



Black Death City - Reminder Sheet

Set-Up

1. Determine Underdog
2. Determine Scenario pg xx
3. 'Before the Battle' Steps
4. Prepared Spells pg xx
5. Any Other 'Before the Battle' Rules
6. Begin the Battle

Round Sequence

1. Priority Roll (roll-off, the underdog wins ties)
2. Start of Round Step
3. Fighters Activate
4. End of Round Step
5. Flee Test (5+ fighters bloodied or taken down, roll of a 1)

d6	Reinforcements Roll
1-2	No Sight, No Sound: The fighter does not arrive this round. Make another reinforcement roll for them next round.
3-5	Arrival: Set up the fighter within 3" horizontally of a battlefield edge connected to their entry point more than 6" from all enemy fighters.
6	Outflank: Set up the fighter anywhere on the battlefield wholly within 3" of a battlefield edge more than 6" from all enemy fighters.

Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	Crit on 5+
Blast	Blast template. Miss scatters d6x2"
Bludgeon	Crits deal 1 damage when saved
Brace	Initiative vs charging fighters
Flame	Flame template. Auto-hits
Guard	1 miss can parry a hit
Heavy	Move or Attack
Misfire	On a natural 1
Natural Weapon	Cannot parry
Off-hand	1 extra attack
One-use	1 attack per battle
Poison	Crits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains
Rare	Limited by the number listed
Reload	Spend a Move or Action to reload
Scare	Unengaged fighters pass Willpower test or scatter d6"
Two-handed	1 per fighter. No off-hand attack
Unwieldy	-1 to Attack Rolls
Volley	Multiple targets within 3"
Wrap	Cannot parry or be parried

d6	Misfire Roll
1	Backfire: Fighter suffers d6 damage ♦ Weapon cannot be used again during battle.
2	Clogged: Weapon cannot be used again during battle.
3-6	Flash-in-the-Pan: Attack fails as normal



While fighter has only 1 life point:

Bloodied: When activated, **move** or **action**, not both. If healed, the penalty no longer applies.



Normal Move	Move Value in inches
Run Move	+d6" ♦ Cannot finish <1" of enemy,
Charge Move	+d6" ♦ must finish <1" of enemy.
Disengage Move	Initiative test ♦ 3" move ♦ must finish >1" of all enemies



Can if: Not engaged in melee ♦ touching terrain ♦ >3" all enemies

Hidden: Not visible to enemies they are in cover from ♦ Hidden until the start of next activation or move and no longer touching terrain.



1. Pick a Target
2. Pick Weapons
3. Determine Initiative (Charger or In + d6)
4. Make Attack Rolls
5. Alternate Attacks and Parries (parry roll 2+)



Pick a Target (closest visible enemy or closest non-obscured visible enemy)

Make Attack Rolls

Cover: Obscured enemies are in cover ♦ +1 Armour value



Draw Power: +1 d6 casting roll next round

Cast a Spell: Casting roll = d6 + Willpower

Casting Roll Miscast: 1 dice = Natural 1
2+ dice = Any doubles

2d6	Miscast Roll
2	Inferno of Sorcery: Spell fails ♦ Centre the blast template on them ♦ All other fighters under suffer d6 damage.
3-5	Arcane Explosion: Spell fails ♦ Centre the blast template on them. All fighters under suffer d3 damage.
6-7	Drained Magic: Spell fails ♦ Caster cannot use Arcane Actions for the rest of battle.
8+	Uncontrolled Bust of Power: Caster suffers d3 damage ♦ if not taken down, spell is critically cast.