

GAME MASTER'S CHEAT SHEET

Drawing

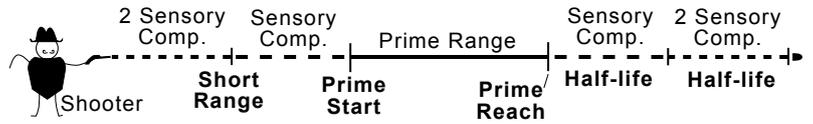
Draw a hand equal to the largest hand among your creatures in play
Add one card to your hand for every additional creature

Ante

Maximum starting ante is equal to the largest hand among your creatures

Range

Firearms and other ranged weapons each have an effective range. This is represented by a series of four numbers corresponding to: Short Range, Prime Start, Prime Reach, and Half-life



Checks

To pass a check, the draw must exceed the complication

Normal Complications

Skilled Complications

Simple (3) Tough (6) Severe (9)

Absurd (13) Futile (16) Hopeless (19)

Skilled Check: Draw two cards and add
OR draw one card and recycle

Advantage: Draw extra card, discard lowest

Disadvantage: Draw extra card, discard highest

Falling in Combat

	Lose all Base Foundation	Run out of cards
Player	Character Wounded	Character Exhausted
GM	Creature dead	Creatures Rally or Break

Wounded

Discards 10 cards every turn, becomes prone, cannot take actions or move, automatically fails checks.

Exhausted

Movement is reduced to 5ft, can no longer perform actions and automatically fails checks

Scatter

Draw two cards. These cards determine where the object moves to

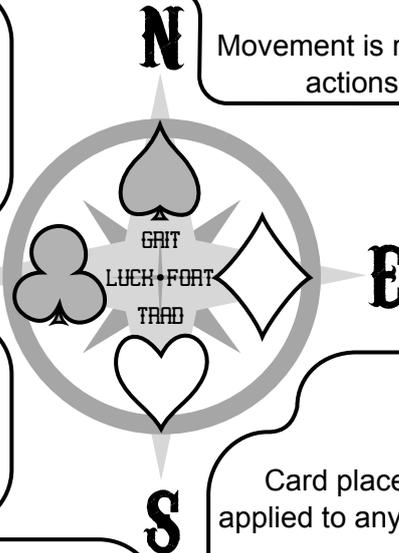
Direction: The suit of the card, according to the Standard Westbound Compass

Distance: Determined by the value of the card;

A-3 (15ft) 4-6 (10ft) 7-9 (5ft) 10+ (0ft)

Consecutive Scatter

Each card drawn moves the target area 5ft in the corresponding direction
If you draw the opposite of your last draw, move again in the first direction



Resting

Breather(5m): Recover half of discard
Short Rest(1h): Breather + recover Base Foundation at 5 Cards per
Long Rest(8h): Reshuffle all 52 cards

Complications

Armor Complication (AC): Granted by worn armour. Ineffective against firearms

Sensory Complication: Reduces damage by 1

Cover

1/4 Cover: Simple 1/2 Cover: Tough

3/4 Cover: Severe Full Cover: Cannot hit

Aesthetic Cover: Grants Sensory Complication

Combat Mechanics

Recycling: Recycled cards are kept in a separate pile
Shuffle them back into the deck as an action

Multiattack: Play an attack set, then draw extra cards
If the extra cards can add to the set, they do

#c: Draw # cards from the deck

AOE: Draw #c cards indicated and distribute as sets

Horde: Draw a card for each creature in the horde
The highest set in these cards is their attack

Rally: Reshuffle the discard pile back into the deck when you run out of cards

Statuses

Hold'em

Card placed face up in front of them. Can be applied to any attack they make to increase the set.

Vulnerable

Has a card placed in front of them face up. Can be applied to any attack against them.

Bleeding

Loses one foundation every time they exhaust their entire hand. Stops when they end a turn with cards still in their hand.

Poisoned

Discards 10 card from their deck at start of turn. At end of turn, Simple Mettle check to end Poison.

Staggered

Discards foundation, and cannot regain foundation until the start of their next turn.

Blinded

Can only attack in melee or short range, all enemies have aesthetic cover from their attacks. They fail all checks to observe based on sight.

Prone

Moves at half speed, gains a simple complication, loses the benefits of their Armor Complications.