

WEAPONS AND ARMOUR (p. 21-23)				
Weapon	Slots	Range	Damage	Notes
Blunderbuss	1	8"	Power Die +1	-1 Shoot; 2 Targets within 1" diameter; ignore Armour (1); Shot Bag to reload; can be used as Improvised Weapon
Breastplate	1	---	---	Gives the wearer Armour (1) unless against Firearms; Speed -1
Cartridge Box	1	---	---	Neccessary to reload Rifle or Musket
Hand Weapon	1	---	Power Die	---
Heavy Weapon	2	---	Power Die +1	---
Improvised Weapon	1	---	Power Die -1	---
Fencing Weapon	1	---	Skill Die	---
Musket	2	24"	Power Die	Cartridge Box to reload; ignore Armour (1); includes bayonet (Hand Weapon)
Pistol	1	8"	Power Die	Maximum 2 per figure; ignore Armour (1); can be used as Improvised Weapon
Rifle	2	30"	Skill Die	Cartridge Box to reload; ignore Armour (1); includes bayonet (Hand Weapon)
Shot Bag	1	---	---	Neccessary to reload Blunderbuss
Volley Gun	2	14"	Power Die +1	-1 Shoot; 3 Targets within 1" diameter; ignore Armour (1); Max 1 per figure; cannot be reloaded

SPECIAL ARMOURY (p. 24-25)				
Weapon	Slots	Range	Damage	Notes
Cold Iron Shot	<i>Upgrade Weapon</i>	---	Goblin Types	Declare when using. 1 on either die when Shooting Check = Miss; double 1 = Broken for rest of game; no Fate Dice rerolls
Cold Iron Weapon	<i>Upgrade Weapon</i>	---	Goblin Types	1 on either die when Melee Check = Miss; double 1 = Broken for rest of game; No Fate Dice rerolls
Holy Symbol	1	---	---	Protection against some Creatures
Oil & Torches	1	---	Vampires & Werewolves	Spend 1 action to light a torch. Counts as Improvised Weapon. May not use ≥ 2 slot weapon while carrying
Salt Bag	1	---	Ghosts & Demons	Declare when using. 1 on either die when Shooting Check = Miss; double 1 = Broken for rest of game; no Fate Dice rerolls
Silver Shot	<i>Upgrade Weapon</i>	---	Werewolves	---
Silver Weapon	<i>Upgrade Weapon</i>	---	Werewolves	---

ATTRIBUTES – CORE RULES (p. 149-157)

Attribute	(O)	Effect	Attribute	(O)	Effect
Allergy to X		Negates Indestructible or Damage Reduction for this weapon type	Miracles		Take 1 damage then Courage Check (TN10); if success: a) Heal 3 not self, or b) Give +1 Courage for rest of game, or c) Bless 1 weapon for rest of game → all for figures within 8" and LoS
Artillerist	O	Use artillery within 1" of figure; scenario specific	Monster Expert		Add one Monster Die to Fate Pool at start of game (Max 1)
Chilling Touch		Melee Attack ignores armour and does +1 damage	Nimble	O	No move penalty for difficult ground
Combat Engineer	O	Scenario specific	Quick Healing		Regains 2 Health each activation
Combat Rider	O	May start scenario mounted on a horse	Quick Load	O	Can fire an unloaded weapon with -2 Shoot; Critical Failure on 2-4
Damage Reduction (X)		Reduce damage by X; not to attacks to which the figure is Allergic	Rage		Courage Check (TN14), or must Move towards or Attack nearest enemy
Demonic Fire		Shooting at range 12"; +2 damage; no Reloading required	Rock Hurler		Throws rocks at range 12"; use Power Die for damage
Ethereal		See and Move through any terrain; Move without any penalties	Soul Shear		When taking damage by Melee attack, the target must make Terror Check modified equal to the damage taken
Expert Climber	O	No climb move penalty	Spells		Take 1 damage then Courage Check (TN10); if success: a) Swap a Fate Die for another type, or b) Enchant 1 weapon within 8" and LoS, or c) Figure in LoS is Cursed : must Courage Check (TN18) or -1 to all die rolls for rest of game (Max effect -2 if cast again)
Flying		Move over or up any terrain without penalty	Supernatural Veteran	O	Soldiers and Officers may select one additional item from the Special Armoury list
Great Faith	O	Figure's Weapons always count as Blessed	Skinshift		Take damage or spend 1 Action, then Courage Check (TN14) to transform
Hard to Put Down	O	When using Fate Die to negate damage, roll twice and choose which result to use	Steady Legs	O	+2 to any Fall Check; no penalty for fighting on or shooting from unsteady ground
Hypnotic		Attacker takes Courage Check (TN12) to hit; if failed = enemy moves without attacking. Figure may still Strike Back or Back Off	Strong	O	+1 damage to Melee Attack
Inimical to Technology		No Technology use within 6"; Shoot Checks within 6" automatically fail	Tactician	O	Add one Skill Die to Fate Pool at start of game (Max 1)
Inspiring	O	Allied figure within 6" and LoS gets +1 to Courage Checks	Unflappable	O	If fail a Courage Check or Terror Check may spend Fate Die to auto pass
Indefatigable	O	Max 1 fatigue token	Very Strong		+2 damage to Melee Attack
Indestructible		Immune to all damage, unless allergic to weapon	Weakened by Faith		-3 to Melee Check against figure with Holy Symbol
Irritant		Figure never attacks. Contact with enemy = cause 1 fatigue to enemy, then retreat 1"; Backs Off if attacked			
Large		Shooting Checks against this figure are at +1			
Master of Cover	O	Cover counts as -2 against Shooting			
Medic	O	If within 1" of a figure and not moved: 1 action to heal figure by 2 Health. Cannot heal same figure on consecutive turns. Figure on exactly 0 Health may be healed but removed if enemy contacts			

ATTRIBUTES — CARPATHIANS (p. 60-61)

Attribute	(O)	Effect	Attribute	(O)	Effect
Cause Confusion		Back off after combat: move 2" in a random direction, not directly away	Immune to Missile Weapon		Immune to missile damage, unless allergic to weapon
Fear of Fire		Won't attack figures within 2" of fire or able to make fire attacks; will only retaliate if attacked by them; ignore them when selecting targets/actions	Infectious		If this figure reduces another to 0 Health and that model makes a post-game survival roll, treat a 4-6 as Slow Recovery
Fey-Touched	O	All this model's attacks are Enchanted; Recruitment cost +4	Reform over Grave		On any damage: return to point of origin (<i>as defined by the scenario</i>)
Fire Starter	O	Replace Move or Shoot action to swap one Specialist Equipment item with Oil & Torches	Sow Fear	O	End of turn: Unit members within 6" and LoS must make a Terror Check with penalty X

ATTRIBUTES — CANADA (p. 59-61)

Attribute	(O)	Effect
Aquatic		Stays within water terrain; moves via shortest route through water to target
Cursethrower		Shooting Attack with Cursed Object; Range 10"; Reload as normal; randomize effect: a) Wasting : No initial damage; target takes 1 damage each activation; if curser survives, target makes injury roll at end of game end, or b) Burning : Damage = Power Die +1; each other figure within 3" roll 1d10: on ≥ 7, take d5 damage, or c) Slowing : No damage; target halves movement until passing Courage Check (TN11) at start of a later activation
Eyeless		May target the nearest figure without LoS
Fire Starter	O	Replace Move or Shoot action to swap one Specialist Equipment item with Oil & Torches
Gatecrasher		Ignores movement penalties for low walls/obstacles/gates; if obstacle narrower than base: remove; otherwise: base-sized area is now freely passable
Lunge	O	Spend 1 action to fight melee vs a target within 1" (no base contact needed); resolve normally. If the model has Large attribute, range is 2"
Non-Aggressive		Passive by default; moves straight from entry to opposite edge and exits. Aggressive if any firearm is fired within 12" or activated with a soldier within 6". When Aggressive: attacks that model until either one is destroyed, then resumes wandering; otherwise: leaves battlefield
Swimmer	O	Ignores water as difficult terrain; while in water, may count as in cover; if cover from water is used: no ranged weapons for rest of game
Trample		If Melee vs smaller target: also Knockdown. On next activation, knockeddown figure must forfeit Move to stand; while knocked down -2 Defence in melee

ATTRIBUTES — EGYPT (p. 60-62)

Attribute	(O)	Effect
Amphibious		No water penalties; auto-pass Swim Checks; immune to drowning
Ancient Spells		Take 1 damage then Courage Check (TN10); if success: a) Control Creature : If no Monster Dice in Fate Pool, add 1, or b) Flaming Weapon : A Figure within 8" and LoS gains +1 damage in Melee Attacks and count as Fire for rest of the game, or c) Viper : Place viper within 3" of this figure and ≥ 1" from others
Bestow Mummy's Curse		Unit member damaged by this figure roll for Mummy's Curse after the game
Combustion		If hit by Fire attack ≥ 3 damage; <i>Effects</i> : becomes living torch; <i>On each activation</i> : +2 fire damage; <i>On contact</i> : target suffers 1 fire damage; <i>End</i> : fully douse/submerge, depriving oxygen (cover/bury) or magic
Deathroll		If figure is in water and does Melee damage, target must make Courage Check (TN10); if <i>Fail</i> : drowning damage = amount of failure; if <i>Pass</i> : none
Leap		Declare Leap when using Monster Die; -2 Move penalty, but may pass over terrain < 3" high; if Move to Attack: +1 Fight and Strong for that attack
Maximum Damage (X)		On hit: maximum damage is X (reduced to X if > X)
Poor Senses		No LoS beyond 10"; ignore figures > 10" when choosing actions
Small		All Shooting Attacks against the figure suffer -2
Submerge		Figure cannot be seen from > 6" away if in water
Suppress Combustion		On activation, before taking combustion damage, roll Check. If ≥ 14: extinguished; no more damage. Can combust again later
Venomous		If damaged by this figure, enemy > 0 Health makes Courage Check (TN14); if <i>Fail</i> : Move -2, Checks -1; until end of game or any healing

ATTRIBUTES — ITALY (p. 90-94)

Attribute	(O)	Effect	Attribute	(O)	Effect
Brittle		If hit by heavy weapon/critical: remove from play immediately	Paralyse		On Melee damage: target becomes Paralysed (<i>see Terror Table</i>)
Curse of the Evil Eye		Attacking this figure: reroll any 9-10 on Skill/Power Die (second stands). This figure attacking players: reroll any 1-2 (second stands). Immune: Great Faith or Holy Symbol	Raise the Dead		On activation (<i>trigger</i>): roll dice to summon creature within 3" at random location. 1-5: Skeletal Soldier; 6-8: Revenant; 9: Black Dog; 10: Ghost
Dark Gift		On activation (<i>trigger</i>): Courage TN10. If <i>success</i> : All damaged Undead in LoS within 6" heal 2 (max full). If <i>none and necromancer damaged</i> : heal 2. If <i>none and undamaged</i> : must use Raise the Dead	Rusted Weapon		Skeleton firearms count as Hand Weapons. All skeleton melee weapons count as Hand Weapons
Ethereal Firearm		May fire once per activation; no Reloading required. Shooting ignores armour; +1 damage. Cover applies (ignored in Hard Mode)	Skeleton		At 0 Health: becomes Bone Pile (not if destroyed via Brittle). Active only while Raise the Dead is on table; otherwise collapse to Bone Piles. <i>Competitive</i> : spend <u>Monster</u> Die to replace a Bone Pile in LoS with Skeletal Soldier (full health). <i>Solo</i> : spend <u>Fate</u> Die
Light Infantry Training	O	No -1 Shooting penalty when moving; Speed limited to 4" while using	Sneak	O	Once per scenario: If no attack and stay ≥ own movement range from hostiles: move unseen, remain Sneaking until next activation or enemy moves into movement range. While in sneak, enemies cannot draw LoS unless: a) not behind cover; b) within movement range. Substantial cover (wall/debris) grants total concealment
Quick to Run		On taking damage: roll Terror Check			

MONSTER – CORE RULES (p. 137-146)

Character	Speed	Melee	Accuracy	Defence	Courage	Health	XP	Attributes	Equipment
Bandit	6	+0	+0	12	+0	10	0 or 1	---	Musket, Cartridge Box
Black Dog	8	+3	+0	13	+6	18	2	Allergy to Enchanted and Blessed, Chilling Touch, Ethereal, Indefatigable, Indestructible, Soul Shear	---
Changeling	6	+2	+0	13	+4	12	2	Allergy to Enchanted and Cold Iron, Damage Reduction (4), Strong	Hand Weapon
Cultist	6	+0	+0	13	+4	10	0 or 1	Indefatigable	Hand Weapon
Dark Wolf	8	+1	+0	12	+0	8	0 or 1	---	---
Demon	6	+3	+0	14	+10	18	3	Allergy to Blessed and Salt, Damage Reduction (5), Demonic Fire, Flying, Soul Shear, Strong, Weakened by Faith	---
Ghost	6	+3	+0	12	+10	12	2	Allergy to Enchanted and Salt, Chilling Touch, Ethereal, Indefatigable, Indestructible, Soul Shear	---
Ghoul	6	+1	+0	13	+4	12	0 or 1	Strong	Hand Weapon
Goblin	6	+0	+0	15	+5	8	0 or 1	Allergy to Cold Iron, Damage Reduction (4), Hypnotic, Inimical to Technology, Master of Cover, Nimble, Weakened by Faith	Hand Weapon
Hobgoblin	6	+2	+0	14	+5	14	1	Indefatigable, Damage Reduction (1), Strong	Heavy Weapon
Living Armour	5	+2	+0	14	+0	14	2	Allergy to Blessed and Enchanted, Indefatigable, Indestructible	Heavy Weapon
Living Scarecrow	5	+1	+0	13	+0	10	1	Allergy to Fire, Damage Reduction (8)	Hand Weapon
Pixie	6	+0	+0	18	+0	1	1	Inimical to Technology, Irritant, Flying	---
Possessed	6	+2	+0	12	+3	14	2	Allergy to Blessed, Damage Reduction (2), Demonic Fire, Strong, Weakened by Faith	Heavy Weapon
Revenant	4	+1	+0	12	+5	10	0 or 1	Indefatigable, Damage Reduction (4) <i>versus Shooting only</i>	---
Troll	5	+3	+1	13	+3	20	2	Allergy to Fire, Damage Reduction (4), Large, Rock Hurler, Very Strong	Hand Weapon
Vampire	6	+3	+0	15	+8	14	2	Allergy to Silver and Blessed and Fire, Ethereal, Hypnotic, Indefatigable, Indestructible, Soul Shear, Strong, Weakened by Faith	---
Vampire Bat	6	+0	+0	14	+1	6	0 or 1	Flying	---
Werewolf	6	+2	+0	13	+3	12	2	Allergy to Silver and Fire, Damage Reduction (5), Indefatigable, Master of Cover, Nimble, Quick Heal, Strong	---

MONSTER — CARPATHIANS (p. 47-58)

Character	Speed	Melee	Accuracy	Defence	Courage	Health	XP	Attributes	Equipment
Bat Swarms	6	+1	+0	12	+2	4	1	Allergy to Fire, Damage Reduction (6), Immune to Missile Weapons, Cause Confusion	---
Bloodless Hound	6	+1	+0	12	+2	6	0 or 1	Allergy to Fire and Blessed, Damage Reduction (2 increase to 4 against firearms)	---
Dog-Head	6	+3	+0	13	+2	18	2	Damage Reduction (2), Large, Very Strong	Large Club
Forest Walkers	5	+2	+0	13	+2	14	2	Allergy to Enchanted Weapons and Fire, Immune to Missile Weapons, Damage Reduction (6), Indefatigable, Strong	---
Forest Witch	5	+1	+0	13	+5	12	2	Allergy to Cold Iron and Enchanted Weapons, Damage Reduction (4), Master of Cover, Nimble, Sow Fear (0), Spell: <i>Curse</i>	Hand Weapon
Gargoyle	6	+1	+0	14	+4	12	1	Allergy to Cold Iron, Flying, Damage Reduction (3)	---
Giant Bat	7	+0	+0	13	+0	5	0	Flying	---
Giant Rat	6	+0	+0	12	+0	4	0	Infectious, Fear of Fire	---
Marcea Lupul	7	+3	+0	15	+10	18	3	Allergy to Silver and Blessed and Fire, Ethereal, Hard to Put Down, Indefatigable, Indestructible, Soul Sheer, Strong, Weakened by Faith	Sword
Undead Werewolf	6	+2	+0	13	+3	14	2	Allergy to Silver and Blessed, Damage Reduction (5), Indefatigable, Nimble, Soul Sheer, Weakened by Faith	---
Rack-Born	4	+1	+0	12	+4	10	0	Allergy to Blessed, Damage Reduction (4), Indefatigable, Weakened by Faith	---
Tomb Wraith	6	+3	+0	12	+10	12	2	Allergy to Enchanted and Salt, Chilling Touch, Ethereal, Indefatigable, Indestructible, Soul Shear, Hard to Put Down, Reform Over Grave	---
Vrykolakas	6	+2	+0	13	+5	14	2	Allergy to Silver, Flying, Blessed, and Fire, Indefatigable, Indestructible, Soul Sheer, Weakened by Faith	---

MONSTER — CANADA (p. 53-58)

Character	Speed	Melee	Accuracy	Defence	Courage	Health	XP	Attributes	Equipment
Baxbaxwalanuksiwe	6	+3	+1	14	+4	22	3	Allergy to Cold Iron and Enchanted, Eyeless, Large, Lunge, Gatecrasher, Rock Hurler, Very Strong	Hand Weapon
Grizzly Bear	6	+2	+0	13	+2	16	2	Large, Lunge, Strong	Hand Weapon
Harvestman Agent	6	+0	+2	13	+2	12	2	Curse Thrower (<i>Wasting, Burning, Slowing</i>)	Knife
Harvestman Assassin	6	+2	+2	14	+3	14	3	Curse Thrower (<i>Burning, Slowing</i>)	Hand Weapon
Moose	7	+2	+0	13	+1	20	2	Large, Strong, Non-Aggressive, Trample	Hand Weapon
Polar Bear	7	+3	+0	14	+2	18	3	Large, Lunge, Strong, Trample	Hand Weapon
Tsemaus	5	+3	+0	13	+3	20	3	Allergy to Fire, Aquatic, Damage Reduction (2), Large, Strong, Master of Cover, Lunge, Swimmer	Hand Weapon
Wendigo	7	+3	+0	14	+4	16	3	Allergy to Fire and Blessed, Damage Reduction (4), Large, Strong, Master of Cover, Lunge	Hand Weapon

MONSTER — EGYPT (p. 52-59)

Character	Speed	Melee	Accuracy	Defence	Courage	Health	XP	Attributes	Equipment
Crocodile	6	+3	+0	13	+0	12	1	Amphibious, Damage Reduction (1), Deathroll, Submerge, Strong	---
Giant Scorpion	6	+3	+0	13	+2	15	1	Damage Reduction (2), Strong, Venomous	---
Mummy	5	+2	+0	12	+2	14	2	Allergy to Fire and Enchanted, Indefatigable, Indestructible, Poor Senses, Strong, Combustion	---
Pharaonic Mummy	6	+3	+0	14	+6	18	2	Allergy to Fire and Enchanted, Bestow Mummy's Curse, Indefatigable, Indestructible, Inimical to Technology, Strong, Combustion, Suppress Combustion	---
Serpopard	6	+3	+0	13	+4	16	2	Allergy to Precious Metals (<i>Silver</i>), Damage Reduction (7), Hypnotic, Nimble	---
Skeleton	6	+1	+0	12	+0	1	0	Indefatigable, Damage Reduction (8) (<i>against projectile weapons only</i>), Weakened by Faith	---
Swarm	5	+1	+0	13	+0	6	0	Allergy to Salt, Damage Reduction (9) (<i>against Shooting Attacks only</i>), Damage Reduction (7) (<i>against Melee Attacks only</i>), Expert Climber, Flying (<i>locusts only</i>), Indefatigable, Maximum Damage (5), Nimble, Venomous (<i>snakes and scorpions only</i>)	---
Uraeus	6	+2	+0	13	+0	12	1	Allergy to Precious Metals (<i>Silver</i>), Damage Reduction (5), Venomous	---
Viper	4	+2	+0	13	+0	1	0	Small, Maximum Damage (3), Venomous	---
Werejackal	7	+2	+0	14	+2	12	1	Allergy to Cold Iron and Blessed, Damage Reduction (4), Nimble, Leap	---
Zombie Camel	6	+2	+0	12	+5	14	1	Allergy to Blessed, Indefatigable, Damage Reduction (4) (<i>against Shooting Attack only</i>)	---

MONSTER — ITALY (p. 85-89)									
Character	Speed	Melee	Accuracy	Defence	Courage	Health	XP	Attributes	Equipment
Brigante / Brigantessa	6	+1	+0	12	+0	10	0 or 1	Nimble, Master of Cover	Musket, Cartridge Box, or Blunderbuss, Shot Bag, or Hand Weapon, 2 Pistols
Brigante Chief	6	+1	+1	13	+1	10	2	Nimble, Master of Cover, Indefatigable	Musket, Cartridge Box, or Blunderbuss, Shot Bag, or Hand Weapon, 2 Pistols
Grave Golem	4	+3	+1	14	+0	18	2	Allergy to Salt, Hard to Put Down, Large, Damage Reduction (4)	Heavy Weapon
Il Negromante	6	+3	+0	15	+10	15	3	Allergy to Blessed, Damage Reduction (4), Quick Healing, Dark Gift, Raise the Dead, Hard to Put Down, Chilling Touch, Ethereal, Weakened by Faith	Hand Weapon
Necromancer Acolyte	6	+1	+0	13	+5	10	2	Quick Healing, Dark Gift, Raise the Dead	Hand Weapon
Nightmare Witch	6	+1	+0	13	+0	10	1	Allergy to Blessed and Cold Iron Weapons, Damage Reduction (2), Paralyse, Curse of the Evil Eye, Weakened by Faith	---
Possesed Boar	8	+1	+0	10	+0	8	1	Allergy to Enchanted, Blessed, and Fire, Strong, Damage Reduction (5), Weakened by Faith	---
Spectral Soldier	6	+1	+1	12	+0	10	1	Allergy to Enchanted and Salt, Indestructible, Ethereal, Chilling Touch, Ethereal Firearms	Ethereal Musket
Skeletal Soldier	6	+1	+1	10	+0	5	0 or 1	Allergy to Enchanted and Blessed, Brittle, Indefatigable, Rusted Weapon, Skeleton, Damage Reduction (4) (<i>against projectile weapons only</i>)	Rusted Weapon

UNEXPECTED EVENTS (p. 49)

- If a player rolls **double 10** on an Initiative Check immediately roll 1d10 on the table.

1d10	Event
1	Rain: It starts to rain heavily. All Shooting Attacks suffer a -2 penalty.
2	Fog: The maximum LoS for the scenario is reduced to 10".
3	Wail of Terror: Every soldier on the table must make an immediate Terror Check (-0).
4	Deluge: It is raining so hard that all firearms are useless. Any other Shooting Attacks are at -4. Every figure suffers -1 Speed.
5	Artillery Strike: A random cannonball flies into the battle. Each player rolls 1 die and add 2 for each figure with the Artillerist attribute they have on the table. The player with the highest result may choose one figure on the table to be caught in the blast. Officers may not be selected. Roll one die, the chosen figure suffers damage equal to the result.
6	The Wheel of Fate Turns: For the rest of the turn, neither player may use any Power Dice or Skill Dice from their Fate Pool. They may use Monster Dice as normal.
7	Strength of the Faithful: Any figure carrying a Holy Symbol immediately regains up to 3 points of Health. This does not allow a figure to exceed its maximum Health.
8	Powerful Enchantment: Whenever a figure is activated this turn, they must make a Courage Check (TN10). If they fail, they may not Move to Attack or make a Shoot action this turn.
9	Mysterious Movement: Each player should pick two members of the opposing unit and switch the places of those two figures.
10	Lucky Find: Both players should choose one figure. This figure is immediately granted one item from the Special Armoury list that they can use for the rest of the scenario.

TURN PHASES (p. 47)

1. All players roll Initiative with **2d10**.
 - On a **20**: add either a Power or Skill Die to the Fate Pool and check for Unexpected Events.
 - On a **2**: add a Monster Die to the Fate Pool, check for Unexpected Encounters, and swap Phases 2 and 3.
2. **Primary player** activates half of their figures on the table, rounding down (Min 1).
3. **All monsters** activate.
4. **Secondary player** activates all of their figures on the table.
5. **Primary player** activates any remaining figures on the table.

UNEXPECTED ENCOUNTERS (p. 50)

- If a player rolls **double 1** on an Initiative Check immediately roll 2d10 on the table.
- Place the monster at the center of a randomly determined table edge.

2d10	Character
2	Demon
3	Troll
4	Black Dog
5	Possessed
6	Goblin
7	Ghoul
8	Vampire Bat
9	Revenant
10	Bandit
11	Cultist
12	Hobgoblin
13	Dark Wolf
14	Living Scarecrow
15	Changeling
16	Living Armour
17	Pixie
18	Ghost
19	Werewolf
20	Vampire

CHECKS (p. 46)

- Always roll **1 Power Die + 1 Skill Die**; add both results.
- **Stat-specific** Checks (Melee or Courage): roll as above, then add the relevant stat.
- If a **Target Number** (TN) is given, the total (dice + stat) must be \geq TN to succeed.

TERROR CHECKS (p. 67)

- A special **Courage Check** against supernatural fear, using a modifier instead of a TN.
- Roll **2d10**, add the figure's **Courage**, then apply the **Terror modifier** (+/-X).
- Compare the final result to the Terror Check Table.
- If a figure is already affected by a Terror result and must roll again:
 - If the new result is **higher**: keep the old effect.
 - If the new result is **lower**: replace the old effect with the new one.

2d10	Result
≤ 2	Collapse: The figure is removed from the table and must roll on the Madness Table after the game.
3–4	Paralysed: If the figure is active, its activation ends immediately. It may not Move or take an action the next time it activates. On each activation after that, it must make a Courage Check (TN 14). On a failure, it continues to do nothing. On a success, it is no longer Paralysed and becomes Shaken instead.
5–6	Shaken: The figure suffers -1 to all Checks of any type for the remainder of the game.
7–8	Stunned: If the figure is active, its activation ends immediately. It suffers -1 to all Checks until the end of its next activation.
9–10	Distracted: The figure suffers -1 to all Checks until the end of its next activation.
≥ 11	No Effect: The figure is unfazed and suffers no penalties.

MONSTER ACTIONS (p. 73–74)

Monster Phase

- Activate all monsters from lowest current Health to highest.
- On ties, the primary player chooses.
- Follow scenario/bestiary rules. If none apply, use the Standard Activation below.

Standard Activation

1. Is the monster's projectile weapon unloaded?
 - **Yes: Reload** using its Move action. Then go to step 2.
 - **No:** Go to step 2.
2. Is the weapon loaded and a soldier in range and LoS?
 - **Yes: Shoot** the closest soldier; then Reload if it has not yet Moved.
 - **No:** Go to step 3.
3. Is any soldier in LoS?
 - **Yes: Move** full Speed straight toward the closest **soldier** in LoS. If contact is made, treat as a Move to Attack and make a Melee Check.
 - **No: Move** toward the closest **clue marker**. If there are no clues, move toward the closest soldier (LoS not required).

Monster Die (Fate Pool)

- A player may spend one Monster Die per monster to change its target (shooting or movement).
- The primary player decides first.

Monster Reactions

- If targeted by a **Shooting attack**:
 - **With a loaded weapon:** Return Fire.
 - **Without a loaded weapon:** Do nothing.
- If it survives a **Melee attack**: Strike Back.

FATE POOL (p. 69–71)

- **Starting Fate Pool:** 2 Power Dice, 2 Skill Dice, 1 Monster Die.
- Declare Fate Die use *immediately after* a roll is made. The attacker decides their Fate use on a Check before the defender decides to negate damage.

Rerolls (Power/Skill)

- **On any Check**, either the Power Die or the Skill Die may be **rerolled** by spending the matching Fate Die. Only one die may be rerolled per Check.

Negate Damage (Power/Skill)

- When a figure takes **damage**, you may spend 1 Power or 1 Skill Die to **reduce** it. Only one die may be spent per single source of damage.
 - **On a 10:** negate all damage.
 - **Otherwise:** reduce damage by the die result ÷ 2, rounded up.

Quick Reload (Power/Skill)

- When a figure activates, 1 Power or 1 Skill Die may be spent to **reload** freely.

Monster Dice

- Either player may spend 1 Monster Die to **reroll** a monster's Power or Skill Die. The reroll only replaces the original if it is **higher**.
- Either player may spend 1 Monster Die to **negate damage** to a monster; resolve as per Negate Damage above.
- Either player may spend 1 Monster Die to **modify** a monster's **action**:
 - **Shooting:** change the target to another legal target.
 - **Movement toward a figure:** change to move toward a different figure in LoS.
 - **Movement toward a clue:** change to a different clue marker (only if no soldiers are in LoS).
- If both players could use a Monster Die at the same moment, the **primary player** decides first. If that changes the monster's action, the other player cannot modify it again.

ACTIVATION (p. 52)

- Each figure activates exactly **once per turn**.
- A figure may **Move** and take **1 action** → a) **Sprint**, b) **Shoot**, c) **Reload**, d) **Investigate**.
- **Order is flexible:** Move then Action, or Action then Move.
- You may *Move without taking an action, take an action without Moving, or do nothing*.
- Do not split activations: fully resolve one figure's activation before another figure activates.

MOVEMENT (p. 53)

- Move up to **Speed** (inches) once per turn; turning is allowed.
- **Sprint** (= *Action; only after a Move*): make a **Sprint Check**.
 - ≥ **11**: move an additional **4"**
 - ≤ **10**: move an additional **2"**

OBSTRUCTIONS / CLIMBING (p. 53)

- Figures may climb unless a scenario forbids it.
- While climbing, **distance counts double** for Move/Sprint.
- Figures may **end mid-climb**. If no place to stand, leave figure at ground level and mark the height.
- Figures **do not fall** while climbing unless affected by an external force.

DIFFICULT GROUND (p. 54)

- Distance moved through difficult ground **counts double**.

LEAVING THE TABLE (p. 54)

- A figure may exit the table by contacting a **table edge** and declaring an exit, unless a scenario forbids it.
- Exiting figures **cannot return**.

MOVE TO ATTACK (p. 54)

- Entering **base contact** with an enemy triggers an immediate **Melee attack**.
- After resolving the attack, the **activation ends** (even if another action remained).

FORCED ATTACK (p. 54)

- If a figure Moves or Moves to Attack **within 1" of an enemy**, that enemy may **Force the Attack**: move enemy into contact and the active figure must immediately make a Melee attack as if it had Moved to Attack.
- **Cannot** Force the Attack if the enemy has **2 fatigue tokens**.
- **Monsters** always Force the Attack unless they have 2 fatigue tokens.
- Starting within 1" still requires a Move or Move to Attack to trigger it.
- **Not triggered** by Back Off or other forced movement.

JUMPING (p. 55)

- Horizontal gaps/obstacles: distance across the gap **counts double**.
- **Sprint** can extend a jump:
 - Move to the edge and out over the gap up to normal Move; make a Sprint Check; add the Sprint distance, then halve the total distance applied over the gap.
 - If still short, the figure **Falls**.
- **Jumping down up to 3"**: subtract the drop distance from movement and place the figure on the ground even if movement would end mid-air.
- **Dropping more than 3"** counts as **Falling**.

FALLING (p. 55)

- If a figure takes damage **within 1"** of a potential fall, make a **Speed Check (TN 12)**.
 - **Success**: no fall.
 - **Failure**: fall from the nearest edge; place the figure at the bottom.
- **Fall damage**:
 - **0-3"**: no damage.
 - **3-6"**: roll 1 Power die; suffer that damage.
 - **6-9"**: roll 2 Power dice; suffer the total.
 - Add 1 Power die for each full **additional 3"**.

INVESTIGATE (p. 56)

- The figure must be in **base contact** with a clue marker, with **no enemy** within 1" of the figure or the marker.
- Spend **1 action** to Investigate, or skip the figure's **Move** this activation to Investigate.
- Draw a **random card** from the Clue Marker Deck and apply the result from the Clue Marker Table.

LOAD AND RELOAD (p. 56)

- Firearms become **unloaded after shooting** and must be reloaded before the next Shot.
- Spend **1 action** to reload 1 firearm (one weapon per Reload action).
- **Free reload**: if the figure **does not Move**, it may reload 1 firearm without spending an action.
- Tip: In a single activation, if the figure does not Move, it may Reload and Shoot.

CAVALRY (p. 65-66)

Eligibility and Setup

- Only figures with the **Combat Rider** attribute may start mounted (if scenario allows).
- If not currently mounted, they are not treated as „Cavalry“.

Dismounting

- Use a **Move** action to dismount; swap to on-foot figure.
- Once dismounted, **cannot remount** for the rest of the game.

Movement

- Mounted Speed = **8**; can **Sprint** as normal.
- **Difficult ground**: as normal.
- May not enter any **structure** unless scenario/players allow.
- May not **climb**.
- May **jump** obstacles up to **0.5"** high; otherwise follow normal jumping rules.
- **Falling** damage is doubled.

Clues

- Mounted figures **cannot Investigate** clue markers.

Melee

- **Cavalry attacking foot**: +1 Melee and +1 Damage.
- **Foot attacking cavalry**: cavalry gains +1 Defence.
- If both survive the combat (including Strike Back), the **foot figure must Back Off**, regardless of who initiated.
- **Cavalry vs cavalry**: use normal melee rules (no bonuses).

Shooting

- Cavalry suffer **-2** to all Shooting Attacks.
- While mounted, may only fire **pistols, muskets, and blunderbusses**.
- **No special modifiers** to shoot at cavalry.

MELEE ATTACKS (p. 58–59)	SHOOTING ATTACKS (p. 60–62)
<p>Move to Attack</p> <ul style="list-style-type: none"> Move into base contact, then <u>immediately</u> make a Melee Check; activation ends after the attack. <p>Melee Check</p> <ul style="list-style-type: none"> Power Die + Skill Die + Melee stat. Hit if total \geq target's Defence. <p>Damage</p> <ul style="list-style-type: none"> Determined by the weapon; subtract Armour and Damage Reduction, then reduce the target's Health by the remainder. Remove the figure at ≤ 0 Health. <p>Targets's response (<i>if still alive or attack missed</i>)</p> <ul style="list-style-type: none"> Strike Back: immediately make a Melee attack against the attacker (same rules). If the attacker survives, it must Back Off and cannot Strike Back again. Back Off: move 2" straight away from the opponent. May pass through friendly figures and difficult ground. If blocked by obstructions/enemies, move as far as possible without ending within 1" of an enemy, then push the attacker back so figures end $\geq 1"$ apart. <p>Fatigue and Distraction</p> <ul style="list-style-type: none"> After any Melee attack resolves, give 1 fatigue token to <u>all</u> figures involved. If the defender Strikes Back, the whole exchange counts as 1 Melee attack \rightarrow only 1 token per figure. Maximum 2 fatigue tokens per figure. Remove all fatigue at the end of the turn. Each fatigue token: -1 Defence and -1 Melee. Distraction: if the closest enemy is within 2", the active figure may spend its action to give that enemy 1 fatigue token; the activation then ends. <p>Melee Attack Sequence</p> <ol style="list-style-type: none"> Active figure Moves to Attack (base contact). Active figure rolls a Melee Check (Power + Skill + Melee). If the result \geq target's Defence, the attack hits. If hit: determine weapon damage; subtract Armour/Damage Reduction; subtract from target's Health; remove if Health ≤ 0. If the target survives: the target chooses to Strike Back or Back Off. If Back Off: move 2"; the attack ends; the active figure's activation ends. If Strike Back: target rolls a Melee Check; repeat steps 2-4 against the attacker. If the attacker survives the Strike Back: it must Back Off; activation ends. Give both figures 1 fatigue token. 	<p>Shooting action</p> <ul style="list-style-type: none"> One Shoot action per activation (unless a rule states otherwise). Requires a target within weapon range and LoS. LoS: draw from the shooter's eyes to any part of the target's head/torso/legs. Partial visibility grants Cover. Shooting does not end the activation and does not cause fatigue. After Shooting, the active figure may still Move or Reload if not already done this activation. <p>Shooting Check</p> <ul style="list-style-type: none"> Power Die + Skill Die + Shooting stat + modifiers. Hit if total \geq target's Defence. <p>Damage</p> <ul style="list-style-type: none"> Determined by the weapon; reduce the target's Health by the value. Remove the figure at ≤ 0 Health. <p>Shooting Modifiers</p> <ul style="list-style-type: none"> <i>Shooter moved earlier this activation:</i> -1 <i>Target in Cover (any part obscured):</i> -1 <i>Shooter is mounted:</i> -2 <p>Target's reaction (<i>if still alive</i>)</p> <ul style="list-style-type: none"> Return Fire: if the weapon is loaded, make a Shooting attack back using normal rules. Dive for Cover: immediately move 2" in any direction, but not closer to an enemy within 6" and in LoS. Do nothing. <p>Shooting Attack Sequence</p> <ol style="list-style-type: none"> Check range and LoS; spend 1 action to Shoot. Shooter makes a Shooting Check. If the result \geq target's Defence, the shot hits. Apply weapon damage; subtract from target's Health. If the target survives: it may Return Fire, Dive for Cover, or do nothing. If it <i>Dives</i> or <i>does nothing</i>: the attack ends. If it <i>Returns Fire</i>: the target makes a Shooting Check against the shooter (repeat steps 2–4). The attacker may now Move or Reload if not already done this activation.

