranged weapons fired in this grid have the stated increased Range.
+X Item if X Item is drawn.	Draw additional stated Items if the stated Item type is drawn.
-X RGE	All weapons used in this grid have the stated reduced Range.
Cannot attack.	PCs and Enemies cannot attack when on these grids.
X DAM/grid	PCs take the stated Damage for each Grid they move. Enemies will not move into these grids.


Map Legend

 **Solid Objects:** Walls, trees, rocks, and other solid objects that can't be shot or moved through. They stop backward movement when Knocked Back.


 **High Details:** Tree branches, awnings, and other objects above the ground.

 **Ground Details:** Paths, terrain changes, and other ground details.

 **Locked Door:** See the 'Locked Doors' section of the rule sheet.

 **Bonus Zone:** Positive modifiers.

 **Penalty Zone:** Negative modifiers.

 **Enemy Start:** Where Enemies start combat.

 **Impassible Border:** Area map border.