7TV QUICK REFERENCE SETTING UP AND PLAYING A TURN

SET UP AN EPISODE

Do these in order before the first turn (pp. 66-71).

1 Determine the episode

Roll 1D6 or pick one (pp. 126-132).

1 The Battle	**2** The Escape	**3** The Race
4 The Raid	**5** The Rescue	**6** The Theft

2 Attacker and defender

Each side rolls 1D6 + the highest Mind in its cast. The higher result chooses to attack or defend.

3 Tropes OPTIONAL

Add a trope (18 on p. 145). Tropes often change the number and placing of objective tokens, so check first.

4 Objective tokens

- Roll 1D6 for how many tokens.
- The defender places the first face down, then sides alternate.
- Not within 12" of a start location or 6" of another token.
- To collect: base contact and a special action. A Star or Co-Star who claims one gains ★★.

5 The maguffin OPTIONAL

The token furthest from any model. Whoever claims it draws a random maguffin card (use once, then discard). Worth 1D3 VP.

6 Start locations

The defender picks a table edge; the attacker takes the opposite one. Each start zone runs from the edge up to 3" in.

7 Place your models

Defender, then attacker, place models without *Espionage*. Then defender, then attacker, place *Espionage* models. Keep units together.

8 Build the script deck

Shuffle each act. Stack finale cards at the bottom, act two on them, act one on top.

LONGEST TABLE SIDE	EACH ACT	TOTAL
2-3 feet	5	15
4 feet	6	18
5 feet or more	7	21

No script cards? Use clubs, spades and diamonds (p. 76).

9 Prop store

Count your cast's props (pp. 70, 180): 1 per Star and Co-Star, +1 per model with the *Prop* special effect, plus any bonus cards from other effects. You draw them after initiative.

10 Roll for initiative

Each side rolls 1D6 + the highest Mind in its cast. A tie: both gain ★ and roll again. The winner is on screen first; the other side gains ★★.

Then draw props (p. 180): each side draws **twice** its prop store number without looking, keeps **half** (rounding up) and discards the rest. Any eligible model in the cast can use them (p. 182).

TURN SEQUENCE

One side is **on screen** each turn and plays phases 1 to 3. Then the other side takes its turn.

1 SCRIPT PHASE

Flip 1 card (1 or 2 after your first turn). Flipping 2 gives both sides ★★; play the last card only.

2 ACTION PHASE

Gain plot points, activate models, remove statuses.

3 END PHASE

- **Axed?** More models removed from play than in play: pass a Spirit test with a Star or Co-Star in play, or remove 1D6 models. Axed Extras stop generating ★.
- **On Fire?** Roll for each model (page 2).
- **Steal the scene?** Once per episode: activate one Star or Co-Star again. Not once a finale card is on top of the deck.

PLOT POINTS ★

GAIN

WHEN	GAIN
Action phase: each Star in play	★★
Each Co-Star in play	★
Each Extra in play (total rounded up)	½
You reduce an enemy Star or Co-Star to 0 Health	its starting Health
Star or Co-Star claims an objective token	★★
Initiative: each tie (both sides) / losing side	★ / ★★
Script: flip 2 cards (both) / finale next (on screen)	★★

Captured models and an axed cast's Extras generate none. Dominated models count for their new side.

SPEND unspent points carry over, with no limit

- Activate a model: ★ each
- Stretch dice: defence
- Stretch dice: strike
- Extra dice on a statistic test
- Special effects and props
- Remove a status: ★ each

EPILOGUE VICTORY BY VP DIFFERENCE, P. 115

Ends when a side has no models in play, the script deck is empty after an end phase, or the episode's conditions are met.

VICTORY POINTS	VP
Enemy has no models in play (not also axed)	+2
Enemy cast is axed	+1
Each objective token held	+1
Each enemy Star or Co-Star removed from play	its starting Health
Each enemy Star or Co-Star ending with a status	+1
You hold the maguffin	+1D3
Episode's special conditions	varies

0-1	2-3	4-5	6-7	8+
Draw	Minor	Decisive	Crushing	Epic

7TV QUICK REFERENCE IN ACTION

ACTIVATING MODELS

Pay ★ to activate a model. It gets two actions. It cannot make two strikes (fight, shoot or presence) in one activation, or a fight and a shoot.

MOVE

- Up to 6" across clear ground.
- Most models can take both actions as moves.
- Any move can change facing.

STRIKE

- **Fight**: brawl, blunt or bladed weapon.
- **Shoot**: a ranged weapon.
- **Presence**: wits or strength of will.

SPECIAL

- Aim.
- Pick up an objective token.
- Some special effects.

FREE

- Use a prop.
- Charge attack.
- Use a star quality.
- Some special effects.

A special effect's card says whether it needs a special action or is free.

STRETCH DICE

Buy extra dice for a defence roll, strike roll or statistic test: ★ per die, bought before you roll.

Score = your highest die, +1 for each other die that rolled 4, 5 or 6.
Rolls 2, 4 and 5 score 5 + 1 = 6.

Disadvantaged: roll the initial die only, no stretch dice. **Rerolls**: keep the second result.

STATISTIC TESTS

Roll one die (plus any stretch dice). Pass if the score equals or beats the target number for the statistic.

STATISTIC	1	2	3	4	5	6+
Target	7+	6+	5+	4+	3+	2+

DEFENCE AND STRIKE ROLLS

The defender rolls first, then the attacker. **If the strike roll equals or beats the defence roll, the attack's effects apply.**

DEFENCE ROLL

A	B	C	D
Defence statistic	+ modifiers	+ initial die	+ stretch dice

STRIKE ROLL

A	B	C	D
Strike number	+ modifiers	+ initial die	+ stretch dice

A Stunned defender rolls no dice at all (steps C and D).

DEFENCE MODIFIERS	MOD
Each status on the defender	-1
Soft cover (shoot attacks only)	+1
Hard cover (shoot attacks only)	+2
Behind an obstacle (fight and presence) or mounted	+2

STRIKE MODIFIERS	MOD
Each status on the attacker	-1
Aimed shot	+1

DISADVANTAGED: NO STRETCH DICE

Defender is

- Distracted
- Immobilised
- Knocked down
- Stunned
- On Fire
- In hard or soft cover
- Behind an obstacle
- Mounted

Defending against

- A charge attack
- A free strike
- An attack from the rear

Attacker is

- Knocked down
- On Fire
- Making a risky shot

STATUSES

- **-1** to strike and defence rolls for each status.
- A model has each status once. Gaining one it already has costs 1 Health instead.
- In your action phase, ★ removes one status from one model (not Poisoned).



CAPTURED
Generates no ★; its captor gains them. To escape: activate it, pay ★ and win an opposed Spirit test (disadvantaged).



DISTRACTED
Reroll the highest die on every roll. A second move needs a passed Mind test.



DOMINATED
Joins the other cast. Removing it costs ★ and needs an ally in base contact.



IMMOBILISED
Cannot activate until removed. Cannot be removed while it has other statuses. Disadvantaged.



INFECTED
Plot points cannot remove it. At 0 Health the enemy rolls 1D6 in their end phase: on a 1 it returns as a new profile in their cast.



ON FIRE
In your end phase roll 2D6: equal to or above Defence loses 1 Health. Then the enemy may move it up to 3".



POISONED
★★ to remove.



SCARED
No presence attacks. A fight or shoot attack needs a passed Spirit test, or its strike counts as half (round up).



STUNNED
Knocked down. Cannot be given ★ in the action phase or make any attack, free strikes included. Rolls no dice when defending.



WEAKENED
Only one action when activated.