

# Reminder Card

## On a unit's turn, it can perform up to 3 Acts.

A unit may not perform the same kind of Act all three times, except when explicitly stated on a stat card. This is the Rule of 3.

The types of Acts are:

- **Move Act**- Move up to your Speed.
- **Manuever Act**- Move one square (up to 2 mps.)
- **Attack Act**- Make an attack listed on your stat card or perform a charge.
- **Reclaim/Recenter Act**- Reclaim a React token.
- **Use a Trait** that requires Acts to be spent.

## How to Make an Attack

Declare an Attack against a Target within Range. Spend the required number of Acts. (Usually 1, may be 2).

- **Add** all bonuses to hit. Expend required Acts.
- **Check to see if adjacent enemies will reply.**
- Make an **Attack** roll (d20 ) and Add bonuses to hit.
- **Determine** if the attack is a critical hit.
- **Assign Wounds** and other effects to the target.

## How to Assign Wounds

The unit wounded first adjusts wounds assigned due to Immunities, Vulnerabilities, and Toughness, in that order.

- **Declare** any wounds Avoided using **Vigor**.
- **Assign Wounds**: Each 5 wounds taken require a teardrop-shaped checkbox to be checked off.

## Critical Strike

Whenever a unit rolls a natural 20, or rolls 10 more than needed.  
**Benefit:** +10 Wounds

## Charge (Attack Act)

**Cost:** Spend 5 Vigor  
**Benefit:** Move 2, then make a single act attack at +2/+5

## Cover

Whenever a unit can see part of its target, but not the center of the target's space.  
**Penalty:** -2 to Attack

## React (Reply)

**Cost:** React Token  
**Benefit:** Make any 1 Act attack in reply to an attack or a move by an adjacent enemy.

## Wound Effects

**For each wound:** A -1 penalty to die rolls. Plus Wound Specific Effects (WSE).

## WSE

**Move Wound:** -1 to Move, and lose Fly.  
**Defense Wound:** -2 to all Stats & Armor  
**Mortal Wound:** Your Opponent Scores VP.