

## Quick Reference

~Round all fractions up.

~“Destroyed” altars are not removed from the table, they instead count as obstacles.

~ A player model that is reduced to 0 HP is placed on its side and counted as an obstacle and can be revived by another player.

### Vocab

**Climbing** -(pg.19) Requires the expenditure of 2 actions and for you to begin and end your action in a certain position of the terrain.

**Collision**-(pg.19) If a model makes an involuntary move but cannot complete the whole move before running into another model or terrain that would normally hinder their movement in anyway that model and any model it makes base contact with, will lose 1 HP for every inch traveled before the collision. No defense dice are rolled against this.

**Critical Success**-(pg.20) Rolls of 10 are counted as two success’ instead of just one and the player gets to roll one more dice for each 10 rolled.

**Falling**-(pg.19) A model making an involuntary movement over an edge of terrain that would normally require that model to spend multiple actions to safely descend that terrain, that model will lose 1 HP for every 1” of vertical distance travelled during the fall.

**Flank Attack**-(pg.22) +1 Calculated Attack Value attack attempts made by a model within both front and rear arcs ,simultaneously, of its target.

**Jumping Down**- (pg.41) A player model may choose to “jump down” from the top of a sheer face without spending any additional action tokens (even in the middle of a movement) but taking 1 damage for every 1" of vertical height of the sheer face.

**Rear Attack**-(pg.22) Attacks coming from the rear arc will gain +1 Calculated Attack Value and +1 to hit.

**Wit Check**-(pg.6) Roll 1d10 against your wit value in order to determine if you were successful.If your Wit value is greater than or equal to the amount rolled on the dice, you were successful.Rolling a 10 is always a failure in a Wit check and rolling a 1 is always a success.

### Character Stats

(pg. 5-6)

All characters Stats will begin at a value of 5 except for HP which will start at 20 and Defense that starts at 0, before any items or effects are added to modify them. The stats on a characters profile are as follows

### Player Phases

(pg.14)

**1. Collect your wits**- Remove all negative and positive effects on your character unless that modifier specifies a different duration for its effect

**2. Gird your loins** - Reset action tokens

**3. Get on with it**- Spend action tokens to do stuff

**4. Declare your done-ness**- Tell everyone your turn is over

**4.5**(Altars will spawn monsters between player turns)

### Possible Player Actions per Action token spent

(pg.15,18-19,20-22)

Any one of these actions can be activated as many times as you have tokens to do so

**1.Move**- never exceeding Movement value per action token spent

**2.Attack** – checking line of sight and weapon range to confirm target validity

**3.Activate skills**- activate 1D6 skills but no single skill more than once per action token spent

**4.Escape**- move out of a players Danger Zone without activating their free attack, **using half of their movement value**

**5.Demolish**- Wit check to “destroy” an altar

**6.Recover**- regain 3HP or return a dead player model to 1HP

### Possible Player Reactions

(pg.23-24)

**1.Counter attack**- If a defense roll exceeds the attack rolled, the difference is dealt to the attacking player in damage.

**2.Scramble**- After damage has been resolved the scrambling model can move up to half of their movement value and not suffer the free attack from Danger Zone .

**3.Dive for cover**- A player targeted by a ranged or magical weapon , they gain +1 calculated defense value against this attack and can move up to half of their movement value once the attack is resolved.

**4.Counter skill**- The reacting model can activate its own skill tree.

### Weapon Type Side Effects

(pg.8)

*Skills are NOT subject to these effects,unless specified otherwise in the skill itself.*

**Danger Zone**- Melee type weapons- Any time a model moves out of a melee weapons range, the model with a melee weapon may immediately make a free attack. Defense dice are rolled and damage is resolved before the movement is completed .

**Channeling** -Magic type weapons- A player using a magic weapon may lose any amount of HP to add that same amount to the number of dice they will roll in the next attack.

**Knock-back** -Ranged type weapons- Whenever a ranged weapon is used, after resolving damage, (but before resolving reactions) the target is knocked back 1D3” directly away from the attacker.

### Devastating Strike

(pg.21)

If every dice rolled is a success during an attack action, the attacking model rolls 1d6 on the table and applies the appropriate effect. After the “devastating strike” results are applied, then that player will roll further “critical success” dice and the attacked model will roll its calculated defense dice.

**1.Clean Shot**- Attacking model gains +1 action token

**2. Concussive Smash**- Defending models total actions are reduced by 1 for the rest of the game

**3. Sundered**- Defending model gains -2 calculated Defense for the rest of the game

**4. Crippled**- Defending model gains -2 to all calculated Attack values for the rest of the game

**5. Shattered Limb**- Defending model gains -2 Movement for the rest of the game

**6. Furious Blow**- All damage from this attack is doubled

### Spawning Monsters from Altars

(pg.25)

After each player declares their doneness, roll **1d10** for every altar that is undestroyed and does not have the appropriate monster type in play, on **6+** place that monster in base contact with the altar, as close as possible and facing towards the nearest player.

If a 10 is rolled when spawning a monster, that monster will gain +2 HP and Actions, which will be demonstrated by placing additional wisps with the monster.

When a monster spawns it is considered a "new" model and will not spawn with any bonuses or detriments that monster may have had on it when it died previously.

### Monsters and Titan Activation Phases

(pg.26)

**1. Prepare**- flip as many wisp tokens to "ready" as the monster/titan has actions on its profile

**2. Activate**- the monster or titan will use all of its available actions

**3. Shake it off**- all temporary effects are removed from the monster/titan

### Personality Keywords

(pg.27)

**Approach**-the monster or titan will use an action to move toward (a named target) that it can draw line of sight to, always ending its movement facing the nearest player to it.

**Assault**- the monster or titan will use an action to attack (a named target) within its attack range.

**Evade**-the monster or titan will use a move action to put as much distance as possible between itself and the nearest player model.

**Flee**- the monster or titan will make a full movement to get away from player models (this does not use an action), always ending its movement facing the nearest player to it.

**Guard**-the monster or titan will use an action to rotate and face toward the nearest player model without moving any measurable distance.

**Hunt**-the monster or titan use an action to move toward (a named target) without requiring line of sight to that target, always ending its movement facing the nearest player to it.

**Prowl**- the monster or titan will use an action to move toward the furthest point of a randomized table edge, always ending its movement facing the nearest player to it.

**Optimize**-during any single action a monster or titan will use as much movement as is available to it to get as close as possible to its target without moving outside of its ability to attack its target as defined by its weapon range.

### Placing Altars

(pg.13)

The first player to place an altar will state which monster type will be spawning from that altar and mark it with the appropriate token to show which monster will be spawning from that altar.

The player then places the altar within 4" of the center of the table. That player then randomizes a direction and rolls 1d10 for themselves +1d6 per every other player. The altar will move that many inches in the randomized direction.

The second altar is placed in the same way and this process is repeated until all the altars are on the table. Each altar starts the game with 1 cultist in base contact with the altar, facing towards the center of the table.

### Placing the Titan Model

(pg.13)

The titan model is placed at the center of the table, facing in a random direction, unless otherwise stated by the scenario.

### Placing the Player Models

(pg.13)

Once the table has been set up with, each player rolls a 1d10 to see who places their character first, the player with the highest 1d10 roll wins. After the first player has placed his character, roll off again to see who goes second and so on, until all players have placed their characters.

A character must be placed no further than 3" of any table edge, at least 12" from physical mission objectives such as titans, monster, cultists and altars or markers placed by the scenario.

If for any reason it is impossible to deploy 12" away from a mission objective then that player must deploy as far away as possible from the mission objectives and players.