BIOOD & CROWNS

- Qui plus fait mieux vault. -

Actions

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	† Melee *
	† Charge*
Combat	† Ranged Attack (Shoot) *
	*Attack actions limited to 1/activation
	unless Push
	† Move, max 2/activation
	† Reload
	† Make Ready
Standard	t Pally

Munouro

- † Rally
- † Start/Extinguish Fire (2 Actions)
- † Take Cover (Structures Only)

Standard Sea Battles

- † Destroy Rigging
- † Adjust Sails (Crew Only)
- † Cut Anchor † Drop Anchor
- † Repair (Crew Only)
- † Throw/Release Grapples
- † Weigh Anchor (Crew Only)

Free

- † Abandon
- † Push (+1 Fatigue) for additional action
- † Max 3 actions/activation
- † Sailing Tests: 5+

Renown

Capture/Rescue Prize	+1
Capture/Rescue Great Prize	+2
Attrition (1/4 Enemy Force)	+1
Eliminate Unit in a Charge	+1
Hold The field	+1

Turn Overview

- Refresh: Draw Initiative Cards, Determine Passes
- Round Bidding
- Bid Winner chooses 1st Player
- 1st Player Activates a unit or passes
- 2nd Player Activates a unit or passes (Repeat Steps 2-5 until all units have been activated)
- **End Phase**
 - ◆ Award scenario-specific Renown
 - ◆ (Structures) Check for Spreading Fire & Collapse
 - (Sea Battle) Residual Movement
 - ◆ (Sea Battle) Leak/Sinking

fatigue

0-1	No Effect	
 	Action	
	SHAKEN: Fall Back	
7*	ROUTED! *Or double the # models	

Starting Actions

	ORDER	Suit	INEXPERIENCED	TRAINED*	VETERAN
	1 st	•		1	2
-	2 nd	•	1	2	2
-	3rd	•	2	2	3
	4 th	•	2	3	3

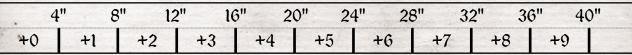
Cover Benefits

Soft	-1 to Save TN	
Hard	-2 to Save TN	
Moforaille	Cain Defensive Peastion	(Malaa)

Exercisible Gain Detensive Reaction (Melee)

Defending Terrain: Unit benefits from Cover for Charge Melee Attack when charged if not already Engaged or Shaken

Range



Modifier

Ranged Attack Procedure

- 1. Select Target + Determine Eligible Attackers
- 2. Measure Range
- 3. Calculate Target Number
- 4. Roll Attack Dice (Shoot Skill Test)
- 5. Attacker Modifies Dice
- 6. Place Reload Markers
- 7. Determine Hits
- 8. Defender Rolls Saves [Max 2/model]
- 9. Defender Modifies Dice
- 10. Determine Casualties
- 11. Defender takes a Resolve Test
- 12. Defender Fall Back (if applicable)

Charge Procedure

- 1. Select Target Unit
- 2. Defensive Reactions (Shoot/Evade) [+1 Fatigue]
- 3. Move Attacker
- 4. Defensive Reaction (Melee) [+1 Fatigue]
- 5. Melee Attack Action (if base-to-base)

Winds and Weather Change

D10	WIND	Weather
1		<u>-</u> 1887) *
2	Clockwise	+1
3	Counter-Clockwise	-1
4	<u> - </u>	- 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1
5	+1	+1
6	-1	-1
7	-1	-1 (Current Turn)
8	+1	+1 (Current Turn)
9	Opponent Pick +/- 1	Opponent Pick +/- 1
10	Player Pick +/- 1	Player Pick +/- 1

Weather Chart

SHIFT	WEATHER	Effects
-3	Dense Fog	All terrain Concealing 8"
-2	Heavy Fog	All terrain Concealing 12"
-1	Light Fog	All terrain Concealing 16"
0	Fair	None
1	Light Precipitation	Bows and Crossbows +1 to TN
	Heavy Precipitation	Bows & Crossbows +2 to TN Open terrain Slowing -1" All terrain Concealing 16"
3	Storm	No Bows & Crossbows attacks. Open terrain Slowing -2" All terrain Concealing 12"

Melee Attack Procedure

- 1. Determine Target Number
- 2. Roll Attack Dice (Melee Skill Check)
- 3. Attacker Modifies Dice
- 4. Determine Hits
- 5. Defender Divides Hits
- 6. Defender Rolls Saves (1 for ea. Hit)
- 7. Defender Modifies Dice
- 8. Determine Casualties
- 9. Defender Fight-Back (+1 Fatigue, against attacker only)
- 10. Remove Casualties
- 11. Defender Performs Resolve Test
- 12. Defender Applies Fatigue
- 13. Defender Fall Back
- 14. Attacker Resolve Test
- 15. Attacker Applies Fatigue
- 16. Attacker Fall Back
- 17. Perform Breakthrough
 - 1. 1" Consolidation
 - 2. Pursuit (Move to maintain contact)
 - 3. Cut Grapples (Sea Battles Only)

fire

Start/Extinguish Fire

1d10, TN 10 - #Models in unit

Structure Damage

1: NE

2-7: Debris, Remove Model

8-9, Fire Spreads

10, Total Collapse: Unit(s) eliminated

Events

D10	EVENT	Effects
1	Confusion	Random unit -1 action when activated Weather Change
2	Opportunity	+1 Starting actions, random unit
3	Indecision	Lose Command point this turn
4	Intuition	Replace by draw two, keep one.
5	Panic	Random unit +1 Fatigue, Apply effects Wind & Weather change
6	Face Judgment	Discard initiative card, replace with top card on deck face down; event cards become wild. (this turn only) Wind & Weather change
7	Twist of Fate	Discard hand, reshuffle, add discarded cards as desired.
8	In Articulo Mortis	Fully eliminated unit may Fight Back, regardless of Fatigue (this turn only).
9	Startled	Random unit performs Fall Back, stops at table edge.
10	Blessing	Gain +1 Favor Wind Change