

STEP 1

STARTING YOUR TURN:

Each Hero Action has a speed. Each Turn, you have:

2 Slow
Actions

OR

1 Slow Action &
2 Fast Actions

OR

4 Fast
Actions

You may take any number of Free Actions.

STEP 3

RESOLVING YOUR ACTIONS:

CAP Check: If your Action includes 1 or more Foes as a Target, you must roll 1d20 and check the Roll Result against your "C", "A", and "P" Values.

C If your Roll Result is ≤ your "C" Value, your Action is a **Critical Hit*** and proceed to **Step 4**. If your Roll Result is > your "C" Value, proceed to "A".

AUTO-CRIT: An Action with this Special Property do not require a **CAP Check** and is treated as though you rolled a Critical Hit.

A If your Roll Result is ≤ your "A" Value, your Action Hits your Target and proceed to "P". If your Roll Result is > your "A" Value, your Action Misses.

AUTO-HIT: An Action with this Special Property do not require a **CAP Check** and is treated as though you hit your Target. However, **AUTO-HIT** Actions never bypass Barrier Values.

P If your Roll Result is ≤ your "P" Value, your Action bypasses your Target's Barrier Values. If your Roll Result is > your "P" Value, the Damage of your Action is reduced. Proceed to **Step 4**.

PIERCING: An Action with this Special Property always bypasses Barrier Values when calculating Damage dealt.

STEP 4

DEALING DAMAGE:

Normal Hits: Roll the associated damage dice for your Action. If you bypassed your Target's Barrier Values, subtract your Roll Result from your Target's HP. If you failed to bypass, reduce your Roll Result by your Target's corresponding Barrier Value before subtracting the remainder from their HP.

***Critical Hits:** A Critical Hit automatically hits your Target, bypasses their Barrier Values, and deals the maximum Damage associated with that Action.

HEALING:

If your Action includes Healing, roll the associated healing dice with your Action. Add the Roll Result to that Hero's Current HP. A Hero's Current HP cannot exceed their maximum HP and you cannot heal a **FALLEN** Target.

SPECIAL ACTIONS TYPES & THEIR RESOURCES:

Trigger Actions: Can be used out of Turn Order if the Trigger Condition is met. You must have enough unused Action Points remaining in your Action Pool to expend on the Trigger Action.

Trigger Limit: The total amount of Trigger Actions you can use per Round.

Sustain Actions: Actions may have a Sustain Effect. If they do, they can have their Sustain Effect applied at the start of each of your Turns following the initial use of that Action. Initiating the Action will use an amount of your **Action Pool** equal to that Action's Speed, but maintaining the Action's Sustain Effect does not deplete your Action Pool. Any interruption to Sustaining that Effect will require you to expend Action Points to initiate the Effect all over again.

Sustain Limit: The total amount of Sustain Effects that you can have active each Round. Multiple copies of the same Effect count separately.

Amplify Actions: The power of an Action can be increased with an Amplify Effect. Amplify Effects may exist within an Action or exist independently as Amplify Actions, which can be applied to other Actions. You may decide to apply Amplify Effects after you have made all dice rolls.

Amplify Limit: The total amount of Amplify Effects and Amplify Actions you can use per Round.

Tide-Turner Actions: Your most powerful Actions. They are activated by expending a Tide-Turner Charge in addition to any other costs.