

STEP 1

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 2

USING THEIR ACTION CHAIN:

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

[2] Action Chain: Begin with the centre Hex. Then, progress through adjacent 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.

STEP 3

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 Narrator/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: See Quick Guide: Hero Turns.

[1] Cover: See Quick Guide: Hero Turns.

STEP 4

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**.

STEP 5

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.

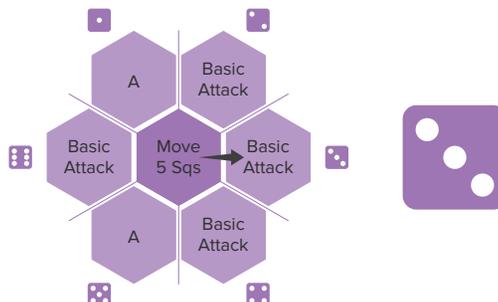
PIERCING: Foe Actions with this Special Property bypass Hero Barrier Values.

REFERENCES:

[1] COVER



[2] ACTION CHAIN



[3] FLANKING

A Hero who is adjacent to two or more Foes that occupy Squares on opposite edges or corners suffer **OFF-GUARD** (see back of Hero Card). The same is true for a Foe positioned between two Heroes. **OFF-GUARD** granted from Flanking is removed when the Combatant is no longer surrounded.

