

L'assassino Quick Reference

Sequence of Play				
1. Each player draws an 'Hand of God' card and does as it says (start with highest number)				
2. Player1 makes two actions and roams a guard. Player2 makes his actions. Guard Roams: Each player moves one guard (not in combat) 3" in any direction they choose.				
3. I. Guards Search: Move Guards within your 'Detection Zone' 6" towards nearest assassin. (Detection Zone: Normally 10", extended with 4" if you ran, fought, fired, climbed or walked roofs.) II. Guards fight. III. Guards Shoot (at climbing, on roofs or shooting assassins or running or fighting in the street).				
Stat	Move	Fight	Shoot	Health
Assassin	6"	D20	D12	10
Captain	6"	D12		2
Guard	6"	D10 (2 guards: D12, guard & captain: D20, 3+: D20)		1
Dog	8"	D10	-	1
Actions				
Move	Jump: 2". Roll D20 1-2:fall: >3" 1 wound per every 3 next inches. Push costs 1" move. Move in building: 1 action per floor, free movement within the building. Door/Window: (within 1". D20:1-4=closed). Can't enter and leave in same round.			
Run	Half extra move.			
Hide	Haystack, Bench, Well (within 2") Guards within 6" move 6" away. Detection zone=0".			
Hide in crowd	Like a 'hide' action. Only in monks or courtesans. Move extra 3".			
Climb	Within 2" of wall. Climb 1 floor per action.			
Fight or shoot	See Fighting or Shooting phase			
Disengage	Roll like fight. Shove guard 2" away (e.g. over fence). Normal damage if you lost.			
Jump on guard	Within 2". Killed outright.			
Grab weapon	Dead guard within 2". Add weapon to your equipment.			
Throw money	Civilians within 6" close in. Stops guards for 1 round when arrived within 2" of mob.			
Pass	Do nothing for a change.			
Fighting				
When touching. Both roll their die and add modifiers. 1 wound if no draw.				
Force combat: within 1". Multiple fight: use 'higher numbered' dice, kill weakest guard first.				
Fighting modifiers	Effect on roll			
Unarmed	-2			
Dagger, Dog	-1			
Sword, Spear	0			
Charging (charged this phase)	+1			
Great sword, Halberd	+1			
Armed with Shield	+1			
Masterwork Sword	+2			
				
Shooting				
Line of sight and within 15". Shooter rolls D12 and adds modifiers. Target rolls attack die. Draw: no damage.				
Shooting modifiers	Effect on roll			
Target 50% behind cover	-2			
Target with Shield	-1			
Bow	0			
Crossbow, matchlock gun	+1			
Dagger	D8 (5" range)			
				
'Hand of God' phase				
Draw card, follow instructions. (Cards effect costs no actions.)				
Move Guards				
Guard searching	Move towards assassin when within. Guards can't climb walls or move through windows.			
Detection Zone	Detection Zone is 10" from the player. When climbed, fought, ran or fired or walked on roofs extend 'Detection Zone' by +4".			
Guards Shooting and fighting				
Force combat	Charge when player moves within 1". Fight a round of combat.			
Shooting	Triggered when you have fought, ran, fired, climbed, or walked on roofs.			