

# RANGER SHEET

Name	Anderus Fogwulf			Level	→ 2	Experience	60 + 89
Move	Fight	Shoot	Armour	Will	Health	Current HP	Recruitment
7	+4	+2	10/11	+4	18	(18)	120
Heroic Abilities						Skills	
<input type="checkbox"/>	Deadly Strike	<input type="checkbox"/>				Acrobatics	+0
<input type="checkbox"/>	Hand of Fate	<input type="checkbox"/>				Ancient Lore	+1
<input type="checkbox"/>	Roll with the punch	<input type="checkbox"/>				Armoury	
<input type="checkbox"/>		<input type="checkbox"/>				Climb	+0
Spells						Leadership	
<input type="checkbox"/>	Heal	<input type="checkbox"/>				Navigation	+0
<input type="checkbox"/>		<input type="checkbox"/>				Perception	+2
<input type="checkbox"/>		<input type="checkbox"/>				Pick Lock	+1
<input type="checkbox"/>		<input type="checkbox"/>				Read Runes	+0
Items	Magic Items			Uses		Stealth	+0
Sword				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Strength	+1
Bow				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Swim	+1
Quiver				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Track	+0
Shield				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Traps	+1
Light Armor				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Condition Effects	
				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Poison: One action per activation Disease: Start next scenario with -3 health, -1 to all rolls for the entire scenario Hunger/Thirst: Start next scenario with -2 health. It accumulates each scenario	
Injuries				Conditions			
				Poison	<input type="checkbox"/>		
				Disease	<input type="checkbox"/>		
				Hunger	<input type="checkbox"/>		
Notes							
Spider: IIII Zombie II  Gario M3 F0 A10 H5  IIII IIII							
						16 + 20 + 25 + 8 + 20 = 89	

# Companion Sheet

W66x2

Name	Gira Flamereaver				Type	Archer	
Move	Fight	Shoot	Armour	Will	Health	Current #P	Recruit Cost
6	+2	+2	11	+1	10	10:	20
Items	Crossbow, dagger, light armor, quiver						Pro Points
Skills	(Spider x1) / Web						11

Name	Brecken Simplescar				Type	Knight	
Move	Fight	Shoot	Armour	Will	Health	Current #P	Recruit Cost
5	+4	+0	13	+2	12	12:	35
Items	Sword, shield, heavy armor Heavy Arms. Broken +5 Shields All Dps						Pro Points
Skills	Strength +4						11

Name	Tira Thimbus				Type	Rogue	
Move	Fight	Shoot	Armour	Will	Health	Current #P	Recruit Cost
7	+1	+1	10	+1	10		20
Items	Dagger, throwing knife						Pro Points
Skills	Climb +2, Perception +2, Pick Lock +5, Traps +5, Stealth +5						11

Name	Amara				Type	Battle Mage	
Move	Fight	Shoot	Armour	Will	Health	Current #P	Recruit Cost
6	+2	+0	11	+2	10	10:	30
Items	Sword, 3 Spells per game:						Pro Points
Skills							11

Name	Sarin Simpletome				Type	Healer	
Move	Fight	Shoot	Armour	Will	Health	Current #P	Recruit Cost
6	+1	+0	10	+3	10	10:	15
Items	Sword Spell Heal						Pro Points
Skills	Farlight Leaf (x1)						11

# Quick Reference

## Turn Order (p. 32)

- **Ranger Phase:** Ranger w/ highest Will and up to two companions within 3" activate.
- **Creature Phase:** Creature w/ highest current health activates, then descending order.
- **Companion Phase:** Activate remaining companions in initiative order of Rangers.
- **Event Phase:** Draw an Event Card and/or follow steps outlined in the Scenario.

## Activation (p. 34)

All figures normally have 2 actions.

### Actions

- Move
- 2<sup>nd</sup> Move (½ Move Distance)
- Fight
- Shoot
- Cast Spell
- Pick up / drop treasure
- Heroic Ability (as a Free Action)

### Group Activation

All figures in a group activation must move as their first action.

## Movement (p. 34)

- **Climbing or Rough Ground:** ½ Move
- **Jumping:** A figure may jump horizontally ½ their Move + 1". Requires an Acrobatics Skill Roll with (TN) equal to the distance jumped +1. (+5 TN if the jump begins or ends on Rough Ground)
- **Combat:** A figure in combat may not move
- **Forcing Combat:** A figure not In Combat may intercept an enemy figure that moves within 1"
- **Falling:** Less than 3" – no effect  
More than 3" – take 1.5 x distance fallen (rounded down) in damage

## Creature Actions

Creatures never attack another creature, and always force combat.

Situation	Yes	No
1. Is the creature in Combat?	It will chose to fight.	Proceed to Step 2.
2. Is there a Hero within Line of Sight?	It will shoot / reload, or move to the closest Hero.	Proceed to Step 3.
3. Does the Scenario include a Target Point?	It will move directly towards the Target Point. Return to Step 2 to determine its second action.	It will move in a random direction. Return to Step 2 to determine its second action.

Weapon	Damage Modifier	Notes
Dagger	-1	
Hand Weapon	--	
Two Handed Weapon	+2	
Staff	-1	-1 damage from enemy hand-to-hand attacks
Bow	--	24" Range, load and fire as a single action
Crossbow	+2	24" Range, load as a single action (may replace movement action)
Unarmed	-2	-2 to effective Fight stat

## Combat (p. 40)

1. Both figures roll a die.
2. Both figures add their Fight Stat and any other bonuses (e.g. from magic items or the +2 from friendly figures also in combat) to get their Combat Score.
3. Determine the winner based on which figure has the highest Combat Score.
4. Apply any damage modifiers (e.g. from weapons) to the winners Combat Score.
5. Subtracts the opponent's Armor value from this total.
6. Apply any damage multipliers (e.g. 2x or 3x damage from rare weapons or creatures).
7. If this total is greater than 0, subtract that many points from the opponents Health.
8. The winner decides to remain in combat, push his opponent back, or to step back.

## Shooting (p. 45)

Same as for combat, except the shooter uses their Shoot stat vs. the defenders Fight stat. In the event of a tie, no damage is done. A figure may not shoot from or into combat.

### Shooting Modifiers Table

+1	<b>Intervening Terrain</b> - Every piece of terrain between the shooter and target gives a cumulative +1. Do not count terrain the shooter is in contact with.
+2	<b>Light Cover</b> - The target is behind rocks, walls, or thick wood that covers up half its body, or behind a soft object such as bushes that almost completely obscure its body.
+4	<b>Heavy Cover</b> - The target is behind solid cover such as rocks, walls or thick wood that almost completely cover its body.
+1	<b>Hurried Shot</b> - The shooter has already moved during this activation.
-2	<b>Large Target</b> - The target is over 8 feet tall or unusually broad ("Large" as a trait).

## Status Effects (p. 48)

- Poison** - Figure receives a maximum of one action per activation (can be cured if figure is healed to full health).
- Disease** - Figure suffers -3 Health and -1 to all rolls for the next Scenario in the same Mission.
- Hunger & Thirst** - Figure starts the next Scenario at -2 Health (cumulative).