CREW SHEET

Heritor:

M	F	S	A	W	H	Level:		Experience:
						Current Health:		

Heritor Abilities	Utilization Number	Items (max 5)
		Notes

Warden: Branch:

M	F	S	A	W	H	Level:		Experience:
						Current Health:		

Warden Spells	Casting Number	Items (max 3)
		Notes

Heritor's Ship: Crew Rating:

The Hold

Map Stones

o Arkliss	o Foqueth
o Breenlin	o Gaelbys
o Cortavious	o Huventh
o Dyrenten	o Indruline
o Eccorient	o Jancis

The Treasury (gc)

Ship Upgrades

Crewman:						Type:
M	F	S	A	W	H	Current Health:
						Notes
Items (basic equipment +1)						

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Items (basic equipment +1)						

Turn Order (p.29)

- **Initiative:** Roll for the primary player in each of the following phases.
- **Heritor Phase:** Each player activates their Heritor and 3 crewmen within 3" and LoS.
- **Warden Phase:** Each player activates their Warden and 3 crewmen within 3" and LoS.
- **Crew Phase:** Each player activates all Crewmen not previously activated.
- **Creature Phase:** All uncontrolled creatures activate.

Activation (p.30)

All figures have 2 Actions.

- **Move** (must use one activation)
- **2nd Move** (½ distance)
- **Fight**
- **Shoot**
- **Cast Spell**
- **Pick up / Drop Treasure**
- **Special**

Group Activation

During Heritor or Warden Phase, must move as first action.

Movement (p.32)

- **Climbing/Rough Ground:** 2" movement required for every 1" (or partial 1") of height.
- **Combat:** May not move in combat.
- **Forcing Combat:** A figure not in Combat may intercept an enemy figure that moves within 1".
- **Falling:** Less than 3" – no effect. Greater than 3" – take damage = 1.5 x distance in inches.
- **Jumping:** Can jump horizontally any distance provided it moved the same distance in a straight line. 1" jump allowed with no previous movement.
- **Swimming:** Will Roll with Target Number of 5, add modifiers (Light Armour -2, Heavy Armour -5, Shield -1, Carrying Treasure -2). If Success, activates as normal. If Fails, the difference between the roll and target is Damage.

Collecting Treasure (p.49)

Treasure cannot be picked up if an enemy is within 1".

A figure may only carry 1 treasure token

Move is halved and is encumbered (-1 fight if armed with Two Handed Weapon, Bow, Crossbow, Staff, Shield).

Combat (p.37)

- Both players roll a die.
- Both figures add their Fight stat and any other modifiers.
- Highest score wins the fight, now deal damage.
- Combine winning fight score with damage modifiers for two-handed or magic weapons.
- Subtract opponents armour from this total.
- Apply damage multipliers (some rare creatures do x2 or even x3 damage).
- If the final total is positive then the result is the amount of damage inflicted, remove that many health points from the loser.
- Winning figure chooses to Remain in Combat or Push Back either figure by 1".

Weapon Table

Weapon	Damage Mod	Maximum Range	Notes
Throwing Knife	-1/-2	8"	-1 damage modifier when used for a shooting attack, -2 damage modifier when used in hand-to-hand combat
Dagger	-1	–	–
Hand Weapon	–	–	–
Two-Handed	+2	–	–
Staff	-1	–	-1 damage modifier to opponent in hand-to-hand combat
Bow	–	24"	Load and fire as a single action; must have a quiver (free, takes up 1 item slot)
Crossbow	+2	24"	Load and fire as separate actions; may reload in place of movement; must have a quiver (free, takes up 1 item slot)
Unarmed	-2	–	-2 Fight

Shooting (p.41)

Same as for combat, but Shooter uses their Shoot stat and defender uses their Fight stat.

Shooting Modifier Table

Circumstance	Mod	Notes
Intervening Terrain	+1	Every piece of intervening terrain between the shooter and the target gives a +1. This is cumulative, so three pieces of intervening terrain would provide a +3 modifier. Note that if the target is in base contact with a terrain piece, it counts as cover instead of intervening terrain. If a shooter is in base contact with a terrain piece, it does not count as intervening terrain, though it may block LOS.
Light Cover	+2	The target is in contact with solid cover (e.g. rocks, walls, thick wood) that obscures up to half of its body, or with soft cover (e.g. bushes, undergrowth) that almost completely obscured its body.
Heavy Cover	+4	The target is in contact with solid cover that almost completely obscures its body.
Hasty Shot	+1	The shooter previously moved during this activation
Large Target	-2	The target is particularly tall or unusually broad. This normally only applies to creatures who will have the 'Large' trait.

Heritor Abilities (p.45)

Roll a die, roll must be equal to or greater than Utilization number. If Utilizing more than one ability a turn, modify roll (see table).

Blood Burn: Every time Heritor ability is attempted, the Heritor takes 1 damage. If the utilization roll is failed, take 2 additional damage.

Utilization Roll Penalties Table

# of Roll	Penalty	D6 Marker
First	+0	1
Second	+3	2
Third	+6	3
Fourth	+9	4
Fifth	+12	5
Sixth	+15	6

Creature Actions (p.50)

Creatures never attack another creature, always force combat.

Situation	First Action	Second Action
Creature in Combat	Fight	Move into Combat
Figure within 10" and LOS	Move towards figure	Fight or Move
None of the Above	Random Movement	Move or None

Warden Spell Casting (p.47)

Roll a Die. Roll must be equal to or higher than Casting Number.

Empowering: Increase casting roll by 1 for every 1 health spent.