



IRONSWORN RULES SUMMARY

MOVES

When you do something or encounter a situation within the scope of a move, refer to the move and follow its instructions to see what happens. When a move's name is referenced within the rules or by another move, you'll see it as *italicized text*.

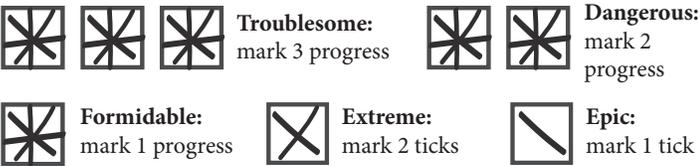
THE ACTION ROLL

Roll your action die (d6) and challenge dice (2d10). The total of your action die, your stat, and any adds is your action score. Your action score is never greater than 10—anything over that is ignored.



- **Strong hit** = Action score is greater than both of the challenge dice
- **Weak Hit** = Action score is greater than one of the challenge dice
- **Miss** = Action score is not greater than either of the challenge dice

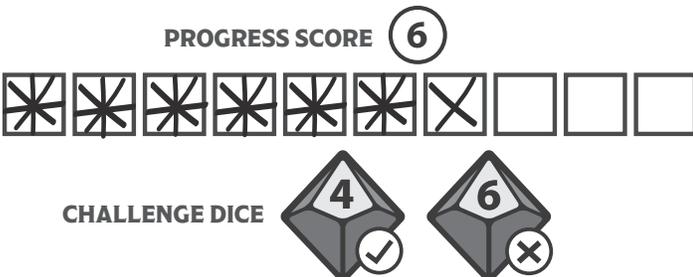
PROGRESS TRACKS



- When a move tells you to mark progress, fill in the appropriate number of ticks or progress boxes per the rank of your challenge.
- When you inflict harm on your foe in combat, each point of harm is marked as progress on your foe's progress track per their rank.
- When you successfully *Forge a Bond*, mark 1 tick on your bond progress track.

PROGRESS MOVES

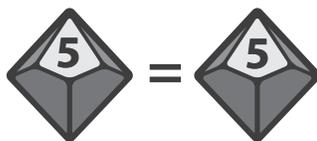
Your progress score = +1 for every filled progress box (4 ticks). Roll your challenge dice (2d10) and compare to your progress score. Ignore momentum when making a progress move.



MATCHES

When you roll a match on your challenge dice...

- **Strong hit:** The match represents a twist in the narrative, something interesting, or a new opportunity.
- **Miss:** The match represents a heightened negative outcome, a complication, or a new danger.



If you're unsure what happens, *Ask the Oracle*.

ORACLES

Ask the Oracle when you have questions in solo or co-op games, or to provide inspiration for the GM in guided play.

When you are prompted by a move or an oracle table to generate a result between 1 and 100, roll two ten-sided dice.

MOMENTUM

BURNING MOMENTUM

You may cancel any challenge dice which are less than your momentum value. After you burn momentum, you must reset.

RESETTING MOMENTUM

- The default reset is +2.
- One debility marked = your momentum reset is +1.
- More than one debility marked = your momentum reset is 0.

SUFFERING NEGATIVE MOMENTUM

When your momentum is less than 0, and it matches the value of your action die, you must cancel your action die.

When you suffer -momentum, and your momentum is already at -6, you will instead make the *Face a Setback* move.

SUFFERING HARM AND STRESS

Rank	Harm / Stress
Troublesome	-1
Dangerous	-2
Formidable	-3
Extreme	-4
Epic	-5

When you face mental shock or despair, make the *Endure Stress* move. When you face physical injury or hardship, make the *Endure Harm* move.

INFLECTING HARM

- When you wield a deadly weapon (such as a sword, axe, spear, or bow), you inflict 2 harm.
- When you are unarmed, or wield an improvised or simple weapon (such as a shield, stick, club, staff, or rock), you inflict 1 harm.

FOES

Rank	Type	Progress	Harm
Troublesome	Common enemies	3 progress per harm	Inflicts 1 harm
Dangerous	Capable fighters and deadly creatures	2 progress per harm	Inflicts 2 harm
Formidable	Exceptional fighters and mighty creatures	1 progress per harm	Inflicts 3 harm
Extreme	Foes of overwhelming skill or power	2 ticks per harm	Inflicts 4 harm
Epic	Legendary foes of mythic power	1 tick per harm	Inflicts 5 harm

SUPPLY

You and your allies share the same supply value. When your supply falls to 0, all characters make the *Out of Supply* move.

COMPANIONS

If you roll a 1 on your action die when using a companion ability, any negative outcome of the move should involve your companion.

When a companion suffers physical damage, make the *Companion Endure Harm* move.