

### Setup (pg 42)

- A. Determine Encounter Size (Usually 50SS)
- B. Place and define Terrain
- C. Determine Scenario
- D. Generate Schemes
- E. Attacker selects deployment zone
- F. Choose Factions and Leaders
- G. Choose additional Masters
- H. Hire Crew (Unspent points become Soulstones. Max 10)
- I. Reveal Crew
- J. Deploy (Attacker half and half, Defender deploys all).
- K. Select Schemes
- L. Start Game

### Turn Sequence

**Start Phase:** Discard Cards, Draw Cards, Initiative Flip, Resolve Effects, Calculate Pass Tokens

**Activation Phase:** Pass or Activate model, Switch Active Player

**End Phase:** Resolve Effects, Score VP (not first turn), Check if end of game, Shuffle discard pile into deck.

### Actions (pg 22)

### Actions (pg 22) (cont)

#### Assist

Target *other* friendly model within 2" and LoS lowers the value of its **Burning**, **Distracted** or **Injured** Condition by 1/2/3.

#### Walk

This model moves up to its **Mv**. This move cannot be used to leave the engagement range of models engaging this model.

#### Charge

*Once per activation. Cannot be declared while engaged.*

Push this model up to its **Mv**. It may then take a melee action that does not count against its action limit.

#### Slam

*Target an Impassable marker or any one Destructible Terrain piece within 1".*

If the target is destructible remove it from play, otherwise Place it within 1" of this model.

### Soulstone Usage

**Draw Cards** During the draw phase, each player may spend a SS to draw 2 cards and must then discard down to their max hand size.

**Enhance Duel** Before cards are flipped, a model may use a SS to add (+) to its flip *or* add a suit of its choice to its final duel total.

**Block Damage** A model can spend a SS before a damage flip to add (-) to it.

**Reduce Damage** After damage is suffered by a model, it can spend a SS to reduce it. The model flips a card (which cannot be cheated) and reduces the damage by 1/2/3. This reduction occurs after all other reduction and can reduce damage to 0.

By default only Masters and Henchmen can use Soulstones!

### Conditions (pg 29)

**Adversary (X):** Models with the X keyword, Characteristics or Name receives (+) to Attack actions targeting this model.

### Conditions (pg 29) (cont)

**Shielded +X:** Reduce damage by 1, to a minimum of 0. Each time this condition reduces damage, its value is lowered by 1. During the End Phase, end this condition.

**Injured +X:** Model suffers -X to **Df** and **Wp**. During the End Phase, end this condition.

**Fast:** The number of activations model can declare is increased by 1 (to a maximum of 3). End this condition after the model's activation. Canceled by **Slow**.

**Slow:** Reduce the number of activations this model can declare by 1. End this condition at the end of the model's activation. Canceled by **Fast**.

**Staggered:** Model suffers -2 **Mv** and cannot be moved by effects of other **friendly** models. End this condition at the end of the model's activation.

**Stunned:** Model cannot declare Triggers and its Bonus Action count against its Action Limit. End this condition at the end of the model's activation.

**Burning +X:** During the End Phase, this model suffers 1 damage + 1 additional damage for every 3 points of Burning beyond the first (max 5 damage).

**Distracted +X:** Model's actions that target an enemy model suffer (-). After resolving such action, the value of the condition is lowered by 1. Canceled by **Focused**.

**Poison +X:** During the End Phase, this model suffers 1 damage + 1 additional damage for every 3 points of Poison beyond the first (max 5 damage). Then, it lowers the value of this condition by 1.

### **Interact**

*Cannot be declared while engaged or if this model has taken the **Disengage** action. Do one of the following:*

1. Drop a scheme marker into base contact with the model and not within 4" of another friendly scheme marker.
2. Remove all Scheme markers in base contact with this model.
3. Resolve a specific rule that refers to an **Interact** action.

### **Disengage**

*Can only be declared while engaged.*

One enemy model (opponent's choice) may take a melee Action targeting this model; neither model can declare Triggers during this action. After resolving the attack, this model pushes up to its **Mv**. If the attack was successful, reduce the model's Push by 2/4/6 inches. This flip gets (+) for every other enemy model engaging this model.

### **Concentrate**

*Once per activation.* This model gains

**Focused+1**



By **xsiand**

[cheatography.com/xsiand/](http://cheatography.com/xsiand/)

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