

BRIGANDS OF ARJA

QUICK REFERENCE

FORTUNE

Reroll: Reroll any dice for a test anytime.

Steal the Initiative: Add D5 to a character's Initiative value to attempt to take the Initiative.

Additional Action: Perform an additional simple action without gaining Fatigue

TESTS

Standard Target: Roll D10 equal to testing stat value with target number of 5+. Increase target number by 1 for each point of Fatigue the testing model has.

Opposed Test: Both characters roll a pool of D10s. Highest individual D10 roll wins. If tied, use next highest.

FATIGUE

- » Each point of Fatigue will increase the target number for Standard tests by 1.
- » Activating with 2 or more points of Fatigue may only take one simple action.
- » Characters with 3 or more points of Fatigue are Shaken. If attempting any action other than Rally, take a Standard test, adding Resolve to perform. If failed, move 6" toward the nearest board edge.
- » 7+ Fatigue, remove as a casualty.

SIMPLE ACTIONS

Move: 4".

Ranged Attack: an attack against a foe that is 2" or more away. Target gains +1 Agility if it is more than 6" away.

Fight Attack: move 2" and Fight

Rally: Roll Standard test. If successful, remove 1 Fatigue.

COMPLEX ACTIONS

Run: 6", not through difficult terrain.

Aimed Shot: Make a Ranged Attack with +1 to Shoot value.

Charge: Make a Fight Attack, but can move 4" and gain +1 Fight value.

Pillage: If started in contact with a loot token and no enemies within 4", score a victory point.

WEAPONS & EQUIPMENT

Knife: (melee weapon) -1 Fight value

Sword: (melee weapon) +1 Fight value

Axe: (melee weapon) -1 Resolve when taking Injury tests caused by this weapon.

Great Axe: (melee weapon) -1 Fight. -2 Resolve when taking Injury tests caused by this weapon.

Spear: (melee weapon) May make Fight Attack actions and add support up to 2" away.

Bow: May make Ranged Attacks.

Shield: Choose +1 or +2 Agility value value when participating in an attack. If +2, losing attacker does not take Injury test.

Helmet: +1 Resolve value for Injury tests. This character may add 1 to a result on the Permanent Injury Table in the Post Game Sequence.

ATTACK TEST MODIFIERS

Per friend supporting Fight Action	+1
Charging	+1
Being Shot at Beyond 6"	+1
Being Shot at with Cover	+1
Aimed Shooting	+1
Attacking from Elevation	+1