

## Burrows & Badgers Quick Reference Sheet

**Line of Sight (LoS):** 360 degrees. See all of a model + base = Clear LoS. See part of model or base = Partial LoS.

**Turn Sequence; Initiative** – Attacker's Leader's Presence Roll-off vs Defender's Leader's Fortitude. If Leader Out of Action (OoA) then use Second's Stats. Winner chooses to act first or second.

**Alternate Actions** – One player chooses a model, and an Action - perform that Action. Then the opposing player does the same. Repeat until all models have performed an Action.

**End Phase** – Spells still in play may end. Check for Routing – 50% or more models OoA, Roll-off Leader's Fortitude vs enemy Leader's Presence. If failed, lose game. If Leaders OoA, use Second's Stats. If Leader and Second OoA, automatically Rout. Check Scenario Victory conditions.

**'Perfect' Rolls** A roll of the highest possible number on a dice during a Roll-off; add +7.

**Movement** – One Move = a model moving up to the number of their Movement Stat in inches horizontally, or their Nimbleness Stat vertically. For Difficult Terrain, roll the Stat dice – move up to the amount rolled, minus any Movement already used.

### Actions

**Sprint** – Perform two Moves

**Attack** – May take one Move, then make a Strike vs Block Roll-off against an enemy in Base Contact – result of the Roll-off = Wounds caused.

+2 if Moved over 2" into Base Contact as part of the Action.

If more than one enemy in Base Contact, -1 to Block rolls for each enemy.

If a model in Base Contact moves more than 2", you may make a free Strike vs Nimbleness Roll-off - result of the Roll-off = Wounds caused.

**Shoot** - May take one Move, then make a Ranged vs Nimbleness Roll-off against an enemy in LoS – result of the Roll-off = Wounds caused. Must be more than 2" away from any enemies when performing the Roll-off.

+2 if Shooter doesn't Move as part of the Action.

-1 if Partial LoS.

-1 if target in Base Contact with terrain.

Shooting into combat – roll d6, on a 1-2, hit friendly model.

**Cast Spell** - May take one Move, then make a Fortitude/Presence Roll-off against Spell's Target number, or enemy's Stat, depending on the Spell cast. Beating Spell's Target number = successfully cast. Apply appropriate result, depending on the Spell cast.

+2 if Caster doesn't Move as part of the Action.

-1 if Partial LoS.

-1 for each point of Tough given by Armour.

Casting a Wounding Spell into combat – roll d6, on a 1-2, hit friendly model.

**Search – for Hidden enemy.** No Move, need LoS to Hidden model, or be within 6". Make an Awareness vs Concealment Roll-off against the Hidden enemy. Success = enemy no longer Hidden.

-3 if Hidden enemy model has not moved this Turn

+2 for every friendly model within 6" of the Hidden enemy model

+1 for every friendly model within 6 to 12" of the Hidden enemy model

+1 for each friendly model with at least Partial Line of Sight to the Hidden enemy model

**Search – for item Hidden in terrain.** May take one Move, then make an Awareness vs Concealment Roll-off against the Hidden item's Target number, while in Base Contact with the terrain piece being Searched – success = Item found.

+2 if Searcher doesn't Move as part of the Action.

+1 for each successive Turn spent Searching.

+1 for each friendly model Searching for the same item.

**Hide** - May take one Move, and then if in Base Contact with terrain, or totally out of enemy LoS, counts as Hidden. Cannot be Attacked, Shot or targeted by enemy Spells. Can Ambush, using any remaining Move. Lasts until model's next Action.

**Ambush** – if enemy in LoS and range of remaining Move or of missile weapon declares a Sprint, Attack, Shoot or Cast Spell Action, make a Concealment vs Awareness Roll-off against them. Success = make Attack or Shoot Action, but enemy may not roll Block/Nimbleness dice.

Failure = make Attack or Shoot Action, but with an extra -2 penalty.

+5 apart from the target, no other enemy within 12" of Ambusher at the start of Ambush

+3 for ambusher has not moved this Turn

-2 for every enemy model within 6" at start of Ambush

-1 for each enemy model with Clear or Partial Line of Sight to Ambusher at start of Ambush

**Wounds** – all Roll-offs -1 penalty for each Bold/Shaded Wound box crossed off. Any model which suffers 17+ Wounds goes OoA.

## Spells; Natural Magic - Fortitude

Haste - Target 5, LoS, 18" range. Recipient may take 2 Actions next time they Act.

Curse - Roll-off, Caster's Fortitude vs target's Fortitude, range 24", target's next Roll-off suffers penalty equal to the Result.

Cure - Target 3, LoS, 12" range. Recipient heals up to d8+2 Wounds.

Luck - Target 3, LoS. Recipient gains +3 to their next Roll-off.

Lightning - Target 6, LoS, 24" range. Causes d8 Wounds, ignores Armour.

Push - Target 5, LoS, 12" range. Pushes target d6" directly away from caster. If they hit anything, d6 Wounds.

## Light Magic - Presence

Bless - Target 3, LoS, 12" range. Recipient gets +3 to their next Roll-off.

Heal - Target 4, 12" range. Recipient heals up to d12 Wounds.

Hearts of Oak - Target 3. Whole Warband becomes Fearless. Lasts until Caster takes a Wound.

Purifying Flames - Target 5. Any model within 2" of Caster suffers d6 Wounds. Lasts d4 Turns.

Purge Witch - Roll-off, Caster's Presence vs target's Fortitude. Target suffers Wounds = to the Result. Ignores Armour.

Invulnerable - Target 5, LoS, 12" range. Recipient gains Tough (3) for d4 Turns.

## Dark Magic - Fortitude

Pain - Target 4, LoS, 36" range. Target's suffers penalty to all Roll-offs. Lasts until Caster takes a Wound.

Control - Roll-off, Caster's Fortitude vs target's Fortitude, LoS, range 12". Target is forced to perform an Action by the Caster.

Paralyse - Target 6, LoS, 6" range. Target must miss their next Action, and cannot roll Block or Nimbleness dice for rest of the Turn.

The Horror - Target 3, LoS. The target views all enemies as Fearsome. Lasts until Caster takes a Wound.

Rage - Target 4, LoS, 18" range. Target receives the Berserk Skill for the rest of the game.

Life Eater - Roll-off, Caster's Fortitude vs target's Fortitude, LoS, range 18". Causes Wounds = to the Result, not reduced by Skills or Armour, Caster may heal self equal number of Wounds. If Roll-off failed, Caster takes d4 Wounds.

## Wild Magic - Fortitude

Stag's Leap - Target 4, LoS. Target may move 10". If ends in Base Contact, they may make an Attack. Counts as an Action.

Bear's Strength - Target 3, LoS. Recipient gains Strong (2). Lasts until Caster takes a Wound.

Oakflesh - Target 3, LoS. Recipient gains Tough (2). Lasts until Caster takes a Wound.

Earth Shaker - Target 7, LoS. Choose a terrain piece; it is destroyed, any model in Base Contact takes d8 Wounds, any within 2" d4 Wounds.

Tangleweed - Target 4, LoS. Target's Moves are reduced by 3". Lasts until Caster takes a Wound.

Creeping Things - Target 4, LoS, 18" range. Target takes 1 Wound, and another every Turn. Ends when Caster makes another Cast Spell Action.

## Unbound Magic - Presence

Bletchly's Cloak of Concealment - Target 4, LoS, 24" range. Recipient is Hidden, cannot be Searched for, gains +2 to any Concealment Roll-offs.

Van Rubal's Acceleration - Target 5, LoS. Recipient moves 2" further, adds +2 to all Strike, Block and Nimbleness Roll-Offs until end of the Turn.

Morglum's Fiery Blast - Target 5, LoS, 18" range. Causes d8 Wounds.

Burramorr's Distant Fracturing - Target 6, LoS, 12" range. Breaks a piece of Equipment for the rest of the game.

Sangram's Portable Protector - Target 4. Caster gains Tough (5) until the end of the Turn.

Mangarr's Mystical Blade - Target 2. Recipient gains magical sword, +1 to Strike Roll-offs, ignores Armour and Shields.

## Noble Magic - Presence

The Gate - Target 5. Caster moves to any point on the table.

Transpose - Target 5, LoS to both models. Two friendly models swap places. If enemy models, they Roll-off their Fortitude vs the Caster's roll, to stop the spell.

Channelling - Target 4, LoS, 18" range. Caster may transfer Wounds from friendly model to themselves.

Dampening - Target 5. All Cast Spell Actions have a -3 penalty for d4 turns, or until the Caster is Wounded.

Radiance - Target 5. Caster cannot be targeted by Spells, Attacks or Shooting for d4 turns, or until the Caster is Wounded.

Revelation - Target 5. All Hidden enemies are revealed, and no enemy may Hide for the rest of the Turn.

## Equipment

One-handed weapon. Strong (1) if used in two hands, +2 to Strike Roll-offs if dual-wielded.

Double-handed weapon. Strong (3). No Shield.

Pole-arm. +1 to Strike Roll-offs, Strong (1). No Shield.

Spear. May be used as one-handed weapon or pole-arm.

Unarmed. -2 to Strike and Block Roll-offs.

Bow. 18" range.

Crossbow. 24" range. Strong (2), does not benefit from Shooter's own Strong Skills.

Sling. 12" range.

Throwing knives / stars. 6" range. +1 to Ranged Roll-offs.

Blunderbuss. 8" range. +3 to Ranged Roll-offs, does not benefit from Shooter's own Strong Skills, breaks on Ranged roll of 1.

Caliver. 24" range. +1 to Ranged Roll-offs, Strong (1), does not benefit from Shooter's own Strong Skills, breaks on Ranged roll of 1.

Pistol. 12" range. Strong (1), does not benefit from Shooter's own Strong Skills, breaks on Ranged roll of 1.

Light Armour. Tough (1).

Heavy Armour. Tough (2), counts as 2 Armours for carrying, -1 to Nimbleness Roll-offs.

Very Heavy Armour. Tough (3), counts as 2 Armours for carrying, -2 to Nimbleness Roll-offs.

Buckler. +1 to Block Roll-offs.

Light Shield. +2 to Block Roll-offs.

Heavy Shield. +2 to Block Roll-offs, Tough (1), -1 Nimbleness Roll-offs.

Camouflage Cloak. +1 to Concealment Roll-offs, +3 if no Armour.

Healing potion. Use with any Action, heals d6 Wounds, stops poison.

Lucky charm. One re-roll per game.

Mage's focus. +1 to Cast Spell Roll-offs.

Mage's pouch. Carry up to 6 Ingredients.

Paralysing Poison. If causes a Wound, -1 to next Action. If causes 2 or more Wounds, miss their next Action, and cannot roll Block or Nimbleness dice for the rest of the Turn.

Pain Poison. If causes Wounds, -2 penalty to all Roll-offs and Moves.

Cumulative.

Mortal poison. If causes Wounds, adds d6 extra Wounds, not reduced by any Tough Skills.

Rope & Hook. +2 Nimbleness when climbing.

Scent-masker. +3 to Concealment Roll-offs for one Turn.

Broadhead arrow. Strong (1). Bodkin arrow. Ignores Armour.

Lead Slingshot. Strong (1). Superior Black Powder. Strong (1).

Talisman. Reduce first Wounds suffered by d8.