

November 2011 Rule Updates and Corrections

Terrain Simplification

Obstacle— rubble, water, underbrush, uneven ground

Obstacles slow movement, it costs an extra square to move onto an obstacle. Obstacles do not provide cover.

Cover—ruins, tree cluster, boulders, Statues

Cover is impassable, and a character who draws line of sight through cover provides the target with a cover bonus (def+2). If the cover is also elevated, it can provide total cover (can only be hit on a 10, no crit). Friendly and enemy characters alike also provide cover.

Elevation—Hill, Pedestal, Plateau, Giant Mushroom

Elevation can be moved across, but you cannot move up two or more elevation levels at once. Being on high ground provides a bonus (Att+1, Def+1), and can allow you to ignore cover bonuses. If you are closer than the unit or terrain providing cover than the target, and if the cover itself is below your elevation level, you ignore the cover bonus. If the target is as close or closer to the cover than you, or if the cover is on your elevation level or higher, they get a cover bonus if not a total cover bonus.

Simplified Terrain Chart

D10 Roll	Terrain Tiles in the Feature
1	Obstacle X5
2, 3	Obstacle X3, Cover X2
4	Cover X4
5, 6	Cover X2, Elevation X2
7	Elevation X4
8, 9	Obstacle X3, Elevation X2
10	Obstacle X3, Elevation X1, Cover X1

New Rules for Major Arcana coming soon!

Updated Glossary

Term	Definition
Adamant Form (RE)	1M: React to an attack that has hit. The attack can't increase your injury level by more than 1.
Assess the Threat	1E: Roll a Command contest with an enemy within command. If you win, recover 1 Mana. (fear)
Attack Now (RE)	1M: React to an ally within command making an attack, the attack is at Att+2 Pow+1
Backstab	1M: Special weapon attack. If it hits the target in its rear facing, it will automatically crit instead.
Being Scary (RE)	1E: React to an attack that hits, the attacker must re-roll the attack (fear).
Berzerk	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 if necessary. Roll seperately to hit each target, and seperately to determine injuries.
Block 2 (RE)	1E: React to suffering a hit. You get Armor+2 for that attack.
Block 4 (RE)	2E: React to suffering a hit. You get Armor+4 for that attack.
Brutalize	1M1E: Special melee attack with reach 1. Stun on hit, Slay on a Crit.
Buck Shot	1E1M: Use only after resolving a ranged attack that hit, and make another ranged attack against that target for free.
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 seperately to hit each target, and seperately to de-
Butcher	1M1E: Special Weapon attack at Att-2, Pow+4.
Castle (RE)	1E1M: React to an ability or attack targetting you, swap this unit for an ally within command. The new
Caustic Burst	2E3M: Special burst attack at Att+2, S-Pow+2, Radius 2, Type: Acid, Crit: Poison 2
Challenge	Effect: If an enemy moves out of your melee reach, roll an Command contest. If you win, it can't move but still pays Endurance.
Check	2M: Roll a command contest against an enemy within command. If you win, it must flee. (fear)
Checkmate	3M: A special melee weapon attack at W-Att+2. If two or more friendly units are also within melee reach
Chilling Strike	2M: Special melee weapon attack, type: cold, on hit drain Endurance equal to your S-Pow.
Counter Attack (RE)	1E: React to an enemy entering your melee reach. Roll a Command contest. If you win, their movement stops and make a free attack against them.
Dauntless	You are not affected by abilities and effects with (Fear), and not affected by flee.
Dazzle	2E: Special Melee attack at Att+1. On hit, stun. On crit, the target suffers a Pow 2 Fire type hit.
Deflect (RE)	2E: React to a ranged attack, roll a S-Pow contest. If you win, the attack misses automatically.
Dodge (RE)	2E: React to an attack to gain Def+2 for that attack
Drain	The target loses X amounts of Mana or End.
Dummy Swap (RE)	2M: React to an attack or ability that hits you. Roll a S-Pow contest, if you win it misses and teleport to another tile within 3.
Embloody	2E1M: Special Ranged Attack at Att+1, Range 4+, Type: Dark. On hit, Injury+1.
Epic Heal	2E3M: All friendly units within 8 recover 1 injury. This unit recovers 2 injuries instead.
Few Stood Against Many	As long as this unit survives the battle and is on the table, score 1 VP
Finishing Blow	1M1E: Special melee weapon attack against a unit 2 injuries away from defeat at Att+1. No reaction, On hit Slay.
Fire-Breathing	1M2E: Line Attack length 3, Att+1, Pow 4, Type: Fire, crit: Pow+2.
Flame Wreath	When a character moves onto an adjacent tile, or activates on an adjacent tile, it suffers a pow 2 type Fire
Flash Freeze	2E3M: Special Melee attack with Att+3, S-Pow+2, Reach 2, type: Cold, Crit: Slay, on an injury: Drain all
Gather Courage	1E: If no enemy can draw line of sight to you without giving you cover, recover 1 mana.
Got your Back (RE)	1M: React to an adjacent ally hit by an attack. Swap it for this unit, this unit is now being hit instead.
Gouge	2M: Special weapon attack at Pow+2. On hit, Hex 1. On Crit, Hex+2.
Guided Strike	1M: Make a special weapon attack at W-Att+2.

Term	Definition
Heal	1E1M: A friendly unit within 4 recovers 1 injury.
Heat of Battle	2E: Use while an enemy is within your melee reach, recover 2 Mana.
Hex X	Status effect, place X hex counters on the unit. While it has one or more hex counters it gets Att-2, W-Att-2, and Def-2. During recovery remove a hex counter.
Hyper Cutter	2M: Special melee weapon attack as a line attack with Att+1, Line 3, and Magic Type.
Immobilize (RE)	1M1E: React to an enemy activating in phase 1 or 2 within your command. Move it to phase 3 instead.
Immune	A unit 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 units within command are immune to fear abilities or effects and flee. (one aura per unit)
Inspire Fortitude	Effect: Aura-Friendly units within command gain Armor 1. (one aura per unit)
Inspire Urgency	Effect: Aura-Friendly characters that begin moving within command get Move+1 (one aura per unit).
Kiss of Death (RE)	2E2M: React to an ally activating in command not immune to slay, it recovers all E, M, and status effects. Slay it in recovery.
Knockback	When a unit suffers knockback it is moved that many tiles away from the attacker, or center of the attack in the case of blasts. This movement ends if it forces the unit onto an impassable or vertical terrain piece, up more elevation levels than normally movable, or onto an occupied tile. 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. Also, 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 units occupying at least one of those squares are affected. Roll separately to hit each target, and separately to determine injuries.
Look Out (RE)	1M: React to an ally within command being attacked, that ally gets Def+2 and Armor+1 for that attack.
Mana Gift	1M1E: Any friendly unit recovers 1 Mana up to its maximum.
Mana Theft	1E: Special Melee attack at Att+1, Reach 1. On hit, steal 1 Mana from the target.
Mark of the Titans	This character is deployed with twice their End value to a maximum of 9.
Meditate	2E: Recover 1 Mana up to your maximum
Metalize (RE)	1E1M: React to an attack that hits you. Your armor is 8 for that attack.
Meteor	2E4M: Special Blast attack at Att+3, S-Pow+3, Radius 3, Range any, Crit: Pow+4. Nominate the center tile, and add the meteor as an activation card to your pool next turn. When it activates, resolve it.
Multiattack	This unit may perform as many attacks with this weapon as they can pay for.
No Reactions	Characters cannot use reaction (RE) abilities in response to an attack made by this weapon.
On Hit	On hit effects occur as long as your weapon scores a hit.
On Injury	On injury effects occur if your attack deals at least 1 injury successfully.
Parry (RE)	2E: React to a melee attack with an Att contest. If you win, ignore the attack.
Perfect Dodge (RE)	2E: React to an attack that hits you. Ignore the attack.
Plan Ahead	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, place X poison counters on the unit. During recovery remove a poison counter, the unit suffers a hit of Pow equal to the E it spent that turn, Type: Acid.
Power Attack	1M: Special weapon attack at W-Att-1, W-Pow+2

Term	Definition
Power Channel (RE)	1E: React to an elemental or magic attack that hits you. You get Armor+4 for that attack, and 1 Mana.
Ranged	This weapon may attack enemies outside its reach for Att-1 per space beyond its reach.
Regenerate	1M: This unit recovers 1 injury.
Resist Elements 2	when this character suffers a Fire, Cold, Ice, Electric, Light, or Dark type hit, you get Armor+2 for that attack.
Rip Around	1E1M: Make a special melee weapon attack at Att+1. On hit, choose a new facing for the target and drain 2E.
Riposte (RE)	1E: React to an attack that doesn't deal injury. If the character is within melee reach, you may turn and attack them for free.
Scissor Strike	2M: Special attack with two melee weapons, use highest EC, the highest W-Att, and combine W-Pow, Crit, and
Serenity	As long as this character is uninjured, it recovers 1 mana during recovery.
Shadow Hop (RE)	2M: React to suffering a hit. Ignore the hit and place this unit in reserves. When it is ready to deploy, you may place it anywhere not adjacent to 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.
Shockwave	1M: A special Melee attack reach 3. This attack automatically hits, Pow 2, Type: Magic.
Shove	2E: Special melee attack at reach 1. if it hits, knockback 2 and drain 2E. If it crits, Stun.
Shred	1E2M: Special weapon attack. If it hits, make free weapon attacks at Att-1 per successive hit until you miss or can't attack any enemies.
Shrieking Armor	When hit by a melee attack, the attacker will flee unless they roll a 5+ (Fear).
Shrug (RE)	1E: React to being dealt 1 injury. Ignore that injury.
Sidestep (RE)	1M: React to an attack or ability against this unit, and move one square in any direction. If you are out of reach, ignore it.
Skittish	If dealt an injury, on a 4+ this unit is also fleeing.
Slay	Unless immune to slay, characters affected by slay effects are automatically defeated
Smite	2M: Special melee weapon attack, add Command to your W-Pow, type: light. This attack cannot defeat an ene-
Snipe	1E: Special ranged weapon attack ignoring penalties for partial cover, adding crit Pow+2. Units can't react.
Static Jolt	2E1M: Special ranged attack at Att+2, S-Pow+0, Range 4+, Type: Electric, Crit: Stun.
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 unit only recovers 1E.
Sudden Strike	1E: Special melee weapon attack at W-Att+1 adding Crit Pow+2. Units can't react.
Super Stealth	Effect: When attacked, if this unit is 4 spaces away or more, it has total cover.
Swift Assault	Effect: During deployment you may automatically deploy first if you have more swift assault units than your enemy.
Tap into Gea	1E: Roll a D10. on a 4+, recover 1 Mana. Repeatable.
Throw	1E: Make a ranged attack with this weapon at reach +3 (you still pay the Ec for the weapon).
Thunderstrike	2M: Special weapon attack with a blast radius of 1, Att+1, Pow+2, Electric Type, drain 1 E on hit, and this character can't hit itself.
Touch of Death	2E3M: Special melee attack at Att+1, Reach 1. On hit, S-Pow Contest. If you win, slay the target. Otherwise you
Transfixing Gaze	2E: An enemy within command becomes stunned (fear).
Trip (RE)	1M: React to a an enemy within 2 using a special ability. Make a special melee attack, if it hits, cancel that special ability.
Unstable	On a "1" to hit on the D10 roll, the unit hits itself.
Venom	1M2E: special melee attack at Att+3, Reach 1, Pow 1, type: Acid. On hit: Poison 1, on crit Poison 3 instead.
Vicious	When you deal an injury or slay an enemy, you may recover 1 mana.
Vigorate	1M: This unit or a unit within 2 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	2E2M: Special line attack at Att+2, S-Pow+0, Line 4, Type: Weapon, Hit: Stun, Crit: Pow+3
Wreck	1M1E: Roll a D10 and add Tuf. On an 8+, destroy an adjacent terrain tile that is not objective terrain.