

BEFORE COMBAT

PROMOTE FOES:

At the start of a combat, the Storyteller may promote one, some, or all Foes to their Veteran counterparts.

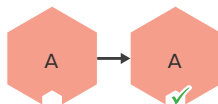
Note: Veteran Foes are more powerful than their normal counterparts, and feature improved statistics, an expanded A.I. Hex Grid, and can "learn" new abilities as combat progresses. If your Storyteller is using pe-written *EMBERWIND*™ content and is having difficulty balancing battles, consider using the **Flow** system (located in the Variants section).

DURING COMBAT

STEP 1

UNLOCK HEXES:

At the start of each Round, the Storyteller unlocks 1 Red Action Hex for each type of Veteran Foe present by marking the checkbox.



Increasing the Rate of Learning: Additional challenge can be found by increasing the amount of Red Action hexes that are unlocked at the start of each Round.

STEP 2

STARTING A FOE'S TURN:

Read the Foe's Default Characteristics.

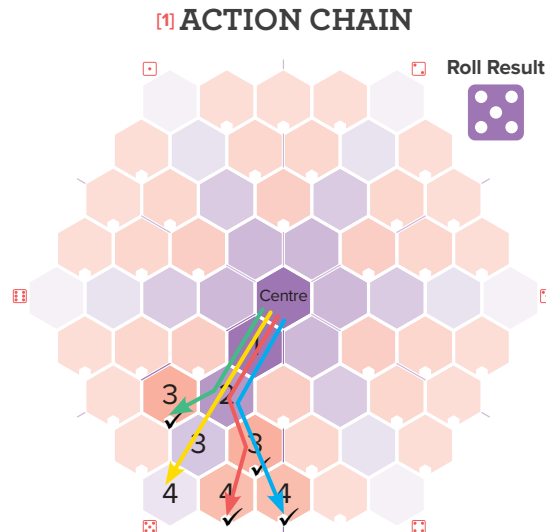
TIP: Players seeking additional challenge may read the Foe's Optional Modifiers as well.

STEP 3

USING THEIR ACTION CHAIN:

Roll 1d6 to determine the Foe's Action Chain.

[1] Action Chain: Begin with the centre Hex. Then progress through adjacent (purple or unlocked red) Hexes in the direction of the Roll Result. Perform the Action listed in each Hex in order.



Move Hex: The Foe travels a number of Unoccupied Squares up to the value listed in the Hex. Each Diagonal Square transversed counts as 1 Movement.

Basic Attack Hex: The Foe Targets a Hero with their Basic Attack. If the Foe has a Melee and Ranged option, it prioritises its preferred Basic Attack.

Special Ability Hex: The Foe's strongest powers.

Red Action Hex: Unlockable Action Hexes that create new Action Chains and teach new abilities.

STEP 4

SELECTING A FOE'S TARGETS:

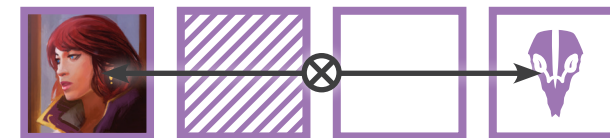
Action Targeting: Foes move toward and Target Combatants using a combination of their Default Characteristics, Optional Modifiers, Combat Flairs, and the Effects of their Actions. If Targeting is unspecified, the Storyteller has the Foe act in its best interest.

No Valid Target: If a Hex has no valid Target, the Foe skips that Hex and continues with the next Action in their Action Chain.

Action Range: Actions can only include Target(s) that are within the specified **Action Range**.

[2] Cover: You cannot Target Combatant(s) [and/or Square(s)] if there is 1 or more **Square(s) of Cover** (Local Field Effect) between you and your Target.

[2] COVER



STEP 5

RESOLVING FOE'S ACTIONS:

Foes do not roll **CAP Checks**. Instead, Heroes avoid Foe Actions using **Defence Checks**. When Targeted by a Foe's Action, the Hero makes a Defence Check by rolling 1d20 and compares the Roll Result to the corresponding Defence Value matching the Icon listed directly after the name of the Foe's Action. If the Roll Result > Hero's Defence Value, the Hero is Hit and proceed to **Step 5**.

CONTINUED ON BACK

STEP 6

DEALING DAMAGE:

The Narrator/Storyteller rolls the Damage Dice listed in the Foe's Action. Reduce the Roll Result by the corresponding Hero's Barrier Value, then subtract the remainder from the Hero's Current HP. If the Hero's Current HP becomes 0, that Hero becomes **FALLEN**.

ADDITIONAL EFFECTS:

Foe Actions may have additional Effects. If a Hero is hit by an Action that includes an additional Effect, that Hero will need to roll additional Defence Checks to determine whether they suffer from those Effects. Which Defence Value the Hero must make a Check against is listed directly after the additional Effect.

SPECIAL PROPERTIES:

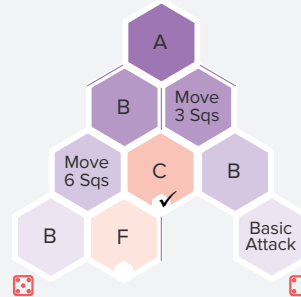
AUTO-CRIT: Foe Actions with this Special Property are treated as a **Critical Hit*** (see Quick Guide: Hero Turns).

AUTO-HIT: Foe Actions with this Special Property cannot be avoided.

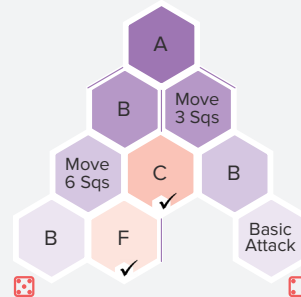
PIERCING: Foe Actions with this Special Property bypass Hero Barrier Values.

EXAMPLE:

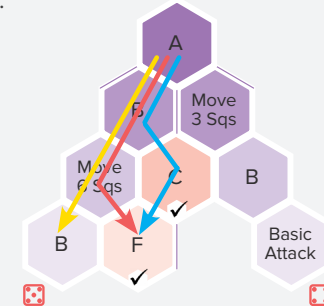
On the first Round, the Storyteller unlocks the Red Action Hex (Special Ability C) between segments "4" and "5" by marking it with a checkbox (✓).



On the second Round, the Storyteller unlocks the Red Action Hex (Special Ability F).



On the Foe's Turn, the Storyteller rolls 1d6 to determine which **direction to create an Action Chain** with. The Storyteller rolls a 5, giving the following Action Chains to select from.



The Storyteller selects the **blue Action Chain**, performing the following Actions in this sequence: **Special Ability A, Special Ability B, Special Ability C**, and then **Special Ability F**.

| | | | |
|-------------------|-------------------|-------------------|-------------------|
| 1st Action | Special Ability A | Special Ability A | Special Ability A |
| 2nd Action | Special Ability B | Special Ability B | Special Ability B |
| 3rd Action | Move 6 Squares | Move 6 Squares | Special Ability C |
| 4th Action | Special Ability B | Special Ability F | Special Ability F |