# PERILOUS TALES – HERO REFERENCE

## TRAITS

**Brute**: This model gains +3 skill both when taking the *Hand-To-Hand Attack* action and when being attacked by a villain.

**Crazed**: This model automatically passes any horror check.

**Crack Shot**: This model gains an additional +1 skill when taking the *Shooting Attack* action.

**Demolition Expert**: Once per game, this model may take the *Dynamite Attack* action.

**Discretion**: When a villain spawns within 1" of this model, it may immediately make an *Escape From Combat* action. This model gains +1 skill when taking the *Escape From Combat* action.

**Medic**: This model may take the *First Aid* action.

**Eagle-Eyed**: May take the *Spot Hidden* action.

**Hair-Trigger**: This model counts the *Eyes Peeled* action as costing 0 action points.

**Handy**: This model gains +2 skill when taking the *Interact* action, and may take the *Interact* action when engaged.

**Lucky**: Once per round, this model may ignore any one effect, other than suffering wounds, that it would suffer directly from a villain, threat marker or threat check effect.

**Marksman**: This model gains an additional 4" range when taking the *Shooting Attack* action, and gains advantage to all *Shooting Attack* actions if they have not taken a *Walk* or *Escape From Combat* action this round.

**Nippy**: The first time this model makes a *Walk* action each round, it may move up to 6".

**Pyromaniac**: Once per game, this model may take the *Incendiary Attack* action.

**Relentless**: This model counts the *Stand Up* action as costing 0 action points.

**Slippery**: This model may take the *Walk* action even if engaged.

**Sneaky**: When this model would be the revealer of a threat marker, it may make a skill check: if successful, it does not reveal the threat marker.

**Tough**: This model may ignore the first wound it receives during each attack.

## HEROIC ACTIONS

**(1) Walk**: Move this model up to 4". May not be taken if the model would begin the action engaged.

**(1) Hand-To-Hand Attack**: Skill check. Range 1". Minimum difficulty equal to target's skill.

**(1) Shooting Attack**: Skill check. Range 10". This action gains +1 Skill. Minimum difficulty: 5. May not be taken while engaged. May not target a model that is engaged. Immediately After resolving this action, the target immediately takes its reaction action.

**(1) Escape From Combat**: Skill check. Target the model with the highest Skill value engaging this model. Randomise if multiple. Minimum difficulty equal to the target's skill. If successes equal to or greater than the number of enemy models that are currently engaged with this model: this model may immediately take a Walk action, during which it does not count as engaged. Otherwise, the action fails.

**(1) Focus**: This model gains advantage during the next skill test it makes this round. Note: taking this action multiple times has no effect.

**(1) Stand Up**: This model removes the knocked down condition.

**(1) Pass Object**: Skill check. Range: 2". May not be attempted if engaged. For each success rolled, pass up to one token from the active model to the target, or vice versa.

**(1) Eyes Peeled**: Until the end of this round, the first time a villain spawns in line of sight of this model, this model may take any (1) attack action targeting the spawned model. This attack action suffers disadvantage, and interrupts any ambush. If a shooting attack is made using Eyes Peeled, it may be made even if the target is engaged. Note: taking this action multiple times has no effect.

**(1) Help Up**: Range: 1". Target hero removes the knocked down condition.

**(1) Interact**: Skill check. Range: 1". May not be taken while engaged. When interacting, you must declare a single purpose for the interact action (normally related to an objective). Note: this action has no in-built effect.

**(1) Parley**: Skill check. Range: 1". Minimum difficulty equal to target's skill. Parley with a target model within 1". Note: this action has no in-built effect.

**(1) Taunt**: Skill check. Range 6". Minimum difficulty equal to target's skill. If successful, for the rest of the round, whenever the target villain selects a target hero, it selects this model.

**(1) Call Over**: Leader only, Range 8". Target hero may immediately take either a Walk or Escape From Combat action.

**(1) Pep Talk**: Leader only, Range 4". Target hero gains advantage during their next skill test.

**(2) Spot Hidden**: Skill check. If successful, the player may peek at a single threat marker in line of sight of this model. This does not reveal the threat marker. *(May only be taken by a model with the Eagle-eyed trait.)*

**(2) First Aid**: Skill check. Range 1", +1 skill: remove 2 Wounds from the target per success. *(May only be taken by a model with the Medic trait.)*

**(2) Dynamite Attack**: Skill check. Place a Dynamite marker in base contact with this model. This model may then take a Walk action. Then every model within 2" of the Dynamite marker suffers a skill 6 attack that ignores line of sight. After resolving all attacks this action, every villain within 2" of the Dynamite marker immediately takes its reaction action. Then remove the Dynamite marker. *(May only be taken by a model with the Demolition Expert trait.)*

**(2) Incendiary Attack**: Place three 30mm incendiary markers such that: at least one of them is within 4" of this model; each is touching at least one other incendiary marker, and; each is at least partially within line of sight of this model. Then any model touched by an incendiary marker suffers one skill 4 attack that ignores line of sight for each incendiary marker in contact with it. *(May only be taken by a model with the Pyromaniac trait.)*

## ROUND SEQUENCE

1. Hero Phase
2. Villain Phase
   a. **Threat Check:** Skill dice = current threat and Minimum difficulty = number of heroes in play.
   b. **Villainous Activations:** always activate the villain closest to the heroic board edge that has yet to activate.

## FINAL SCORING

| | |
|---|---|
| **Leader alive at end of game**: | +1 point |
| **Didn't lose a single teammate**: | +1 point |
| **Whole party dead**: | -1 point |

## HORROR CHECK

Make a skill check. If no successes are scored, immediately make a Walk 4" action directly away from the closest villainous model within line of sight, or towards the heroes' board edge if there is no villainous model within line of sight. If the model cannot make a walk action, perhaps because it is engaged, it is knocked down instead.

## FEAR

When a heroic model dies, every heroic model within 8" and line of sight must make a horror check.

# PERILOUS TALES – VILLAIN REFERENCE

## THREAT CHECK
*Threat Level starts at 1*

| Successes | Result | Effect |
|---|---|---|
| 0 | **Threatening Overture** | +1 to the current **Threat level** |
| 1-2 | The Noose Tightens | Move each unrevealed threat marker: if there is a hero within 10" move it 1" towards the hero nearest to it , else move it 1" towards the centre of the board. Then apply the **Threatening Overture** result. |
| 3-4 | Crawling Chaos | Each hero makes a horror check. Then apply **The Noose Tightens** result. |
| 5-6 | From The Shadows | Each master removes 3 wounds. Then select the hero with the fewest friendly models within 3" of it, if multiple, the one closest to the heroes' table edge, if multiple, randomise.  Spawn a minion within 1" of it and as close to the heroic board edge as possible. Then apply the **Crawling Chaos** result |
| 7+ | The Trap Is Sprung | Move the two unrevealed threat markers furthest from any hero 7" towards the target hero for each of them. Each minion removes 1 wound. Then apply **From The Shadows**. |

## VILLAINOUS ACTIONS

**Villainous Attack:** Skill check. Range 1". Minimum difficulty equal to target's skill. If this model has any hero in range of this action: attack target hero; otherwise do nothing.

**Advance:** If this model has any hero in range and line of sight of its villainous attack: do nothing; otherwise move this model 6" towards target hero (Range 7").

**Skulk:** Move this model 6" towards target unrevealed threat marker (Range 7").

**Up To No Good:** Range 1". If this model is the first model this round to take this action while in range of any unrevealed threat marker: increase the threat level by 1; otherwise do nothing.

**Raise The Alarm:** Range 1". If this model is in range of an unrevealed threat marker, select the hero closest to the heroic board edge (randomise if multiple) and spawn a random minion within 1" of that hero, placing it as close to the heroic board edge as possible.

**Step Forward:** If this model has any hero in range and line of sight of its villainous attack: do nothing; otherwise move this model 1" towards target hero (Range 7").

**Slink Away:** If this model is within 1" of an unrevealed threat marker: take the Hide action; otherwise, Move this model 1" towards target unrevealed threat marker (Range 7").

**Hide:** Until the start of the next villain turn, all attack actions that target this model suffer disadvantage.

## THREAT LEVEL

When you reveal a master for the first time: +1 to the threat level.

When you kill a master for the first time: -2 to the threat level.

## GAME END

At the end of each game round, the game ends if any of the following are true:

1. An end of game condition is met on an objective
2. All of the party are either dead or have left the board
3. The current Threat Level is 10+

## TAGET HERO

1. A model in range of the current action;
2. A model within 3" of an objective marker;
3. The model that has suffered the most wounds;
4. Choose randomly between the heroes that match the above.

## TARGET THREAT MARKER

1. A threat marker in range of the current action;
2. A threat marker that is out of line of sight of any hero;
3. The threat marker nearest the villainous table edge;
4. Choose randomly between the threat markers that match the above.

## AGGRESSIVE

1. **Check**: None
2. **Action**: *Villainous Attack.*
3. **Move**: *Advance.*
4. **Fallback Action**: *Villainous Attack.*

   **Reaction:** Step Forward.

## LURKER

1. **Check**: If the Threat level is 7+, or all Threat Markers revealed, use Aggressive behaviour.
2. **Action**: *Raise The Alarm*, then *Villainous Attack.*
3. **Move**: *Skulk.*
4. **Fallback Action:** *Up To No Good*, then *Villainous Attack.*

   **Reaction:** Slink Away.

## PACK HUNTER

1. **Check**: If there are no other villains within 3" of this model, use Lurker behaviour.
2. **Action**: *Villainous Attack.*
3. **Move**: *Advance.*
4. **Fallback Action**: *Villainous Attack.*

   **Reaction:** Step Forward.