

Core Rules Errata

Page 10: The example character card does not have a Strength field, and Effects and Abilities should be combined. The new character creation document illustrates this here:

<http://www.newworldgamingco.com/2012/09/07/character-creation-phase-3-is-up/>

Page 12: The description of the Strength stat is missing. It should read “Str: The strength stat refers to how physically powerful a character is. A character might be called upon to make a Str. Test, but it is primarily factored in as a bonus to W-Pow.

Page 13: At the end of the description of W-Pow, the following sentence should be added. “A character’s Str. stat will contribute to their W-Pow.
Pages 36-38: Characters can no longer move diagonally across squares. Characters must now trace their movement across adjacent spaces one-by-one to reach a diagonal space.

Page 50: Attacking from behind should be added to the combat bonuses and penalties chart. Attacking a character on their back-side provides a bonus of Att+1/W-Att+1 and Pow/W-Pow+1. If the attacker’s attack intersects the defender’s back side it counts. If the attacker’s attack intersects the corner of the defender’s back side it does not count.

Updated Glossary

Adamant Form (RE)

Cost: 1M

Reaction to an attack that has hit. The attack now can't increase your injury level by more than 1.

Assess the Threat

Fear effect

Cost: 1E

Roll a Command contest with an enemy within a number of spaces equal to your command. If you win, recover 1 Mana.

Backstab

Cost: 1M+Weapon EC

Special weapon attack. If it hits the target in its rear facing, it will automatically score a Critical Hit instead.

Barrage

Cost: 1E2M+Weapon EC

on Hit: Make free ranged weapon attacks at Att-1. per successive hit until you miss or can't attack any enemies. Special ranged weapon attack.

Being Scary (RE)

Fear effect

Cost: 1E

Reaction to an attack that hits. The attacker must re-roll the attack due to fear. You can only force the attacker to re-roll once per attack this way.

Berserk

Cost: 1E

Suffer 1 Injury, then recover 1 Mana for each injury you have.

Blast attack

A blast attack is a special ranged attack that targets a square, and all squares within x of the target where x is the attack's radius. The center target ignores cover. Calculate cover from that square out to other affected characters instead of calculating from the attacking character. Roll separately to hit each target, and separately to determine injuries.

Block 2 (RE)

Cost: 1E

Reaction to suffering a hit. You get Armor+2 for that attack.

Block 4 (RE)

Cost: 2E

Reaction to suffering a hit. You get Armor+4 for that attack.

Buck Shot

Cost: 1E1M

Use only after resolving a ranged attack that hit. Make another ranged attack against that target without paying the attack's EC.

Burst Attack

A burst attack is a special attack that rolls to hit against all units within x squares of the attacker where x is the attack's Radius. Calculate cover as normal. Roll separately to hit each target, and separately to determine injuries.

Butcher

Cost: 1E1M+Weapon EC

Special weapon attack at Att-2, Pow+4.

Camouflage

effect

When attacked, if this character is 4 spaces away or more, it has total cover.

Castle (RE)

Cost: 1E1M

Reaction to an ability or attack targeting you. Swap this character for an ally within spaces equal to your command. The swapped ally is the target.

Caustic Burst

Cost: 2E3M

Type: Acid

Radius: 2

on Crit: Poison 2

Special burst attack at Att+2, S-Pow+2

Challenge

effect

If an enemy moves out of your melee reach, roll a Command contest. If you win, it can't move but must still pay Endurance for the movement.

Check

Fear effect

Cost: 2M

Roll a command contest against an enemy within spaces equal to your command. If you win, it suffers the flee status due to fear.

Checkmate

Cost: 3M+Weapon EC

on Hit: Slay

A special melee weapon attack at W-Att+2. If two or more friendly units are also within melee reach they may pay EC for their weapon. If they do, see "On Hit" effect.

Chilling Strike

Cost: 2M+Weapon EC

Type: Cold

on Hit: Drain Endurance equal to your S-Pow.

Special melee weapon attack

Clobber

Cost: 1E1M

Reach: 1

on Hit: Stun

on Crit: Slay

Special melee attack. Doesn't roll for injuries.

Contort (RE)

Cost: 2E1M

React to an attack that hits you. negate the attack.

Counter Attack

(RE)

Cost: 1E

React to an enemy entering your melee reach. Roll a Command contest. If you win, their movement stops and make a weapon attack against them without paying EC.

Dauntless

You are not affected by abilities and effects with (Fear), and not affected by flee.

Dazzle

Cost: 2E

Type: Fire

Reach: 1

on Hit: Stun

on Crit: The target suffers a Pow 3 Fire type hit.

Special Melee attack at Att+1.

Decoy (RE)

Cost: 2M

React to an attack. You are treated as having total cover for that attack (roll a D10. On a 1-6 the attack misses).

Deflect

(RE)

Cost: 2E

React to a ranged attack against targeted character (or an ally within a number of spaces equal to its command), roll a S-Pow contest. If you win, the attack is negated (even if it automatically hits).

Distract

(RE)

Cost: 2E

React to an enemy within 2 spaces who is using a non-attack special ability. negate that ability, even if it is a reaction.

Dodge

(RE)

Cost: 2E

React to an attack to gain Def+2 against that attack. This is used before the attack is rolled.

Drain

The target loses an amount of Mana or End specified in the ability.

Embloody

Cost: 2E1M

Range: 4+

Type: Dark.

On Hit: The defender suffers 1 injury.

Special Ranged Attack at Att+1

Epic heal

Cost: 2E3M

All friendly characters within 8 recover 1 injury.

This character recovers 2 injuries instead.

Few Stood Against Many

As long as this character survives the battle and is on the table, score 1 VP.

Finishing Blow

Cost: 1E1M+Weapon EC

On Hit: Slay.

No reactions permitted.

Special melee weapon attack against a character 2 injuries away from defeat at Att+1.

Fire Breathing

Cost: 2E1M

Type: Fire

Reach: Line Attack, Length 3

With Att+1, Pow 4, Crit: Pow+2.

Flame Wreath

Type: Fire

When an enemy character moves onto an adjacent tile or starts activation on an adjacent tile, it suffers a Pow 2 (type Fire) hit.

Flash Freeze

Cost: 2E3M

Type: Cold

Reach: 2

on an injury: Drain all Endurance and stun on Crit: Slay

Special Melee attack with Att+3, S-Pow+2

Flee

A character with a flee counter can't voluntarily make a movement action. During recovery after endurance is recovered, you must spend 3 endurance running as directly away from the source as possible. Remove a flee token. If you move off of the board, add the character to the next turn's re-enforcements. Spend 1 turn off of the board for each remaining flee token. If the source is no longer present, run to the nearest board edge.

Frighten

Fear effect

Cost: 2E

An enemy within spaces equal to your command becomes Stunned.

Gather Courage

Cost: 1E

If no enemy can draw an attack line to you without giving you cover, recover 1 mana.

Got your Back

(RE)

Cost: 1M

React to an adjacent ally being the target of an attack or ability. Swap it for this character. The swapped in character is now the target instead

Gouge

Cost: 2M+Weapon EC

on Hit: Hex 1

on Crit: Hex+2.

Special weapon attack at Pow+2

Guided Strike

Cost: 1M+Weapon EC

Make a special weapon attack at W-Att+2

Heal

Cost: 1E1M

This character or a friendly character within 4 spaces recovers 1 injury.

Heat of Battle

Cost: 2E

Use while an enemy is within your melee reach. Recover 2 Mana.

Hex X

Status effect

Place x hex counters on the character.

While a character has one or more Hex counters it gets Att-2, W-Att-2, and Def-2, and cannot use reactions. During the recovery step, remove a hex counter.

Hyper Cutter

Cost: 2M+Weapon EC

Type: Magic

Reach: Line 3

Special melee weapon attack as a line attack with Att+1.

Immune

A character is unaffected by the Damage Type or status type listed.

Immune to acid

You are not affected by Acid type attacks, effects, and abilities.

Immune to Cold

You are not affected by Cold type attacks, effects, and abilities.

Immune to Dark

You are not affected by Dark type attacks, effects, and abilities.

Immune to Electric

You are not affected by Electric type attacks, effects, and abilities.

Immune to fire

You are not affected by Fire type attacks, effects, and abilities.

Immune to Light

You are not affected by Light type attacks, effects, and abilities.

Immune to magic

You are not affected by Magic type attacks, effects, and abilities.

Immune to Slay

You are not affected by the Slay effect.

Inspire Bravery

effect

Aura-friendly characters within spaces equal to your command are immune to fear abilities or effects and Flee. Characters may only be affected by one aura of each type at a time.

Inspire fortitude

effect

Aura-friendly characters within command gain +1 to Armor. Characters may only be affected by one aura of each type at a time.

Inspire Urgency

effect

Aura-friendly characters that begin moving within spaces equal to your command get +1 to Move. Characters may only be affected by one aura of each type at a time.

Kiss of Death (RE)

Cost: 2E2M

React to an ally activating within spaces equal to your command. (The ally must not be Immune to Slay.) It recovers all Endurance, Mana, Injuries, and status effects. Slay it in recovery.

Knockback

When a character suffers Knockback, it is moved that many tiles either away from the attacker or from the center of the attack in the case of blasts. If it forces the character onto an impassable or vertical terrain piece, up more elevation levels than normally movable, or onto an occupied tile, the movement ends and the knocked back character suffers a Power 4 (Mundane) hit. A character knocked back off of a board edge goes into reserves. If the movement is diagonal and there is no clear destination, it is the attacker's choice.

Leaping Move

Ignore the effects of obstacles. You may also move up one or two elevation levels at once, but you only compare the tile you begin your movement to the tile you end your movement for elevation.

Levitating Move

Ignore the effects of obstacles. You are treated as one elevation level higher than the tile you stand on for the purposes of movement and attacking, and you never suffer falling damage.

Line Attack

Starting with a square adjacent to yours, mark a line of x squares so that each marked square is adjacent to the square before it, and that no square is marked more than once. All characters occupying at least one of those squares are affected. Roll separately to hit each target, and separately to determine injuries. This line doesn't have to be straight. It can be curved or even zig-zag.

Look Out (RE)

Cost: 1M

React to an ally within command being attacked. That ally gets Def+2 and Armor+1 for that attack. This can only be applied once per attack.

Luck

A character can either spend a luck token to re-roll any D10 this character rolls, or force a D10 rolled against this character to be re-rolled.

Mage Armor (RE)

Cost: 1E1M

React to an attack that hits you. Your armor is 8 for that attack (include any penalties from injuries).

Mana Gift

Cost: 1E1M

Any friendly character recovers 1 Mana up to its maximum.

Mana Theft

Cost: 1E

Reach: 1

on Hit: Steal 1 Mana from the target.

Special Melee attack at Att+1. This attack deals no injuries.

Mark of the Titans

This character is deployed with twice their End value. The doubled value is subject to the regular rules regarding End, and must not exceed 9.

Meditate

Cost: 2E

Recover 1 Mana up to your maximum

Meteor

Cost: 2E4M

Radius: 3

Range: Any

Type: Fire

on Crit: Pow+4.

Special Blast attack at Att+3, S-Pow+3. nominate the center tile with a token. Add the meteor as an activation card to your pool next turn. When it activates, resolve it with the token as the blast center.

Multiattack

This character may perform as many attacks with this weapon as they can pay for.

No Reactions

Characters cannot use reaction (RE) abilities in response to this action.

On hit

On Hit effects occur as long as your weapon scores a hit. These effects are applied after injuries are calculated (even if there are no injuries).

On Injury

On Injury effects occur if your attack deals at least 1 injury successfully.

Out-Maneuver (RE)

Cost: 1E1M

React to an enemy activating in phase 1 or 2 within spaces equal to your command. Move it to phase 3 instead.

Parry (RE)

Cost: 2E

React to a melee attack with an Att contest. If you win, ignore the attack.

Plan Ahead

Cost: 2E

Roll a D10 and set it aside. Your characters may use this value once instead of rolling a D10 during this turn. Using Plan Ahead again replaces the D10 already set aside.

Poison X

Status effect

Type: Acid

Place x poison counters on the unit.

During recovery remove a poison counter.

The unit suffers a hit of Pow equal to the

Endurance it spent that turn.

Power Attack

Cost: 1M+Weapon EC

Special weapon attack at W-Att-1, W-

Pow+2

Power Channel (RE)

Cost: 1E

React to an elemental or magic attack that

hits you. You get Armor+4 for that attack

and recover 1 Mana up to your maximum.

Rally

Cost: 1E

Remove Flee counters from this character

and friendly characters within command.

Ranged

This weapon may attack enemies outside

its reach for Att-1 per space beyond its

reach.

Recovery

During the recovery step, this character

gains 1 mana up to its maximum

Regenerate

Cost: 1M

This character recovers 1 injury.

Remedy Cost: 2E

Remove all of the negative status tokens

of a single type other than injury from this

character, or an ally within 2 spaces.

Resist Elements 2

When this character suffers a Fire, Cold,

Ice, Electric, Light, or Dark type hit, you

get Armor+2 for that attack.

Retaliate (RE)

Cost: 1E

Reaction to an attack that doesn't deal

injury. If the attacker is within melee

reach, you may turn and attack them for

free.

Rip Around

Cost: 1E1M+Weapon EC

On Hit: Choose a new direction for the

target to face and drain it of 2E. Finish

the attack as normal.

Make a special melee weapon attack at

Att+1.

Scissor Strike

Cost: 2M+Weapon EC

Special attack with two melee weapons.

Use highest EC, the highest W-Att, and

combine W-Pow, Crit, and special values

for the attack.

Serenity

As long as this character is uninjured, it

recovers 1 mana during recovery.

Shadow Hop (RE)

Cost: 2M

React to suffering a hit. Ignore the hit and

place this character in reserves. When it is

ready to deploy, you may place it

anywhere not within 3 of an enemy or on

impassable terrain.

Sharp This weapon scores a crit on a 9 or

10, as long as a 9 would normally hit.

Weapons with Sharp cannot have Crit:

Slay.

Shockwave

Cost: 1M

Type: Magic.

Reach: 3

A special melee attack with Pow 2. This

attack automatically hits.

Shove

Cost: 2E

Reach: 1

on Hit: Knockback 2, Drain 2E

on Crit: Stun

Special melee attack. The attack deals no

injuries.

Shrieking Armor

Fear effect

When hit by a melee attack, the attacker

will flee unless they roll a 5+ on a D10.81

Shrug (RE)

Cost: 1E

Reaction to being dealt 1 injury. Ignore that injury.

Sidestep (RE)

Cost: 1M

Reaction to an attack or ability against this unit. Move one square in any direction. If you are then out of the attack's reach, ignore it. Apply any cover penalties from your new position.

Skittish

If dealt an injury, on a roll of 4+ this character suffers Flee.

Slay

Unless Immune to Slay, characters affected by Slay effects are automatically defeated

Smite

Cost: 2M+Weapon EC

Type: Light

Special melee weapon attack. Add Command to your W-Pow. This attack cannot defeat an enemy. If it would, instead leave the enemy 1 injury away from defeat.

Snipe

Cost: 1E+Weapon EC

no reactions permitted. Special ranged weapon attack ignoring penalties for partial cover, adding crit Pow+2.

Static jolt

Cost: 2E1M

Type: Electric

Range: 4+

on Crit: Stun.

Special ranged attack at Att+2, S-Pow+0

Steal X

The target loses x amounts of Mana or End. You recover that much Mana or End. up to your maximum.

Stun

Status effect

During recovery, remove a stun token and the character only recovers 1E.

Sudden Strike

Cost: 1E+Weapon EC

no reactions permitted.

Special melee weapon attack at W-Att+1 adding

Crit Pow+2.

Swift Assault

effect

If you have more swift assault characters than your enemy, you choose to be the attacker or defender.

Tactical Strike (RE)

Cost: 1M

React to an ally making an attack. The ally must be within a number of spaces equal to your command. Their attack is now at Att+2/W-Att+2 Pow+1. This can only be applied once per attack.

Tap into Gea

Cost: 1E

Roll a D10. On a 4+, recover 1 Mana.

Repeatable.

Throw

Cost: 1E+Weapon EC

Make a ranged attack with this weapon at reach +3 (The character doesn't lose the weapon, it is assumed that they have extras).

Thunderstrike

Cost: 2M+Weapon EC

Type: Electric

Radius: 1 (Blast)

on Hit: Drain 1E

Special weapon attack with Att+1, Pow+2.

This character can't hit itself.

Touch of Death

Cost: 2E3M

Reach: 1

on Hit: S-Pow Contest. If you win, slay the target. Otherwise, you suffer 1 injury.

Special melee attack at Att+1.

Trip (RE)

Cost: 1M

React via a special melee attack to a an enemy within 2 spaces who is using an action other than movement and normal weapon attacks. If your attack hits, cancel that special ability.

Unstable

On a “1” to hit on the D10 roll, the character hits itself.

Venom

Cost: 2E1M

Reach: 1

Type: Acid

on Hit: Poison 1

on Crit: Poison 3 instead of Poison 1.

Special melee attack at Att+3, Pow 1

Vicious

When you deal an injury or slay an enemy, you may recover 1 mana.

vigorate

Cost: 1M

This character or a character within 2 spaces recovers 2 Endurance up to its maximum

Voodoo

When dealt an injury, roll a D10. On a 7+, the attacker receives 1 injury.

Whirling Gale

Cost: 2M2E

Type: Mundane

Reach: Line 4

on Hit: Stun

on Crit: Pow+3

Special line attack at Att+2, S-Pow+0

Wreck

Cost: 1M1E

Roll a D10 and add Tuf. On an 8 or more, destroy an adjacent terrain tile that is not objective terrain.