

Quick Reference Sheet

NAME	TYPE	AFFECTS	AMOUNT	WHEN
Armor	All	Miss Chance	+Armor	Always
In Melee	Ranged	Miss Chance	+1	Target in Melee
Short Range	Ranged	Miss Chance	-1	Target at Short Range
Long Range	Ranged	Miss Chance	+1	Target at Long Range
Movement	Ranged	Miss Chance	+1	Target moved
Cover	Ranged	Damage	-1	Target in cover
Elevation	All	Damage	+1	Attacker 2"+ above target
Charge	Melee	Attack	+1	Attacker performed Charge

TURN ORDER	MOVEMENT PHASE OPTIONS
1. Clear Tokens (except Fleeing and Reload)	Standard Move (up to Move stat)
2. Roll Initiative	Charge Move (up to Move stat in straight line only, bonus in Melee)
3. Activate Entity	
3a. Use any Active Traits	
3b. Perform Phases (in either order)	
4. Repeat #2 and #3	
BRAVERY TEST	ACTION PHASE OPTIONS
Make test when Damage \geq (starting HP / 2)	Use Weapon
D12 \geq Bravery statistic = failed (Fleeing)	Use Item (on self or adjacent ally)
	Reload a Weapon (remove Reload token)
	Run (1/2 Move stat)
	Mount or Dismount

COMBAT PROCEDURE

1. Attack Roll

Roll one D12 for every Attack of the ranged or melee weapon.

2. Determine Hits

1 Hit per Attack roll \geq (Miss Chance +/- modifiers)

2 Hits (Critical Hit) per unmodified roll of 12

3. Apply Damage to Target

Subtract count of Hits + weapon Damage +/- modifiers from target HP

LEADERSHIP (ABILITY)

- One other entity within 12" can re-roll a single dice once per encounter. Mark the ability as used on the Posse Roster.

- If the Leader is taken out of action every allied entity must make a Bravery Test.