

TOKEN REFERENCE SHEET

FIERCENESS MARKER:

These tokens are used to represent each Champion on the Fierceness Track during Confrontation.



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AGGRESSIVENESS:

Brute force, relentless martial skill, and sheer intimidation.

Whenever a Champion is Attacking, they can discard one of these tokens to add 6 Hits to their Attack Roll after they make it. Champions can only discard one Aggressiveness token per Attack they make.



PROWESS:

Agility, dexterity, quick thinking.

During the Confrontation phase, as a Reaction, Champions can discard this token to BLOCK 6 damage that is being inflicted on them or that they are suffering (as in FATIGUE, for example).



WILLPOWER:

Determination and stubbornness.

During the Confrontation Phase, as a Free Action, Player Champions may discard one of these tokens to be able to perform a Maneuver on a Slot that is occupied by another Maneuver card. Companions, in turn, perform a Maneuver they have that is not blocked by a Wound.



INSPIRATION:

Champions accomplish the greatest deeds when they feel the fate of battle is in their favor. INSPIRATION is a Resource token (up to 4 stacks).

Whenever they make an Attack Roll, that Champion may discard this token to flip the die side counting as a Fumble into a Double Hit, after the Roll.



EMPOWER:

Some Maneuvers temporarily strengthen Champions. EMPOWER is a Resource token (up to 4 stacks).

The next time that Champion makes an Attack Roll, they must discard all EMPOWER tokens. In exchange, they receive an equivalent dice bonus for the Attack. These tokens cannot be kept for the next Round. When the next Caravan's Turn begins, during the Clean-Up Step, each Champion discards the tokens they did not use.



READINESS:

These are used to manage the Companions capability of performing Maneuvers during the Caravan's Turn and their Health status.

These tokens are used to keep track of how many (and which) Maneuvers the Companion has performed during a turn. They are double-sided: Cooldown (front) / Wound (back). Each Companion starts the Confrontation Phase with 3 of these tokens off their card. Whenever they receive PREPARE 1, move 1 of the tokens, Cooldown side-up, to the token area on their Companion card. When the Companion is Wounded, flip one of the Readiness tokens to the Wound side and move it to the token area. If they still have Readiness tokens off their card, they may choose one of them to do so.



ENRAGE:

Some Actions temporarily strengthen Malefactors. ENRAGE is a Resource token (up to 4 stacks per Action deck).

The Malefactor inflicts 1 additional damage on each Action or Counterattack they make per token they have (applied only to the Action deck that received ENRAGE).



FORTIFY:

Some Actions improve Malefactor's protection. FORTIFY is a Resource token (up to 4 stacks per Action deck).

The Malefactor's STURDINESS is considered 1 point higher for each of the tokens they have (applied only to the Action deck that received FORTIFY).