

BY CROM! – THE RULES

The rules are designed for a cinemagraphic game in a Hollywood style which encourages the players to fulfil heroic quests in a world of swords and sorcery.

REEL 1: THE BASICS

EQUIPMENT NEEDED

You will need:

- **a range of figures.** This is a skirmish game, played with individual figures, miniatures, toy soldiers, each representing an individual character in the game. The figures can be any scale; we usually play with 54mm, 40mm or 28mm figures, but even 15mm can be used, though going any smaller makes individuality a little difficult to depict.
- **t most six ten-sided dice, referred to as D10.** The number of D10s you roll is shown as nD10, so for example if one dice, the rules state 1D10. Dice are used to determine outcomes.
- **a pack of playing cards with jokers.** Play is neither 'I Go, You Go' nor Simultaneous. Instead the cards are used to determine the order in which players activate their characters.
- **a ruler or tape to measure movement distances and ranges for shooting etc.** Distances in the rules are given in 'paces'. A pace can be a centimetre or an inch depending on the scale of figures used and/or the space available. In most cases 1 inch to 1 pace works well.

CASTING – DETERMINING THE CHARACTERS

To create your characters:

- determine their character type – hero, main character, supporting character or minor character
- give them a personality and an appropriate set of skills or traits
- equip them.

THE SCRIPT

Conan, his allies and his foes are searching a ruined city in a quest to find the Serpent Crown. They do so by searching ruins scattered across the playing area and encountering random beasts as well as their foes.

DESIGNING THE STAGE SET

The scene needs a space at least 4' by 4' but as large as can be accommodated. The area should contain a minimum of 6 ruins but more if they can be created. These can be a two dimensional drawing or some form of three dimension representation. Each ruin should be large enough to accommodate 4 or more figures and any beasts or monsters they may encounter. Additional debris and trees, shrubs, rocks etc should also be scattered across the playing area to provide extra cover and places for characters to hide or use to sneak up on other characters.

FILMING THE ACTION - DEALING THE CARDS

There is no need to write moves and actions! Indeed there is no record keeping, beyond drawing up the Cast List before the game begins and writing the script.

The game is played in **phases**. Each phase is a complete cycle of play in which *all* characters have had an opportunity to act in the order determined by their card(s) and ends when all cards in the pack have been turned over.

The phase is divided into **turns**. A turn is literally the turning of each card in the pack in sequence, signalling each character's opportunity for movement, actions/reactions, shooting and fighting.

Playing card 'values' are allocated to each character and determine the sequence of movement and actions each game phase. At the start of the game, allocate playing cards to each character until all have received the number of cards appropriate to their character type - **Heroes 4, Main Characters 3, Supporting Characters 2, and Minor Characters 1.**

It makes life a lot easier if each player's characters are allocated cards **from the same suit**. So, for example, one player may be hearts, another spades and a third clubs. Make a note of the card(s) for each character on the players' Cast Lists.

The cards allocated to the characters are used to form a **pack**, to which are added the red and black jokers. **At the start of each phase**, shuffle the pack and then turn over the cards one by one. As a character's card is turned, so they are able to act, carrying out movement, actions, reactions, shooting and fighting in the sequence that their allocated cards are turned over so that each character is moving/acting one after the other.

Characters with more than one card get to move and act **more than once** during the phase, as each of their allocated cards is turned. So Heroes will have four turns in a phase, Main Characters three turns, Supporting Characters two

and Minor Characters one. This is how they are differentiated in the game, and how they are able to play their parts fully – clearly a Hero must be able to ‘out-act’ a minor character!

The Black Joker signifies bad luck and affects the next card that is turned over. That character either makes no movement or action on that turn or suffers a reverse or mishap of some kind, equivalent to rolling a 1! The mishap can be decided by the games’ master/umpire or by the opposing player – your choice (but remember, it will be one of your characters next!)

The Red Joker signifies good luck and also affects the next card that is turned over. That character gets a bonus appropriate to the situation, equivalent to rolling a 10, such as, for example, ‘treats all tasks as easy and does not need to test’. Again, exactly what can be a games’ master/umpire or player choice.

When all the cards have been turned over, every character will have had a turn (or more than one turn if a Supporting, Main Character or Hero) and the phase is ended. Shuffle the pack and start the next phase.

MAKING IT HAPPEN –ACTION AND REACTION

When a character’s card comes up, the player declares what they want that character to do – whether to move, carry out a task, respond, shoot, or attack. The player then makes a dice roll using the character’s action dice to see what happens.

Whether a character actually does what the player wants them to do will depend on the character’s type, personality and any relevant skills or whether they are required to take a courage test.

DETERMINING OUTCOMES – DICE ROLLS

To make the game faster and easier, many of the usual variables have been incorporated directly into the playing system. The Result Charts indicate the dice roll needed to succeed or hit. In most cases you need do no more than roll 1 or more D10 and check the charts for the result.

A **dice roll** refers to the actual number shown on the dice after they have been ‘rolled’ or ‘thrown’. Occasionally more than 2D10 will be rolled. Depending on the circumstances, the higher or lower dice roll will be used to determine the outcome. Heroes and Main Characters usually roll 2D10 and take the highest. Supporting and Minor character roll 1D10.

There are some simple conventions which, once committed to memory, will speed up play:

- **A dice roll of 1** is always a **disaster** and the reverse of whatever the character hoped to do.
- **A dice roll of 2 to 4** means that the character **failed** to do what they hoped to do and in some cases, reaction for example, there will be enforced actions.
- **A dice roll of 5 to 9** means that the character succeeded and can act as the player wishes.
- **A dice roll of 10** usually means **outstanding** success!

These conventions can also be used as guidelines whenever a situation arises that is not covered by the rules to determine success or failure.

‘CUT!’ - RESHOOT THE SCENE!

During the game, **any Main Character or Hero** can yell ‘Cut!’ to **stop the action and reshoot the scene**, or in game terms, re-roll a dice that was not as they would have wished. This might be an adverse skill roll, a botched attempt at shooting or fighting, or a hit or wound inflicted by the opponent.

The character must have a card/turn remaining and effectively sacrifices the card (their next turn) for the opportunity for a second take! The dice is re-rolled but the character has to abide by the second ‘take’.

You can decide how often this takes place in a game. **In most cases, we suggest that once per Main Character or Hero is enough!** This is also an option that the Director (umpire, game’s master) can also invoke at any time if they believe it will improve the game.

DIRECTING

The game’s master/umpire in TODD games is the Director. The Director may well have produced the scenario and casting and devised the set. Their role is vital but unimportant ie, the game should work without them interfering, but they need to keep things moving, by for example turning the cards, making sure players don’t take too long deciding what to do and helping to determine outcomes on red and black jokers. They also have to ensure the game works, is balanced and enjoyable for all participants. Easier said than done!

REEL 2: CASTING – CREATING CHARACTERS

CHARACTER TYPE/STAR STATUS

The characters are the actors in the drama. There are 4 types of character, listed in the table below, and each has a specified number of cards and action dice.

- Each type of character can make a number of actions, depending on the number of cards they have, and roll up to 2D10 when wanting to perform any action or reaction
- Each successful Hit on a Character by a Lethal Weapon permanently removes one of their cards. Each successful Hit on them by a Stunning Weapon temporarily removes one of their cards. When a character has no cards left they are deemed to be casualties and are unable to move or perform any actions, unless they receive medical aid or if their wounds are from a Stunning weapon and they succeed in recovering
- Reduced Action dice apply as a result of certain character traits or where adverse circumstances make an action/task more difficult/complex.
- Each Character also has 1 **Personality** and a maximum number of **other traits and skills** as befits their role

Type of Character	Number of cards	Action Dice	Reduced Action dice	Personality	Maximum number of Skills/Traits
Heroes	4	Roll 2D10 and take best result	Roll 1D10	1	4
Main Characters	3	Roll 2D10 and take best result	Roll 1D10	1	3
Supporting Characters	2	Roll 1D10	Roll 2D10 and take worst result	1	2
Minor characters	1	Roll 1D10	Roll 2D10 and take worst result	1	1

PERSONALITY

Each Character is given a **Personality characteristic** and a number of **other traits and skills** as befits their role. Their personality determines their behaviour and performance in a game.

Academic/Sage	A Very Clever Person May reroll any action roll associated with their particular area of study but must also pass a test to stop studying something they encounter related to their specialist subject
Brave	Made of stern stuff Can reroll a failed Courage Test but must keep the second outcome. Ignores any grazes resulting from combat
Bloodthirsty	Always finishes their foe off Must pass an Action test to stop fighting or taking trophies from a fallen foe
Cautious	Holds back. When taking all Responding or Reacting to new events tests they use reduced dice.
Charismatic	An absolute Charmer When next to a character they wish to ‘charm’, the character tests. 1 Fails so badly that the charmed character is repelled by them and will never be charmed. 2 to 4 Fails but may try again 5 to 9 Success. The charmed character will do as the charismatic character wants (but not harm themselves or another) until they pass an Action test 10 Outstanding success. The charmed character is so captivated by the character that they will do everything in their power to aid him or her.
Disciplined	Calm under Pressure May reroll when Wanting to move, Shoot, Attack , Hold or Reload but must keep the second outcome
Dominant	Expects to be obeyed Their own followers are under their sway and so can reroll any failed action/task test if they are within 10 paces: To influence other characters, including opponents, test. 1 Fails so badly that repels the character who will be hostile for the rest of the game 2 to 4 Fail but may try again. 5 to 9 Success. The characters will obey and, if required, attack another character but will not harm themselves until they pass an Action test (a roll of 5+). 10 Outstanding success and the character will do whatever the dominant character requires
Fanatic	No concern for personal safety Can reroll a failed Attack or Move roll which would take them towards the enemy but must keep the second outcome. They ignore any 1s rolled for courage tests

Fearsome	Someone to be Feared Opponents take a Courage Test on first sighting or if they charge or are charged by such a character
Heroic	Puts the objectives and safety of others before their own. Always seeks to attack or fight the biggest, nastiest foe. No need to test for Courage
Lucky	Beats the odds May re-roll up to 4 dice rolls during the game but must keep the second roll – this includes dice rolls which cause an adverse affect on them, such as hits, wounds, and failed reaction, as well as improving the results of hits caused by them
Natural Leader	An inspiration His command automatically uses his or her dice when testing for movement, courage or responding to hold actions if within 10 paces.
Ordinary	The average person The character has no outstanding features and therefore gains no improvement or reduction when taking tests
Proud	Always stands and fights Can reroll a failed Courage test: Always attempts to engage the enemy leader in combat, ignoring others less worthy of their attentions’.
Quick Witted	Sharp Can reroll a failed Responding or reaction Test but must keep the second outcome
Rash	Acts before thinking Can reroll a failed Move roll which would take them towards the enemy but must keep the second. Always stands, fights and makes an all out attack
Ruthless	Prepared to sacrifice others to achieve his goals Puts own objectives above everything else. Must pass a reaction test to do anything that helps or supports others.

SKILLS AND TRAITS

The number of skills and traits a character can have depends on their character type (see above).

GENERAL SKILLS AND TRAITS

Ambidextrous	Even Handed Ignores the penalty +2 to a target’s DV when the character shoots a fire arm with the wrong hand
Athletic	Natural Poise Can reroll a task roll involving climbing, jumping, getting through small spaces, etc but must keep the second outcome
Good in a particular skill	Knows their stuff May reroll a task roll when using that skill but must keep the second outcome
Fleet Footed	Runs Like the Wind Can reroll a failed Wanting to move roll and may move up to fast
Frail	Resistant to Recovery When trying to come too after being KO’d or to recovering from medical treatment they use reduced dice.
Healer	Can heal wounds and aid recovery
Lumbering	Moves slowly Their maximum move distance is reduced and when wanting to move in or enter Bad Going they use reduced Action Dice
Poor in a particular skill	Inept Uses reduced Action dice for any related task roll
Quick Draw	Greased Lightning Can reroll a failed draw action and ignores the increase on an enemies DV when drawing a weapon and shooting or fighting
Stealthy	A Shadow. Improves the character’s DV when shot at and reduces the chance of them being located
Surefooted	Moves like a Cat Can reroll a Wanting to Move Order when entering or in Bad Going and can move through Bad Going without penalty
Strong	Muscleman Can reroll any Strength related task and reduces an enemy’s DV by 1 when hit by this character using a Blunt Weapon or Fists/ Feet
Tough	Resilient to injury They can reroll their dice if being healed or attempting to come too after being KO’d.
Sixth Sense	Can sense danger Roll when within 12 paces of a threat they are not aware of. A roll of 5+ means they become aware of the danger

SPECIFIC COMBAT SKILLS AND TRAITS

Brawler	Close in Fighter: Lowers an enemy’s DV by 1 when using clubs, chairs, bottles or other improvised short range weapons.
Fighter or Expert with a particular weapon	None Better: If they fail to hit their opponent /target they may reroll their dice but must keep the second dice roll. In addition, If it is a missile weapon then they can reroll a task or reload roll when using that weapon but must keep the second outcome. Their proficiency is often reflected in their skill e.g. Swordsman, Bowman, Axeman, etc.
Man Killer	Just Deadly Lowers the enemy’s DV by 2 when the character shoots or makes any form

	of attack
Marksman	Eagle Eyed Lowers the enemy's DV by 2 when the character makes a Deliberate or Aimed shot
Martial Artist	Lethal Hands and Feet Lowers an enemy's DV by 1 when they are hit by the character who can make either Lethal or Stunning attacks irrespective of how they are armed.
Off Handed	Southpaw Lowers the enemy's DV by 1 when making a close combat attack
Poor fighter	Untrained Their action dice are reduced when trying to hit
Poor shot	No use at shooting Uses reduced action dice when trying to hit
Two Fisted	Hard Hitter Lowers an enemy's DV by 1 when using their Fists and Feet
Two Weapon Trained	Tricky to Fight Lowers the enemy's DV by 1 when the character makes a close combat attack

PROPS: EQUIPPING YOUR CHARACTERS – WEAPONS AND EQUIPMENT

In most cases the weapons and, if appropriate, any protection worn or available will be shown on the figure, but it is useful to clarify at the start of a game the particular type of protection and the specific weapon/s being carried.

PROTECTION – ARMOUR AND SHIELDS

Armour and shields developed tremendously in this period. Where characters are wearing armour they may avoid injury despite being hit. The protection provides them with their basic Defence Value (DV). The basic DVs are:

DV0 – No Armour	DV1 – Minimal Armour	DV2 - Armoured	DV3 - Heavy Armour
Bare skinned or wearing minimal clothing or clothes, none of which provide any real protection	Thick furs ,hides or skins, thick padding, leather or other non metallic armour covering the torso, with our without a helmet	Thick padding, leather, or other non metallic armour covering the body or metallic armour covering the torso, with our without arm protection and with or without a helmet	Metallic armour covering $\frac{3}{4}$ or more of the body with or without a helmet which provided enhanced protection

A shield also increases the DV by 1 if used for protection in close combat or against missile weapons. Small shields or bucklers only provide protection in close combat.

MISSILE WEAPONS

The different types of missile weapon are listed on the weapons table The table gives the effective range of each weapon and its impact.

COMBAT WEAPONS

Clarify at the start of the game whether weapons are **fighting weapons, improvised weapons** or **fists etc.**

- **A fighting weapon** is any weapon designed for fighting or killing. These can be further divided into those with a close, short, medium or long reach.
- **An improvised weapon** is an object, tool or implement designed for other purposes, such as farm tools, natural objects, etc, but can be used for fighting or brawling. These too can be further divided into those with a short, medium or long reach.
- **Fists etc** covers bare hands and/or feet and light clubs such as coshes, saps, clubbed handguns and knuckledusters. **These are all close reach.**

An attacker improves the chance of hitting if he has a longer reach weapon. This reduces the defender's DV by 1. However the advantage of reach is lost if the character with the shorter reach weapon manages to score a hit as it is assumed that they have managed to close with their opponent and got under the weapon's effective reach.

Type	Close Reach	Short Reach	Medium Reach	Long Reach
Fighting weapon	<i>Dagger, Knife</i>	<i>Hand Axe, Short sword, Long Dagger, Seax, Club, Mace</i>	<i>Two handed weapons, Long Swords, Sabres, rapiers, etc. Quarter staff, Ball and Chain, Chained Martial Arts Weapons</i>	<i>Pike, Spear, Lance</i>
Improvised Weapon		<i>1 handed farm implement, etc.</i>	<i>2 handed scythe or 2 handed Club or similar improvised weapon</i>	<i>Pitch Fork, Improvised spear or similar improvised weapon</i>

OTHER ITEMS OF EQUIPMENT

Depending on the scenario, it is also worth noting any other items of 'kit' that a character might find useful, such as dagger, fire pot, rope etc

REEL 3: LIGHTS, CAMERA, ACTION! - MOVEMENT AND ACTION

Each time a character's card is turned up they must state if they wish to move or make an action. They then **roll their action dice to see if it is successful**. If they have more than 1 card and wish to perform move for a second or subsequent turn then they must test to do so **using their reduced action dice**.

The characters Personality, Skills or Traits may mean that unsuccessful rolls in certain tests can be rerolled.

Check the final out come on the relevant charts

WANTING TO MOVE

Characters can move the following distances on each of their turns

Characters swimming, climbing or crawling	4 paces
Lumbering or heavily-laden characters on foot	6 paces
Most characters on foot; Heavily laden animals	8 paces
Fleet-footed characters	10 paces
Mounted characters riding horses or similar sized animals	16 paces

Movement in Good Going	Good going includes terrain such as roads, tracks, and open ground. There are no deductions to movement. Accelerating, decelerating or manoeuvring is a basic action but may become a task in adverse circumstances.
Linear Obstacles	Linear obstacles include items which are waist high such as walls and fences, or which impede movement such as ditches or gaps (up to 2 paces wide). <ul style="list-style-type: none"> Characters on foot or mounted Deduct 25% from movement for crossing a linear obstacle. They must roll for completing a task (see below).
Movement in Bad Going	Bad going is terrain such as rocky ground, thick under brush, steep slopes, muddy or boggy ground. Areas of snow are bad going unless characters have snow shoes or skis. If there is poor visibility or bad weather, treat all terrain as bad going. Characters moving in a building count it as bad going. <ul style="list-style-type: none"> Most characters whether on foot or mounted deduct 25% from movement. There are no deductions for sure footed characters. Heavily laden animals deduct 50% from movement. Moving or manoeuvring slowly is treated as a basic action but moving or manoeuvring any faster reduces the action dice. Roll to check outcome.
Getting up from Prone	<ul style="list-style-type: none"> Deduct 25% from movement when getting up from prone. Dropping to the floor takes no time at all! This counts as a basic action - no need to test.
Swimming and Climbing	<ul style="list-style-type: none"> These are tasks so always roll to check outcome. If adverse circumstances apply such as strong currents, a sheer cliff face, the dice are reduced
Random Movement	On occasion characters will slip or lose control of a mount. In such cases their movement is random. Roll 1D10 1- 3 Reverse: 4&5 Go Right: 6 &7 Go left: 8+ Straight Ahead

Having established what movement the character wishes to make roll their action dice to see what happens.-

Reason for Test	1	2 to 4	5 to 9	10
Wanting to Move	Caution – Danger Ahead! Withdraw and fall back ½ a move facing the enemy if in good going. In bad going, fall over and test for injury	Are you Sure? Hesitate and do not move	Forward! Move up to the maximum move in any direction or choose to go prone or move evasively.	Move It! Move twice the maximum move in any direction or move once and perform another action

Wanting to evade	Gripped By Fear! Freeze and fail to evade or carry out any other action	Panic! Hesitate, then fall back ½ a move with back to the enemy and unable to fight back	Evade then! Successfully evade—may move up to the maximum distance away from the enemy	Caught them Out! Successfully evade. May also attack the enemy before moving or move and shoot at them.
Wanting To Move in Forest or Jungle	Disorientated! The character only moves ½ maximum move; roll again for random movement	Is this the Path? The character's way is blocked by scrub or vines – they must pass an Action Test to cut a path through and then roll again to try to move.	This is the Path! The character may move up to their maximum move in any direction	Quickly – this way is Clear ! The character may move twice their maximum move in any direction, or one move and perform another action
Wanting To Move in Deep Snow or Deep a Sand	Fall Over! The character loses their balance and falls over: They drop anything they are carrying and must pass an Action test to clear their weapons of snow or sand before they can be used again	Slip Sliding Away! The character slides ½ their maximum move in a random direction: roll again for random movement - and then roll again to try to move.	Firm Going! The character may move up to their maximum move in any direction	Quickly – this way is Fine! The character may move twice their maximum move in any direction, or one move and perform another action
Wanting To Move/wade through a Swamp	Glug! Glug! The character blunders into deep pool and becomes completely submerged: They resurface but all of their equipment and weapons are soaked and must pass an Action test to clear their weapons of water before they can be used again	Is this the Path? The stumbles into a mass of thick mud and vegetation - they must pass an Action Test to push their way through and then roll again to try to move.	Its Shallow water here! The character may move up to their maximum move in any direction	Its only ankle deep! The character may move twice their maximum move in any direction, or one move and perform another action
Wanting to move through ruins or a derelict structure	Fall Over! The character loses their footing amongst the rubble, debris, etc. They drop anything they are carrying. Roll again, if they score a 1 they are injured. Test for injury as if hit by a low impact weapon	Loose Footing! The character stumbles over debris and moves ½ their maximum move in a random direction: roll again for random movement - and then roll again to try to move.	No obstacles ahead! The character may move up to their maximum move in any direction	Quickly – this way is Fine! The character may move twice their maximum move in any direction, or one move and perform another action

WANTING TO PERFORM AN ACTION/REACTION

As for movement, when a character's card is turned up they must state what action they wish to perform. They then **roll their action dice to see if it is successful.**

The characters Personality, Skills or Traits may mean that unsuccessful rolls in certain tests can be rerolled.

Check the final out come on the relevant charts

BASIC ACTIONS

These are actions such as open or close a door; mount or dismount; enter or exit a vehicle; control a mount; pass on a command or message orally, in writing, by hand or other visual signals to another character and can be *combined with movement*. No additional test is necessary unless there are adverse circumstances, in which case treat as a task and roll separately.

SEARCHES AND ENCOUNTERS

Each time a character enters a ruin they can search it using their action dice to determine whether they find something or encounters a denizen. If successful they can draw a card from the pack of encounter cards. They must read out what they have encountered and then proceed as instructed by the card.

- If they have encountered a Tomb Guardian they must draw a card from the Tomb Guardians pack
- If they have encountered a Denizen of the Ruins they must draw a card from the Denizen pack
- If they have found a treasure they draw a card from the treasure pack

Characters may remain in a ruin to search it a second time or further time but on each occasion must use their reduced dice for their search.

Reason for Test	1	2 to 4	5 to 9	10
Wanting to complete a task such as searching an area or climbing a cliff face or swinging across a chasm	Complete Failure! Fail in the task and abandon it or when there is risk test for injury.	No Luck so Far! Fail in the task but may try again next turn.	Success! Succeed in the task	Complete Success! Succeed in the task and may perform another action or move, attack or shoot

WANTING TO RESPOND

RESPONDING TO AN OPPORTUNITY WHILE HOLDING

Heroes, Main and Supporting characters can choose **not to move or act on their turn but to hold**. For example, **they may hold** in anticipation of an enemy moving into their range, attempting to close with them or some other event.

This is a basic action and there is no need to test to hold. When their card is turned, the character simply states their intent to hold. Characters can only hold once in a phase and cannot play another card while they are holding.

If, later in the phase, an opportunity presents itself and the character wishes to act, the player declares their intent (eg to shoot or attack) and then **rolls their character's action dice**, adjusted for any relevant Personality, Skills or Traits, and checks the outcome on the chart below.

Reason for Test	1	2 to 4	5 to 9	10
Responding to an opportunity	Flustered! Panic and if in the open retreat slowly towards cover. If in cover duck down	Hesitate! Unable to respond in time and so do nothing	I'm Ready! Respond in time and can act as desired	Quick Reactions! Respond very quickly and can act as desired and if attacking or shooting can reroll the dice if necessary for this action only
Responding to an attack	Hesitate! Unable to respond in time and so do nothing and count as defenceless	Flustered! Panic and DV is lowered by 1	Respond Can do a hasty shot, evade, block or parry (see fighting page 29).	Quick Reactions! Can do a hasty shot, evade, block or parry without deduction (see fighting page 29).
Reacting to a new event/locating the enemy	What shall I do? Freeze or hesitate	This doesn't look good! Head for the nearest cover if in the open or duck down if in cover	Made of stern stuff! Can act as the player wishes No need to make an action roll.	Let's do it! Can perform up to 2 actions but if rash or a fanatic must move towards the enemy as quickly as possible

LOCATING THE ENEMY

Enemy in the open in line of sight are seen automatically. Enemy who are hiding or booby traps may be more difficult to find.

Roll action dice if enemy is moving in cover or a trap is within 6 paces.

Roll reduced action dice if the enemy is static in cover or is stealthy or a trap is within 6 to 12 paces

Reason for Test	1	2 to 4	5 to 9	10
Wanting to Locate the Enemy	<p>Confused</p> <p>If enemy are in the area observed treat the result as if they were not and must act accordingly on next turn</p> <p>If there are no enemy in the area observed treat the result as if they were and must act accordingly on next turn</p>	<p>I see no enemy!</p> <p>Fail to locate the enemy.</p> <p>Can try again next turn</p>	<p>I see you!</p> <p>Locate the enemy/object</p> <p>May need to react</p>	<p>Got you!</p> <p>Locate the enemy and automatically react to them so can move again or perform another action this turn</p>

COURAGE TEST

Characters have to take a courage test when:

- Taking a hit from shooting or fighting – see effect of Hits
- Charging or Being charged by a fearsome enemy

The player **rolls their character's action dice**, adjusted for any relevant Personality, Skills or Traits, and checks the outcome on the chart below.

- Heroic characters, like Conan, do not need to test for courage.
- Brave and Proud characters can reroll a failed dice roll but must take the second roll.

Reason for Test	1	2 to 4	5 to 9	10
Taking a Courage Test	<p>Let's get out of here!</p> <p>If in the open or in close combat, panic and flee at maximum speed away from the enemy.</p> <p>If already in cover duck down and will not even defend self if attacked in close combat.</p> <p>If unable to do either attempt to surrender</p>	<p>Fall back and Take Cover!</p> <p>If in the open fall back 1 move towards the nearest cover; if already behind cover duck down.</p> <p>If in close combat, fall back 2 paces and during the rest of this combat is "On the Back Foot"</p>	<p>A- OK - Keep Calm and Carry On!</p> <p>Stand firm and are unaffected</p> <p>Can act as the player wishes</p>	<p>Totally Unaffected!</p> <p>Can act as the player wishes but if rash or a fanatic must move towards the enemy as quickly as possible</p> <p>May make an immediate fight back if in close combat or shoot at the enemy or make an immediate move in any direction including out of close combat</p>

REEL 4: SHOOTING

Shooting is a three-step process:

1. Characters must pass a 'Wanting to Shoot' test.
2. If successful, they then roll to determine whether the shot hits the target
3. If successful, the target character then rolls to determine the effect of the hit.

WANTING TO SHOOT

The player **rolls their character's action dice**, adjusted for any relevant Personality, Skills or Traits, and checks the outcome on the chart below.

- Characters who are disciplined can reroll

Reason for Test	1	2 to 4	5 to 9	10
Wanting to Shoot or Move and shoot	<p>I'm not sure I can do this!</p> <p>Lose confidence and will not shoot Instead falls back 4 paces facing the enemy or moves towards the nearest cover of if in cover ducks down</p>	<p>Where's the target!</p> <p>Hesitate and do not Shoot</p>	<p>Shoot at the Enemy!</p> <p>Take your shot. If attacked may choose to make closing shots or make a counter attack but not both</p> <p>If moved any shots are rated as Hasty</p>	<p>Got Them!</p> <p>Make the perfect shot and may reroll the shooting attack dice if failed to hit ignoring any 1's rolled.</p> <p>OR if attacked may choose to make a Hasty Shot and make a counter attack</p>

If the character is successful by rolling (5+) test to see whether they hit the target.

TYPES OF SHOOTING

- **Hasty Shots** – these are any shots made whilst moving.
- **Deliberate Shots** – this covers most shots; the shooter must not have moved.
- **Aimed Shots** – the shooter must not have moved, **and** spent one turn aiming at a target before shooting. Aiming is a basic action.

SHOOTING – TRYING TO HIT

The player **rolls their character's action dice**, adjusted for any relevant Personality, Skills or Traits, and checks the outcome on the chart below. Note: Poor shots have their action dice reduced and good shots can reroll..

Reason for Test	1	2 to 4	5 to 9	10
To see if a hit is scored from Shooting or Throwing	<p>Damn It!</p> <p>Misses and if</p> <ul style="list-style-type: none"> • a spear, javelin, blowpipe or sling, it breaks • a net, lasso, bolas or whip it becomes entangled • a bow or longbow or crossbow it needs to be restrung <p>The character must pass an action test to fix the weapon and/or a test to reload it</p>	<p>Missed!</p> <p>Fails to hit opponent</p>	<p>Gotcha!</p> <p>Hits their opponent, who must roll on the outcome chart.</p>	<p>Bull's Eye!</p> <p>The shot is deadly – roll for the effect with the targets DV lowered by 2.</p>

The nature of the target, the skills of the shooter and the type of shooting influence the hit scored

MOUNTS

SHOOTING FROM A MOUNT

Characters can make aimed, deliberate, and hasty shots from mounts moving slowly or quickly.

SHOOTING AT A RIDER

A marksman or a character who aimed can choose whether their hit from shooting is on the rider or the beast. Otherwise the player must state whether they are shooting at the rider or the mount.. They then roll 1D10 for each hit and if they score 5+ they hit their stated target on a 1- 4 they hit the other target.

SHOOTING RELATED TASKS

The player rolls their character's action dice, adjusted for any relevant Personality, Skills or Traits, and checks the outcome on the chart below.

- Characters who are disciplined or expert with the weapon can reroll a failed dice

Reason for Test	1	2 to 4	5 to 9	10
Needing to reload or restring	<p>It's Hopeless! The weapon is damaged and must pass an Action test to fix it before they can try to reload it, If lighting a fuse, explodes prematurely</p>	<p>This is Fiddly! Do not reload or Fail to light a fuse</p>	<p>Ready to shoot! Successfully reload or restring and may now move ½ move or make a hasty shot. Successfully light the fuse.</p>	<p>Rapid Reload! Successfully reload or restring and may immediately shoot, or move 1 move, or move ½ move and make a hasty shot. Successfully light fuse and may throw this turn</p>

RELOADING WEAPONS

Missile weapons that have to be reloaded after each time they are used:	<ul style="list-style-type: none"> • a blowpipe or sling • a bow or longbow or crossbow
Missile weapons that have to be replaced or recovered after each time they are used	<ul style="list-style-type: none"> • a spear or javelin or throwing axe or similar
Missile weapons that have to be recoiled or recovered after each time they are used:	<ul style="list-style-type: none"> • a net, lasso, bolas or whip

WEAPONS TABLE

This table includes most of the small arms likely to be used in Conan games.

The range given is the effective range and is determined with a view to playability. Players can choose to shoot up to twice the effective range but roll reduced dice to hit.

Weapon	Range Paces	Notes
Weapons		
Self or Short Bows	20	Light Impact: Can be reloaded while moving slowly. An expert rider can reload if moving quickly, otherwise used reduced dice
Normal or Composite Bows,	24	Normal Impact under 12 paces: Light Impact over 12: Can be reloaded while moving slowly. An expert rider can reload if moving quickly, otherwise used reduced dice
Longbows	30	High impact. Normally the shooter must be stationary to reload but an Expert Bowman can reload while moving slowly. If moving, the character uses their reduced dice.
Slings	18	Normal Impact: Can be reloaded while moving slowly, but use reduced dice
Crossbows	30	Light crossbows are normal impact. Other crossbows are High impact. Use reduced dice when reloading Heavy Crossbows
Blowpipes	12	Can only be fired as a deliberate shot. They are light impact
Thrown	10	Includes spears, darts, javelins and tomahawks. All shots are deliberate or aimed. Some thrown weapons can be recovered and used again – boomerangs of course return to the throwers hand unless a 1 is thrown.
Hurled	8	Includes throwing knives, rocks, and entangling weapons such as lassoes, bolas, nets as well as Naphtha Pots. All shots are deliberate or aimed, unless knives or rocks, and are light impact. Some hurled weapons can be recovered and used again
Heavy Hurled Weapons	8	Includes throwing Axes, these are a one use weapon but if they hit a character that is using a shield and the added DV of the shield the armour/shield blocks the hit (a graze), then the shield becomes useless and has to be dropped.
Whips	3	Treat as a hasty shot. These can be used to hit with light impact or to entangle.

REEL 5: FIGHTING

Fighting is a three-step process:

1. Characters must pass a 'Wanting to Attack' test.
2. If successful, they then roll to determine whether they hit their opponent.
3. If successful, the target character then rolls to see the effect of the hit.

WANTING TO MAKE AN ATTACK

To make an attack the player **rolls their character's action dice**, adjusted for any relevant Personality, Skills or Traits, and checks the outcome on the chart below.

- Characters who are disciplined or fanatics can reroll

Reason for Test	1	2 to 4	5 to 9	10
Wanting to make an attack	<p>I'm not sure I can do this! Lose confidence and does not close to attack Fall back 2 paces facing the enemy</p>	<p>They look Tough! Hesitate and do not make an attack</p>	<p>Attack the Enemy! May attack or make a counter attack. Or If attacked may choose to make a Hasty Shot or make a counter attack but not both</p>	<p>Get Stuck In! Make a perfect attack and may reroll attack dice if fail to hit ignoring any 1s rolled.</p>

Once an attack has been made and the fighting has started, characters do not need to reroll to continue fighting but do need to roll if they want to break off the fight

WANTING TO BREAK FROM A FIGHT

In a turn characters can break off from a fight, **if they make a successful roll.**

Reason for Test	1	2 to 4	5 to 9	10
Wanting to break off from a fight	<p>Gripped By Fear! Freeze and fail to evade or carry out any other action</p>	<p>Panic! Hesitate, then retreat ½ a move with back to the enemy and unable to fight back</p>	<p>Evade then! Successfully break off from the fight –may move up to the maximum distance away from the enemy</p>	<p>Caught them Out! Successfully break off from the fight. May also attack the enemy before moving or move and shoot at them.</p>

FIGHTING

FORMS OF ATTACK

The attacker and defender have to decide what type of attack or defence to do.

Attacker	Defender
<p>An attacker can choose to do a:</p> <ul style="list-style-type: none"> • Standard Attack -Cut and thrust with a weapon or Kick and punch if unarmed • Mighty Blow - an attack where the aim is to end the combat in one decisive blow. If successful reduces the enemy DV by 1. Only one such attack can be made in a phase. • All Out Attack - an attack designed to be decisive and the attacker has no care for his future defence. Only one such attack can be made in a phase. The character can reroll a failed attempt. Rash characters and fanatics must use this attack in the first round of fighting. <p>If the attacker did a block in the opponent's round the only attack possible is a:</p> <ul style="list-style-type: none"> • Hasty Attack – increases the defender's DV by 2 	<p>A defender will automatically do a basic defence, unless stunned or KO'd, incapable of defending themselves, or surprised in which case they count as Defenceless.</p> <p>However, a defender with a turn remaining can choose to respond (see Responding to an attack). If successful, the defender can:</p> <ul style="list-style-type: none"> • Evade – turn and evade away from their opponent (no need to test again) • Block – increases their DV by 2 but they cannot make a counter attack and in their turn can only make a hasty attack. • Parry – limit their defence (reduces the DV by 1) but hope to hit back. If the attacker fails to hit, the defender can make a counter attack on this turn • Make a hasty shot if armed with a missile weapon (no need to test) If the attacker still hits the defender is treated as defenceless. <p>Making the action uses up a card so when their next card is turned it is forfeited.</p>

FIGHTING: TRYING TO HIT

When fighting, the player **rolls their character's action dice**, adjusted for any relevant Personality, Skills or Traits, and checks the outcome on the chart below.

- Poor fighters have their action dice reduced
- Characters who are outnumbered roll reduced dice. Characters who are fighting more opponents than they have cards are deemed to be outnumbered. For example, a main character with three cards would be outnumbered if fighting 4 opponents, while a minor character or extra with one card would be outnumbered fighting 2 opponents.

Reason for Test	1	2 to 4	5 to 9	10
To see if a hit is scored from an attack	A Deadly Riposte! Miss and opponent makes an immediate fight back and can reroll their dice If attempting a Mighty Blow or an All Out Attack then the attacker becomes Defenceless	Missed! Fails to hit opponent If attempting a Mighty Blow now On the Back Foot If making an All Out Attack may reroll but must keep the second roll and if misses again then becomes Defenceless	Take That! Lands blow or strikes opponent and must roll on the outcome chart.	A Deadly Blow! The blow is deadly – roll for the effect with the target's DV lowered by 2.

FIGHTING: MOUNTS

FIGHTING FROM A MOUNT.

Attackers on mounts can try to hit as they pass an opponent. The chance of hitting is usually increased when fighting an individual on foot and any hits count as high impact if the mount is moving over 4 paces.

When mounts move over 8 paces to attack an opponent, they must move on past their opponent on their next turn unless they choose to stop by decelerating unsafely and so needing to test for control.

Mounts can attempt to run down one or more characters. On the turn that the attack takes place, the characters at risk can test to evade to avoid the collision if they have a turn/cards outstanding. If they fail to evade, they roll for hits received.

FIGHTING OPPONENTS ON MOUNTS

If the attacker is mounted, an expert with a particular melee weapon or a man killer, the attacker can decide whether to attack the rider or their mount irrespective of the speed of the character and their mount.

If the attacker is on foot and the opponent is stationary moving up to 4 paces, the attacker can decide whether to attack the mount and rider.

Otherwise the player must state whether they are shooting at or attacking the rider or the mount. They then roll 1D10 for each hit and if they score 5+ they hit their stated target on a 1-4 they hit the other target.

FIGHTING IN BUILDINGS

Characters fighting in a building count as behind defences if being attacked. If they are pushed back and the attacker is able to enter the building, they lose this advantage

REEL 6: DETERMINING THE EFFECTS OF SHOOTING AND FIGHTING

If the character was shot or was struck when fighting the player controlling that character **rolls their Action Dice for each potential injury to determine the outcome.**

To determine the result:

1. Establish the Defence value (DV) of the target
2. Adjust the DV to reflect a variety of factors including cover, actions, the impact of weapons and the characteristics of the shooter/fighter.

DETERMINING THE DEFENCE VALUE (DV)

Where characters are protected, by cover, armour and/or a shield, they may avoid injury despite being hit. The Hit chart indicates the initial DV based on the level of protection. This basic DV is then adjusted to take in to account other factors affecting the character who has been hit through shooting and fighting. These are divided into those relating to the character hit (the target/defender) and those relating to the shooter/attacker or the weapon being used to make the hit.

ADJUSTMENTS FOR SHOOTING AND FIGHTING

Adjustment	Decrease the target's DV by 2	Decrease the target's DV by 1	Increase the target's DV by 1	Increase the target's DV by 2
For the Target/Defender	<ul style="list-style-type: none"> • Defenceless or helpless 	<ul style="list-style-type: none"> • Shot at point blank range (1 pace) • Made an All Out Attack on their turn • Hoping to parry 	<ul style="list-style-type: none"> • Moving quickly • In light cover and shot • Stealthy and shot • Using a shield 	<ul style="list-style-type: none"> • Evading or in dense or hard cover or lying prone and shot • Making a block defence • Behind defences in combat
For the Shooter/Attacker Or weapon	<ul style="list-style-type: none"> • Shot by a Marksman • Hit by a bulls eye shot or deadly blow • Hit by a Man Killer 	<ul style="list-style-type: none"> • Hit by a High Impact weapon • Hit by a character with a longer reach weapon • Hit by an aimed shot • Hit by a character riding a mount • Hit by a character charging in or following up • Hit by a Mighty Blow • Hit by a character rated as Two Weapon trained or by the fists of a character who is two fisted • Hit with a Blunt Weapon by a character who is strong • Hit by a character who is off handed 	<ul style="list-style-type: none"> • Hit by a Light Impact weapon or an improvised weapon • Hit by opponent Drawing weapon on this turn 	<ul style="list-style-type: none"> • Hit by a hasty shot or hasty attack • Hit by a character who is On the Back Foot

EFFECTS OF HIT TABLE ON CHARACTERS

A hit on a character who:				Has no armour	Has minimal armour	Has armour	Has heavy armour	Is Firing through a loophole
Dice Roll	DV-3	DV-2	DV-1	DV 0	DV 1	DV 2	DV 3	DV 3+
10	Graze	Graze	Graze	Graze	Near Miss	Near Miss	Near Miss	Near Miss
9	Courage Test	Courage Test	Courage Test	Courage Test	Graze	Graze	Near Miss	Near Miss
8	1 Hit	Courage Test	Courage Test	Courage Test	Courage Test	Courage Test	Graze	Near Miss
7	1 Hit	1 Hit	Courage Test	Courage Test	Courage Test	Courage Test	Courage Test	Graze
6	1 Hit	1 Hit	1 Hit	Courage Test	Courage Test	Courage Test	Courage Test	Graze
5	2 Hits	2 Hits	1 Hit	1 Hit	Courage Test	Courage Test	Courage Test	Courage Test
4	2 Hits	2 Hits	2 Hits	1 Hit	1 Hit	Courage Test	Courage Test	Courage Test
3	2 Hits	2 Hits	2 Hits	2 Hits	1 Hit	1 Hit	Courage Test	Courage Test
2	3 Hits	3 Hits	2 Hits	2 Hits	2 Hits	2 Hits	1 Hit	1 Hit
1	3 Hits	3 Hits	3 Hits	2 Hits	2 Hits	2 Hits	2 Hits	1 Hit

Outcome	Effect
Hit	<ul style="list-style-type: none"> Each hit by a lethal weapon wounds a character and removes one of their action cards. Once a character has no cards left they become a casualty of war and collapse from their wounds. They will take no further part in the action unless they receive medical assistance which restores 1 card Each hit by a Blunt Weapon including fists and feet temporarily KOs the character and removes one of their action cards. If they have cards remaining they can test to come round (see below) and, if successful, recover the card. Once a character has no cards left they pass out. They will take no further part in the action unless they receive medical assistance which restores 1 card. Unless the character is now a casualty or has passed out they must take a Courage Test and will carry out the outcome immediately
Courage Test	<ul style="list-style-type: none"> The character must make a Courage test by rolling on the chart and will carry out the outcome immediately
Graze	<ul style="list-style-type: none"> Most Characters must take a Courage Test Characters who are a Hero or Main Character or are Brave or a Fanatic can carry on as normal and do not take a Courage Test
Near Miss	<ul style="list-style-type: none"> The hit is a close miss or is deflected by the surrounding cover or absorbed by the armour worn by the character so has no effect

TESTING TO COME ROUND OR HEAL A WOUND

To attempt to come round if KO'd or to provide first aid if a medic/healer, the player **rolls their character's action dice**, adjusted for any relevant Personality, Skills or Traits, and checks the outcome on the chart below.

- If the KO'd/wounded character is frail use reduced dice
- If the KO'd/wounded character is Tough reroll a failed dice roll

Reason for Test	1	2 to 4	5 to 9	10
Trying to come round	Knocked Out If trying to come round KO'd for the rest of the action	Groggy Fail to come round	'Where Am I?' Come round	Let Me At'em! Come round and may perform another action or move, attack or shoot
Trying to heal	He's Gone! The wounded character loses all cards and is out of the game	Try Some More Fails to heal but may try again next turn	Feeling Better Success: the wounded character recovers 1 card	It's a Miracle! Success: the wounded character recovers all lost cards

POISON

Any character injured by a weapon which is dipped in poison or by a beast that has poisonous or toxic venom takes a test.

- **Characters who are frail** have their action dice reduced.
- **Characters who are tough** may reroll

If they fail the test (1 to 4), treat as a 2 lethal hits.

HITS FROM SHOOTING OR FIGHTING ON MOUNTED OPPONENTS

- A marksman or a character who aimed can choose whether their hit from shooting is on the rider or the beast
- An expert with a particular melee weapon or a man killer can choose whether their hit in fighting is on the rider or the beast
- Otherwise the player must state whether they are shooting at or attacking the rider or the beast. They then roll 1D10 for each hit and if they score 5+ they hit their stated target on a 1-4 they hit the other target.

Once the target of the hit has been identified, then roll for each hit on the outcome charts. For hits on mounts/vehicles see below.

HITS ON MOUNTS

For each hit roll on the shooting or combat outcome charts as normal but the result applied to mounts are slightly different.

Outcome	Effect
Hit	<ul style="list-style-type: none"> • Each hit wounds a mount and reduces its stamina. Once a mount has no stamina left it collapses. Mounts that are horse or camel sized can take 2 hits before they collapse and can no longer be ridden. Elephant sized mounts can take 4 hits before they collapse and can no longer be ridden. • The rider(s) of a mount which has collapsed must then test for injury as if falling. If the mount was travelling fast or more quickly, then the outcome is treated as if the rider was hit by a High Impact weapon. On a roll of 1 they also become trapped under their dead mount: They must pass an Action Test to free themselves. • Unless the mount has collapsed, the rider or Mahout must also test to keep control of their mount. <ul style="list-style-type: none"> ➤ If they fail (2- 4) they have lost control of their mount which bolts in a random direction and will continue to do so until they pass an action Test ➤ If they roll 1 the above result applies and in addition they are thrown from their mount which will then bolt in a random direction. They test for injury
Courage Test	<ul style="list-style-type: none"> • The mount is spooked • The rider or Mahout must test to keep control of their mount. <ul style="list-style-type: none"> ➤ If they fail (2- 4) they have lost control of their mount which bolts in a random direction and will continue to do so until they pass an action Test ➤ If they roll 1 the above result applies and in addition they are thrown from their mount which will then bolt in a random direction. They test for injury.
Graze	<ul style="list-style-type: none"> • Most characters must take an Action Test to control the mount as outlined above • If a Hero or Main Character or an expert rider they keep control of their mount and need not test and

	can carry on as normal
Near Miss	<ul style="list-style-type: none"> The shot or blow is a close miss or is deflected by the surrounding cover or absorbed by the armour worn by the mount so has no effect

ENTANGLING OR RESTRAINING OPPONENTS

Characters armed with Nets, Lassoos, and Bolas may attempt to entangle an opponent within 8 paces of them and if armed with a whip within 3 paces of them. Equally one or more characters may attempt to physically restrain an opponent using brute strength.

Using a weapon is classed as making a shot, whilst attempting to restrain a character by strength alone is treated as an attack made when fighting. Test as per normal to see if the shot or attack can be made and then test to see if it was successful. If a 10 is scored the character who was attacked must roll twice on the outcome table and take the worst result. If the throw or a grapple was successful the character who was attacked must then throw their action dice to determine the outcome.

If a character is attacked by a beast with tentacles (see Wild Animals), check for the effect of hit as if the character is defenceless and also **roll 1D10** and check on the chart below for whether the character is entangled. Beasts with tentacles may attempt to entangle an opponent or more than one opponent if it has more than one tentacle. If more than one tentacle is used on a single character they may either be used to make separate attacks or combined. Roll 1D10 for each tentacle and take the lowest result.

Dice roll	Result
10	Barely entangled or restrained The character may spend next turn trying to escape. Throw their action dice and if successful they can also make an action/movement
5+	Partially entangled or restrained The character may spend the next turn trying to escape. If successful can make no further action or move
2 to 4	Entangled or restrained The character is defenceless. The character may try to escape on their next turn as a difficult action using reduced dice but otherwise makes no action or move
1	Completely trapped or restrained The character is defenceless. The character cannot escape without help. If there is help, roll for escape see below

ATTEMPTING TO ESCAPE FROM ENTANGLEMENT

Escaping is either a normal or difficult action depending on the outcome above. The player **rolls their character's action dice**, adjusted for any relevant Personality, Skills or Traits, and checks the outcome on the chart below.

- Using a tool, weapon or some form of aid from a device or other characters improves the chance of escape and characters may reroll.
- Characters who are strong may reroll
- Use reduced dice if difficult, if 2 or more characters are restraining the character or if other adverse circumstances apply.

1	2 to 4	5 to 9	10
It's Getting Worse! Make matters worse The level of difficulty increases	I Won't Give Up! No luck but can try again next turn	Done It! Get free	That Was Easy! Success and can make a further move/action this turn.

REEL 7 : SORCERY AND MAGIC

Conan stories are full of sorcery and magic and practitioners of the dark arts. Such practitioners know that magic is dangerous as it usually involves summoning demons or other spirits in order to perform the spell or involves the magician in using part of their life force to make the magic work

Thus spell casting is very difficult to achieve and control. A character wishing to cast a spell chooses one a from the list below and Rolls 1D10

1	2 to 4	5 to 9	10
<p>SPECTACULAR FAILURE! The Spell Caster is engulfed in a magical backlash that causes a wound: they lose 1 card and must take a Reaction Test for being injured: if they have no cards left he/she is KO'ed and out of action</p>	<p>FAILURE! The spell fails and the Spell Caster suffers acute pain and will make no further actions until he/she passes a Reaction Test.</p>	<p>SUCCESS The Spell is cast and works successfully.</p>	<p>SPECTACULAR SUCCESS The effect of the spell is increased as appropriate</p>

KNOWN SPELLS

<p>CHARM AND CONTROL - The Spell Caster tries to control or influence another by enhanced charisma – the spell has a range of 4 –if successful this control will cease if he/she is wounded or fails a reaction test caused by a hit.</p>
<p>CONTROL UNDEAD – The Spell Caster is able to control 1/2D10 of undead - This will cease if he/she is wounded or fails a reaction test caused by a hit.</p>
<p>CONTROL SUMMONED BEAST - The Spell Caster is able to control The Beast he/she has summoned - This will cease if the Spell Caster is wounded or fails a reaction test caused by a hit.</p>
<p>FEAR ME! – Foes up to 6 paces away must take a courage test if they wish to attack the Spell Caster or if he/she attacks them - This will cease if the Spell Caster is wounded or fails a reaction test caused by a hit.</p>
<p>HARM – The Spell Caster is able to make an attack on an enemy up to 10 paces away - the opponents DV is 0.</p>
<p>HEAL – The Spell Caster is able to Heal a character and restores 1 card to them.</p>
<p>SHIELD - The Spell Caster can increase his/her DV value to 3 by casting a protective spell – It disappears if he/she is wounded or fails a reaction test caused by a hit.</p>
<p>SLEEP- The Spell Caster is able to make a character or creature fall asleep by touching them: If successful they are Stunned for ½ of 1D10 actions but can roll their action dice needing 5+ to come round sooner.</p>
<p>SUMMON BEAST – The Spell Caster is able to summon a random beast which will appear within 6 paces</p>
<p>SUMMON UNDEAD – The Spell Caster is able to summon a 1/2D10 of undead which will appear within 6 paces of where he/she is.</p>
<p>ZONE OF PEACE- The Spell Caster creates a circle of protection with a radius of 2 paces from them which creatures, the undead or evil beings cannot cross- This will cease if he/she is wounded or fails a reaction test caused by a hit.</p>

REEL 8: BEASTS AND MONSTERS

Conan stories are full strange and wondrous beasts and monsters and these are encountered as random threats found amongst the ruins explored by Conan and his friends and foes. These are handled a little differently from Conan's human foes.

Each beast has its own card which lists its movement in paces, its dice and its DV. It is also allocated a playing card which goes in to the pack once the beast is activated

When a beast attacks, it rolls the number of attack dice shown and takes the best result. Each time it takes one or more hits which wound it loses 1 dice for each hit it takes. If a beast loses all of its attack dice it cannot make any offensive actions but may flee if it still has some movement left.

When a beast has to test reaction due to being shot at or hit, roll the number of attack dice shown for the animal and take the highest.

Reason for Test	1	2 to 4	5 to 9	10
Beast's Reaction	The Beast flees	The Beast backs off It will not attack unless it is provoked, becomes enraged or until it recovers If shot at or attacked at a long distance it will flee	The Beast attacks or keeps fighting	The Beast becomes enraged and makes an all-out attack

EFFECT OF HITS ON WILD ANIMALS

When a wild animal is shot or struck check its Defense Value (DV), allow for any adjustments and then roll 1D10, using the charts below to determine the outcome.

DAMAGE TO WILD ANIMALS

Dice Roll	DV -2	DV -1	DV0	DV1	DV2	DV3+
10	Nick	Nick	Nick	Nick	Nick	Nick
9	1 Hit	Nick	Nick	Nick	Nick	Nick
8	1 Hit	1 Hit	1 Hit	Nick	Nick	Nick
7	2 Hits	1 Hit	1 Hit	1 Hit	Nick	Nick
6	2 Hits	2 Hits	2 Hits	1 Hit	1 Hit	Nick
5	2 Hits	2 Hits	2 Hits	2 Hits	1 Hit	1 Hit
4	Slain	2 Hits	2 Hits	2 Hits	2 Hits	1 Hit
3	Slain	Slain	2 Hits	2 Hits	2 Hits	2 Hits
2	Slain	Slain	Slain	2 Hits	2 Hits	2 Hits
1	Slain	Slain	Slain	Slain	Slain	Slain

Where the adjustments for impact is not possible roll an extra dice and take the lowest result for DV-2 and the highest result for DV+3.

Damage	Effect
Nick	If injured through shooting, test for reaction If in combat, the animal/beast is driven back 2 paces and takes a reaction test
Hit	Speed is reduced by 25% for each hit: The animal/beast loses one attack dice for each hit, is driven back 4 paces if in combat and takes a reaction test. Animals up to horse size are killed if they receive 2Hits. Animals up to elephant size are killed if they receive 4Hits and larger animals up to 6 hits
Slain	Animal/Beast drops dead