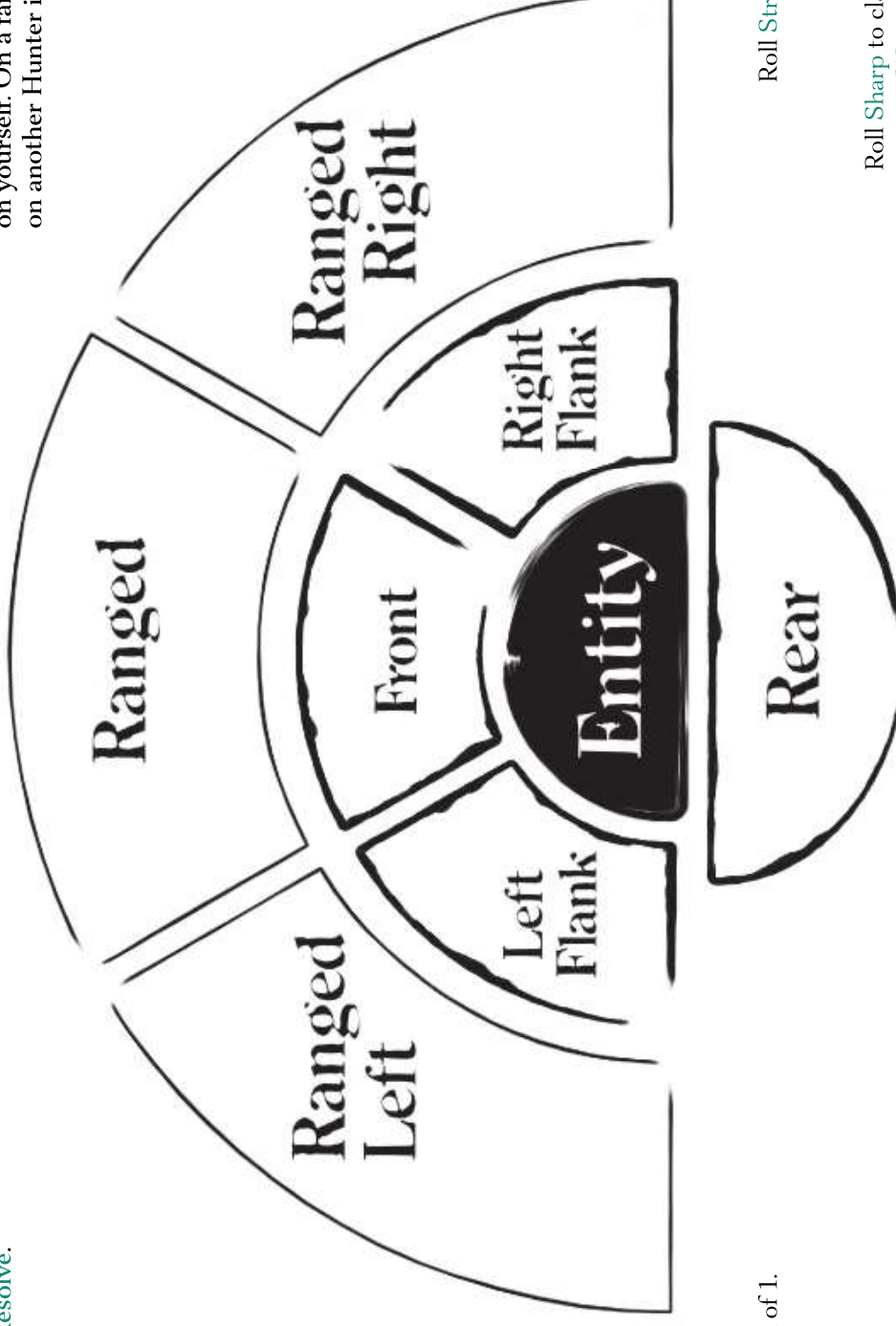


RECOVER

Roll **Hard**. On a success, restore 2 **Resolve** or 1 **Wound** (your choice). On a failure, restore 2 **Resolve**.

Support

HEAL Roll **Wise**. On a success, restore 2 **Wounds** on another Hunter in Support or 1 **Wound** on yourself. On a failure, restore 1 **Wound** on another Hunter in Support.



MANOEUVRES

FOCUS

Gain Focus, to a maximum of 1.

GUARD

Restore 1 **Resolve**.

MOVE

Travel to an adjacent grid space.

RELOAD

Regain 1 Capacity on a Weapon you're holding, up to its maximum.

TAKE COVER

Attempt to gain a Terrain Tag.

USE

Activate a piece of Hunt equipment.

TERRAIN TAGS

ELEVATED

Roll **Strong** to claim. Ranged attacks are rolled with advantage.

SHIELDED

Roll **Sharp** to claim. When the Entity inflicts **Wound** damage, take 1 less damage.

OBSCURED

Roll **Quick** to claim. When the Entity inflicts **Resolve** damage, suffer 1 less damage.

CURSED

Cannot claim. Some Entities can create Cursed terrain; refer to their specific rules for more info. Cursed terrain cannot be voluntarily discarded, but can be destroyed.