

BLOOD & CROWNS

- Qui plus fait mieux vault. -

Actions

Combat

- † Melee *
- † Charge*
- † Ranged Attack (Shoot) *
- *Attack actions limited to 1/activation unless Push

Standard

- † Move, max 2/activation
- † Reload
- † Make Ready
- † Rally
- † Start/Extinguish Fire (2 Actions)
- † Assign
- † 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

1. Refresh: Draw Initiative Cards, Determine Passes
2. Round Bidding
3. Bid Winner chooses 1st Player
4. 1st Player Activates a unit or passes
5. 2nd Player Activates a unit or passes (Repeat Steps 2-5 until all units have been activated)
6. 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
2-1	Action
3-6	SHAKEN: Fall Back
7*	ROUTED! *Or double the # models

Starting Actions

ORDER	SUIT	INEXPERIENCED	TRAINED*	VETERAN
1 st	♠	1	1	2
2 nd	♥	1	2	2
3 rd	♦	2	2	3
4 th	♣	2	3	3

Cover Benefits

Soft -1 to Save TN

Hard -2 to Save TN

Defensible Gain Defensive Reaction (Melee)

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

Range

4"	8"	12"	16"	20"	24"	28"	32"	36"	40"
+0	+1	+2	+3	+4	+5	+6	+7	+8	+9

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	-	-
2	Clockwise	+1
3	Counter-Clockwise	-1
4	-	-
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
2	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