



# ACTIONS SUMMARY SHEET



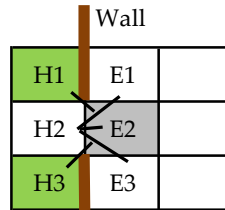
## MOVEMENT

- A Hero can move up to his Speed stat + 1D6.  
(but when there are 'No Active Enemies' all Heroes have a speed of 20)
- Cannot move over an Enemy or Room Contents.
- Can move over another Hero (provided he lets him!)
- If the Hero moves to the end of a passage, new passage sections are laid out.

## ACTIONS

### Fight

The Hero and Enemy must be adjacent. A large Enemy can reach Heroes further away.  
Doorways: H1 can only attack E2 ; H2 can attack E1, E2 or E3; H3 can only attack E2



### Fighting

- 1) Attacker: rolls Percentage Dice and must get less than (or equal to) his Attack Success.
  - 2) Defender: rolls Percentage Dice and must get less than (or equal to) his Defend Success.
- If the defender is successful he is not wounded, otherwise he is wounded (loses 1 Health).

### Shoot

#### Targetting

The Hero must have Clear Sight of the target and not be Adjacent to an Enemy.  
Clear Sight means no minis (or High Room Content or walls) between the shooter and target.  
However, a tall Hero can shoot over an adjacent short Hero.

#### Shooting

- 1) Shooter: rolls Percentage Dice and must get less than (or equal to) his Missile Success.
  - 2) Defender: the defender rolls Percentage Dice and must get less than (or equal to) his Defend Success.
- If the defender is successful he is not wounded, otherwise he is wounded (loses 1 Health).

#### Vital Hit for Fighting or Shooting

During step 1, if the Attacker/Shooter rolls 5% or less then:

- a) the defender cannot defend (miss step 2)
- b) the defender takes 2 wounds

### Cast a Spell

Touch spells: when a spell says that the spellcaster must touch another Hero, they must be adjacent.  
Distance spells: some spells can be cast at a distance: there must be Clear Sight between the spellcaster and target.  
The shooting rules apply to distance spells, except that a spell can be cast if the caster is adjacent to an Enemy.  
An Enemy cannot defend against a spell.

### Open or Close a Door

When a door is opened the new room or passage sections are laid out.

### Change a Worn Item

Can put on or take off a single item to/from the 'Wearing Slot' area of the Console from/to the back-pack area.

### Swap & Exchange Items

- 1) swap items to/from the 'Holding Slot' area of the Console to/from the 'Backpack' area, AND
- 2) exchange items with an adjacent Hero: any items that are being held or are within the Heroes' backpacks.

### Carry Another Hero

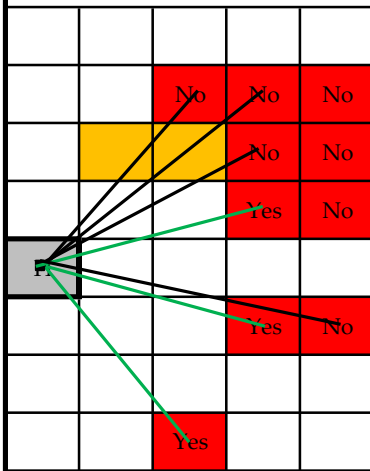
A heavy Hero can pick-up a light Hero and carry him: although the carrier's speed is reduced by 3.

### Other Specific Actions

The actions above are the normal actions. Other specific actions are explained when you come to them.

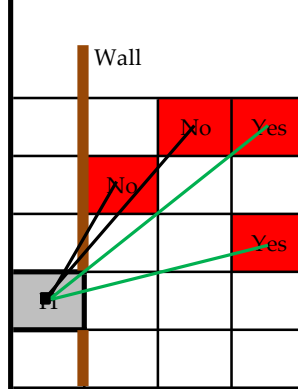
## Shooting Examples

1) **Clear Sight:** draw a straight line between the centre of the shooter and target. If it goes over any part of another Mini's square (Hero or Enemy), or a High Room Content, then the target cannot be shot:



H	Shooting Hero
	Enemy target
	Another Mini or High Room Content

2) **Doorways:** the wall provides cover. If the line between the Minis goes through the wall the target cannot be shot:



H	Shooting Hero
	Enemy target

