

Quick Reference Sheet

NAME	TYPE	AFFECTS	AMOUNT	WHEN
<i>Armor</i>	All	Miss Chance	+Armor	Always
<i>In Melee</i>	Ranged	Miss Chance	+1	Target in Melee
<i>Short Range</i>	Ranged	Miss Chance	-1	Target at Short Range
<i>Long Range</i>	Ranged	Miss Chance	+1	Target at Long Range
<i>Movement</i>	Ranged	Miss Chance	+1	Target moved
<i>Cover</i>	Ranged	Damage	-1	Target in cover
<i>Elevation</i>	All	Damage	+1	Attacker 2"+ above target
<i>Charge</i>	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	ACTION PHASE OPTIONS
3b. Perform Phases (in either order)	Use Weapon
4. Repeat #2 and #3	Use Item (on self or adjacent ally)
	Reload a Weapon (remove Reload token)
BRAVERY TEST	Run (1/2 Move stat)
Make test when Damage >= (starting HP / 2)	Mount or Dismount
D12 >= Bravery statistic = failed (Fleeing)	

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 >= (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.