

# Silver Bayonet: House Rules

## Stealth

1. Declare “Stealthing”
2. Move up to 4”
3. Roll Stealth Check (TN 11)
4. Upon successful result, this figure is **no longer targetable** by any non-friendly figure. Place a marker or token on/near figure to denote it is “hidden”.
5. Upon completing its move, the figure’s activation ends immediately.

Pre-requisite: In order to attempt a Stealth Check, a figure must have terrain at least 1/2” tall between it and any enemy figures OR be beyond maximum line-of-sight (as some conditions during a game may limit line-of-sight).

Special: Any figure with the attribute **Ethereal** may target any successful Stealthing figure.

## Item Hand-off

A figure can use a Free Action to hand off an *item* or *artifact* discovered via scenario special rule (i.e. investigating a clue marker/drawing a card).

A figure may choose to hand-off a discovered item to another friendly figure within 3”

OR

may drop/toss an item to the ground up to 3” away (place a marker on the table to represent dropped item).

Any figure (friendly or otherwise) may spend a Free Action to pick up a dropped item within 1”.

This Free Action can be done during Movement.

## Monster Expert (Solo Play version)

A figure with this attribute can do one of the following:

Spend their Monster Die to force a re-roll of a Monster’s Power or Skill Die during an attack made by that monster against the figure with this attribute. Lower die result takes precedence.

OR

Spend their Monster Die to modify a Monster’s action as long as this modification results in the figure with this attribute becoming the target of the Monster’s action.

I.e., a figure with this attribute can force a Monster that is Shooting to change targets from another friendly figure to this figure.

Or cause a Monster to make a Move To Attack against themselves vs another friendly figure **as long as this figure is within the Monster’s Move To Attack range.**

Or cause a Monster to Move toward themselves rather than another friendly figure **as long as this figure is in the Monster’s line-of-sight.**

OR

Spend their Monster Die to gain a +2 bonus to their Melee or Accuracy stat when targeting a Monster. Alternatively, they could gain a +2 bonus to their Defense stat during a Monster’s attack against them. *This usage must be declared at the start of a combat before dice are rolled.*