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. **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	*Critical hits on 5+*
Blast	*Blast template. Miss scatters d6x2"*
Bludgeon	*Critical hits 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	*Can be used off-hand: 1 attack*
One-use	*1 attack per battle*
Poison	*Critical hits 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 d3 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 ◆ Remains hidden until: next activation, or no longer touching terrain, or are within 3" of an enemy fighter.	

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 activation
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 ◆ Caster is taken down ◆ 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 Burst of Power:** Caster suffers d3 damage ◆ if not taken down, spell is critically cast.