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- In memory of Robin Rose Tuttle. -

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Table Of Contents

About Collision	I
The World of Gea	3
Map	4
Guelivere	6
Deadholm	6
Warhost	6
Forge	6
Rhom	7
Urgholia	7
Introduction to Table-Top Strategy Gaming	8
War Games	9
Role-Playing Games	9
Skirmish Games	9
How Does Collision fit in?	10
Playing Collision	11
Character Cards	12
Character Statistics	13
The Battlefield	16
Board Types	16
Game Objectives	18
Choosing Objectives	18
Terrain	20
Populate Terrain Pools	20
Placing Terrain	20
Obstacles	21
Vertical Obstacles	22
Elevation Tiles	22
Objective Markers	22
Impassable Terrain	22
Rules of Play	24
Starting a Pickup Game	24
Deploying	25
Deploying Characters	27
Deployment Walkthrough	28
Turn Taking	30

Maintenance	30
Phases 1, 2, and 3	30
End Phase	31
Action	31
Movement Guidelines	31
Step	32
Maneuver	33
Run	34
Elevation	35
Weapon Attack	36
Special Action	36
Hold	36
Reactions	37
Recovery	37
Combat Mechanics	38
Facing	38
Line of Sight	38
Cover	38
Partial Cover	39
Total Cover	41
Cover and Elevation	43
Combat Bonuses and Penalties	46
Rolling to Hit	46
Rolling for Injuries	47
Winning a Battle	48
Designing a Battle Group: Endless Horizons	49
Game Objectives	50
Major Objectives	51
Minor Objectives	55
Virgil's Fall (Short Story)	59
Abilities Glossary	66

About Collision

Set in the chaotic, intensely magical, and largely unexplored world of Gea, Collision is a tactical role-playing miniature war game that allows its players total control over their gameplay experience. Similarly to other miniature war games, players are able to enact battles using painted miniatures, dice, game boards, and scenery. Part of what separates Collision from other miniature war games, however, is the fact that it allows players to use any fantasy or steampunk miniatures that they would like, granting them a more versatile game experience.

Because of this, players are free to use any miniatures they may already own to play Collision. For players who already have a large collection of miniatures, there's no need to buy a new and complete army of models in order to play. For players who are new to miniature war games or who may not have an extensive, pre-existing collection, they are free to choose from any of the miniatures currently available in the war game and role-playing game market.

Collision is the ultimate hobbyist's game, as no game offers players more choices of miniatures and terrain styles. If there is an army or race you have always wanted to play, it will always have a home in this game system. To use a miniature you already own in a Collision game, you can either choose a pre-written character card that suits the miniature or use the character creation guide to create your own character stats. You have total creative control over your armies!

Collision can be played either as pickup games or as a campaign. Pickup games tend to be more casual, shorter in duration, and more self-contained. However, Collision's game mechanics are ideally suited for campaign-style play. In campaign games, players play a series of narrative battles for control over the territory and resources of Gea. Characters can also progress and gain experience throughout their adventure. Campaigns can be adapted for infinite types of gameplay; they can range from the simple to the complex, can be short or long in duration, and can be adapted for almost any number of players.

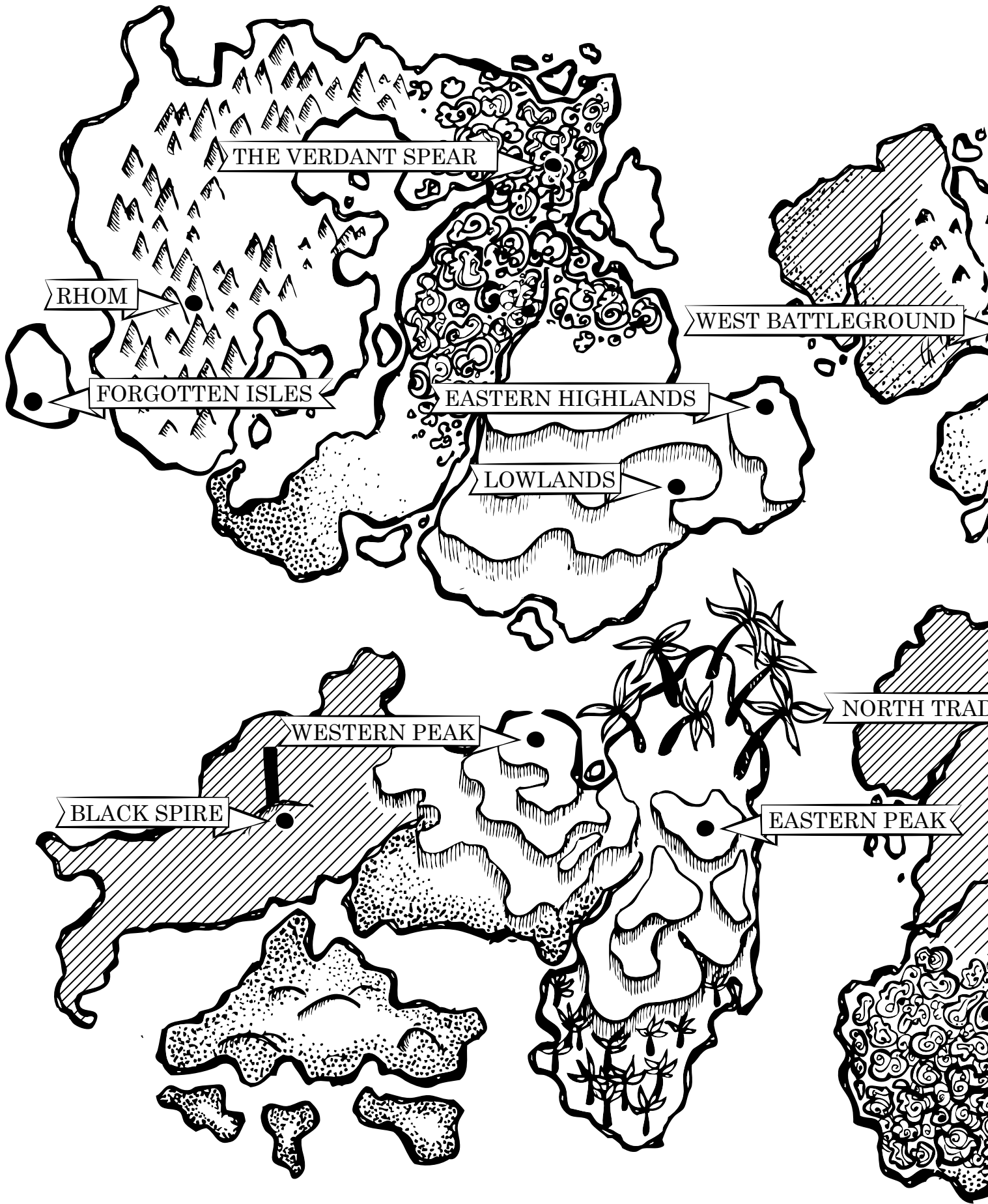
Complete campaign rules will be added with the release of the campaign guide.

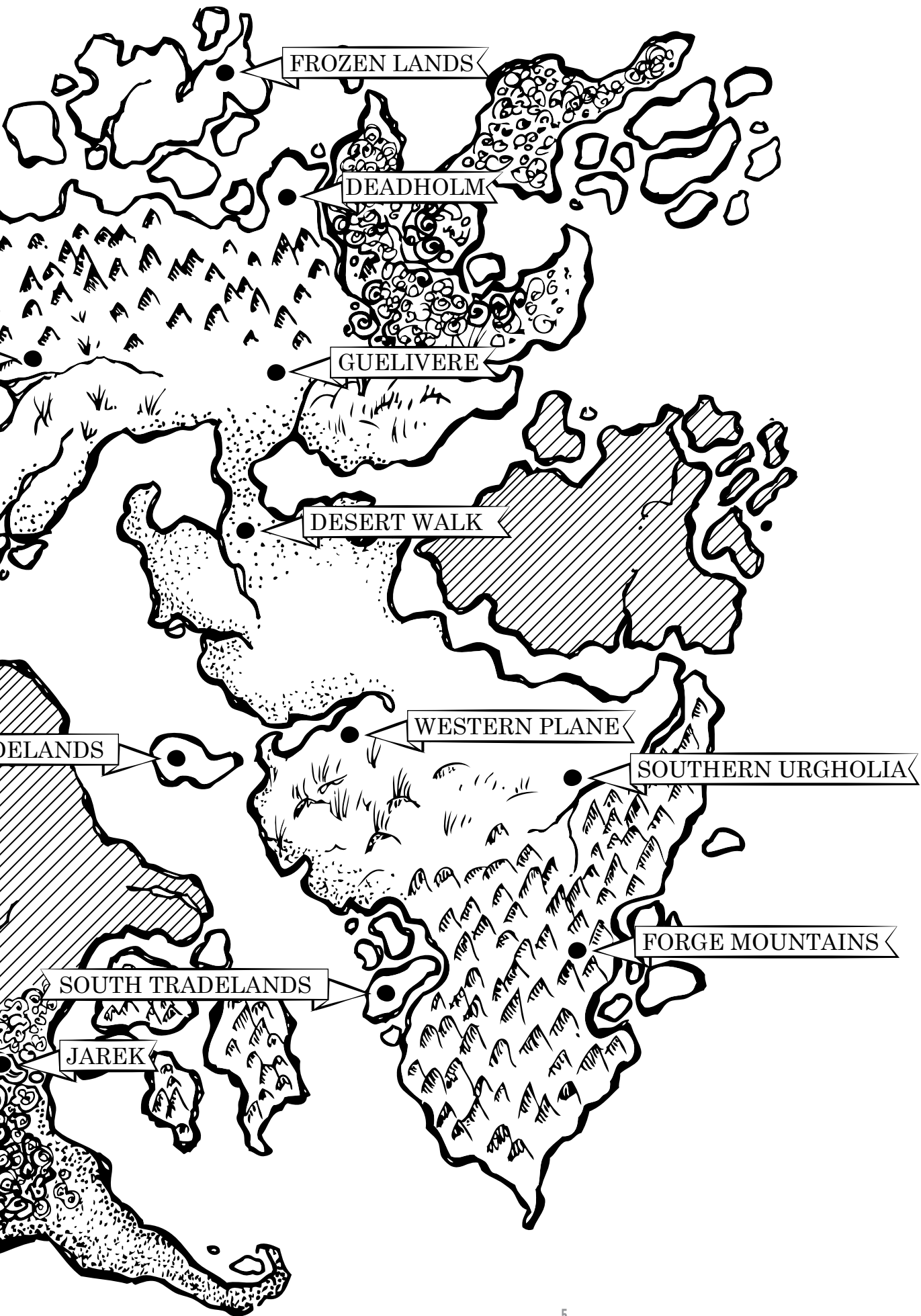
To start playing Collision, all you need are some miniatures, some 10 sided dice (D10s), your character stat cards, a battle grid, and this rulebook.

The World of Gea

Gea, the world in which Collision occurs, was once a mundane world not unlike our own. However, the great Architects who created Gea and its surrounding cosmos left a secret of untold power within the world. Eventually, however, the great rulers of Gea were tricked into unlocking the power trapped in Gea's core, subsequently unleashing a powerful force called mana on the world. It saturated the very life force of Gea, breaking the barriers between the physical and the elemental realms and tearing apart the landscape, polarizing the land's inherent energies. As the mana ripped through the world, societies collapsed, empires crumbled, and a dark and chaotic age began.

Centuries have since passed, and new kingdoms are venturing out into to an unknown landscape. Exploration has once again begun, and emergent civilizations are expanding and interacting with one another for the first time. While some of these first encounters are friendly, many civilizations find themselves fighting for control of mana pools, which contain vast collections of pure and unaligned magical energy. The presence of mana has become essential for sustaining large scale civilizations. Without mana, there can be no great craft, no farming, no magic, and, eventually, no life. Mana is an unparalleled source of life and energy; if one has enough access to mana, one can even make the dead walk again.





Guelivere

Guelivere, the land of warmth and sun, is a shining kingdom. Made up of a series of allied castles and fortresses scattered across the plains of the mainland, it is the safest place in the realm for any traveler. Lead by celestials and angels who value peace above all else, Guelivere is unlikely to initiate war with the other nations of Gea. Guelivere is also home to humans, halflings, beastfolk, and refugees from the more war-torn parts of Gea.

Deadholm

Deadholm is a large city-state in the frigid north. The city is built over a powerful and abundant mana well that allows the citizens of Deadholm to control the city's climate and therefore thrive in an otherwise harsh and inhabitable land. Deadholm is also the land of the walking dead; the elves and humans of the city-state have mastered the art of necrotic magic, and the dead join the living as equal citizens. Deadholm is a noble city, and their strict codes of conduct ensure that they remain swift, disciplined, and merciless conquerors.

Warhost

Warhost is a collection of wandering mercenary bands that fled their home in hopes of finding new lands to settle. Their homeland was bled dry by overuse; their overpopulated cities sucked the mana-wells dry and reduced their lush islands to deserts. Subsequently, the warbands of Warhost took to the sea. Though they lost many ships, the remaining orcs, goblins, hobgoblins, and ogres still fight tirelessly for money, resources, and the promise of a new home.

Forge

Rich with ore and gems, Forge is a group of territories ruled primarily by wealthy dwarves and humans. Theirs is a society ruled by economics,

and Forge is legendary for both its craftsmen and its ability to produce magical constructs and monuments. In order to expand their economic influence, bands of adventurers, soldiers, and investors will frequently launch expeditions for the sole purpose of charting new trade routes to and from the Forge territories. They are the fathers of machines, and their hands charted the vast majority of Gean maps.

Rhom

Rhom, the devil's land, is a wretched wasteland of fire, sulfur, and volcanic rock. It is home to wicked men, demons, devil kings, and thralls, a race made by the devils out of flesh, bone, and metal. The thrall's armor is a heavy and painful carapace that serves as their cage, binding them in their physical form. The hellscape of Rhom has been sending out raiding parties of thralls to cripple nearby settlements for reasons unknown to all (save for the rulers of Rhom).

Urgholia

Urgholia is destruction, chaos, and madness in its purest form. It is a perpetually dark land occupied by tribes led by demigods donning grim masks. Home to cannibals, beasts of the wilds, and mindless zombies, Urgholia survives off of its raids to the south and the west in the borderlands. They leave none alive, killing or capturing every living creature they encounter. Those captured will end up as food, slaves, or worse: they may succumb to madness and join the ranks.

Introduction to Table-Top Strategy Gaming

If you are unfamiliar with the table-top strategy hobby, this section is intended to be a brief overview of this type of gaming, what makes Collision different from the other games of the genre, what kinds of things you need in order to start playing, and how you will find people with whom to play the game.

For starters, playing a tabletop game is more complicated than playing your typical board game, as each game is usually a hobby in itself. In most tabletop games, playing means collecting miniatures that usually require assembly and painting, gathering a host of rules supplements, gathering dice and measuring implements, and finding a very large and intricate playing surface to use for the duration of the game. It can sometimes take hours to complete a large-scale game, and weeks to build and paint all of the miniatures you will need before you can even start. Because they are typically expensive to play, it can be tricky to find people who play the same game or convince a friend to make the same investment.

As difficult as that might sound on paper, tabletop games have a ton of qualities that outweigh those disadvantages. Since you use miniatures and dice rolls to determine the outcome of situations, they are far more imaginative than video games. Also, tabletop games tend to have a far better hours of entertainment per dollar ratio than computer or video games due to their replay value and less restricted plot lines. Tabletop games can teach strategic thinking, statistical analysis, faster and more accurate arithmetic, storytelling, social skills, and a variety of artistic disciplines, including painting and sculpting. Plus, since not too many people choose to play tabletop games, these gamers form strong and welcoming communities that will help introduce new players to their games, and provide organized play sessions.

Tabletop games tend to fall into one of three categories:

War Games

In a tabletop war game, a player commands a large army of miniatures split up into squads or formations. Battles are typically fought over tactical objectives, though they can also be fought with the intention of causing as much damage to your opponent's army as possible. Given that the number of miniatures used ranges from the dozens to over a hundred, war games tend to be the most expensive. As a result, painting miniatures and terrain is an essential part of the war gaming hobby. Sportsmanship is important in war games, but they can also get very competitive.

Role-Playing Games

In a role playing game, each member of a group of players plays as a individual character on an adventure, and each player collaborates to overcome challenges set by a game master. Each character will grow and develop over time, and each player becomes deeply invested in their character. Since only a copy of the rules and dice are required to begin, role-playing games tend to be the cheapest. Some groups will use miniatures to help provide a visual model of what is going on in combat situations, but groups can make do with very few or no miniatures at all. In role-playing games, acting and speaking as your character and contributing to the story as a whole are the most important factors, though combat situations can get very strategic.

Skirmish Games

Skirmish games are somewhere in between war games and role-playing games in a number of ways. Players are commanding armies much like in a war game, but the number of characters they use in any given game is far fewer. Since there are fewer of them, these characters can have more complex rules and mechanics, and battles between players can resemble a combat in a Role-Playing game closely at times.

How Does Collision fit in?

Collision is a skirmish game, but it has more in common with role-playing games than most. For one, players have the option of creating their own characters using the Character Creation Guide instead of using characters that have been pre-made. As exclusively pre-made characters are the standard in skirmish and war games, Collision's Character Creation Guide allows players more opportunities for creative expression, similar to a role-playing game. Additionally, Collision can be played without any miniatures at all; however, having miniatures and terrain to use does add a great deal to the game. This merging of genres makes for a game experience that role-playing gamers and war gamers alike can enjoy.

Playing Collision

There are almost no limits to the miniatures that can be used in Collision, but there are some restrictions that a player should keep in mind when choosing miniatures for in-game use.

As Collision is a skirmish war game, 28 - 30 mm miniatures are the most appropriate. Large models may have a place in the game later on, but if it can't fit on a 30mm / 1.5" base, it is probably too large to use. Collision is fantasy themed, so choose miniatures accordingly. Some aliens, robots, and armored infantry miniatures could be used with some creativity, but tanks, transport vehicles, and space ships don't currently have a place in the game.

When choosing a character card for a miniature or when choosing a miniature for a character card, accurately represent the character's race and equipment on both the miniature and card. If a character has the ability "Block", for example, the miniature should have a shield. You can be more lenient with animal or monster characters. If you can't accurately represent a character, tell your opponent.

Character Cards

Collision uses stat cards to allow players to keep track of their characters' abilities. The front of the card represents the character's core statistics and attack information. The back side of the card reflects the tarot card that corresponds with the character, its restrictions, its race, and the character's effects and abilities.

Name			Points			
Core Stats.						
Def.	Arm.	Tuf.	End.	Mana	Comm.	Move
Weapon Stats.		Att.	Str.	S-Pow		
Weapon 1		EC	Type	W-Att	W-Pow	Reach
Crit			Special			
Weapon 2		EC	Type	W-Att	W-Pow	Reach
Crit			Special			

Values			Tarot			
Effects and Abilities						
Race			Restrictions			

Character Stats

Abilities	These are special actions that can be used in place of normal activation options. Information on how to use Abilities are on page 36 in the Activation section. The list of abilities can be found in the Glossary section.
Armor	The Armor stat represents how resistant a character is to damage. The higher a character's armor is, the fewer injuries he or she will receive from a hit.
Att.	Att. is the attack stat. It represents a character's accuracy with special abilities. This stat contributes to W-Att.
Attributes	Each faction has a set of attributes, and no battle group can include more than 3 different attributes. A single character can have 0 - 3 attributes depending on which character creation options were selected when the unit was made. Attributes are explained in greater detail in the Character Creation rules.
Command	Command represents a character's presence and influence within a battle. It is used when choosing sides, deploying terrain and objectives, deciding turn order, and the success of some special abilities.
Critical Hit	After rolling "10" in an attempt to hit an enemy, the respective critical hit effect is applied. Such effects can include (but are not limited to) Stun, bonuses to W-Pow, or, with some powerful weapons, even Slay.
Def.	Def. is the defense stat. Def. is representative of how nimble and difficult to hit a character is. The higher a character's Def, the harder he or she is to hit.
EC	EC stands for Endurance Cost. The EC value represents how much of a character's Endurance is required to make a weapon attack or special weapon attack. Heavy and clumsy weapons cost more EC, and lighter weapons cost less.
Effects	These are special rules that are always in effect and don't have to be actively used. The list of effects is in the Glossary.
End.	End. stands for Endure. End. is representative of your character's stamina. Units begin with Endurance equal to their Endure stat. This resource is spent on most actions, and Endurance equal to a character's Endure stat is recovered each turn. A character's total endurance can exceed their Endure stat, but cannot go above nine (9).
Mana	Mana is a powerful magical resource used in special abilities. A character begins the game with a number of Mana tokens equal to his or her Mana value. Unless stated otherwise, characters cannot recover Mana back after spending it.

Move	<p>Move is representative of how quickly your character can travel. There are three ways for characters to move:</p> <p>Step: Move one space for free.</p> <p>Maneuver: Move spaces less than or equal to a character's Move value for one Endurance (EC 1).</p> <p>Run: Move spaces up to double a character's Move value for three Endurance (EC 3).</p>
Name	<p>The Name provides a space for character identification. If you intend to use several of the same type of character, number or color-code them in the name field. "Black Knight (1)", or "Black Knight (2)" are possible names. Differentiating between the miniatures is also necessary.</p>
Points	<p>This represents how much of your character allotment is spent by this character. The more powerful a character is, the more points it costs, and the fewer total units can be used in a given game.</p>
Race	<p>Race refers to the race of the character.</p>
Reach	<p>The Reach stat refers to how close a unit needs to be to an enemy to be able to engage the enemy in combat using its weapon(s). Ranged weapons can attack enemies outside of their reach at a penalty indicated by a plus (+) after its reach.</p>
S - Pow	<p>Spell Power. This represents how dangerous and powerful a character's spell abilities are, and it contributes to the W-Pow of weapons with the ability "Focus".</p>
Special	<p>The Special stat refers to the special attributes of the weapon. Special attributes that relate to hit effects are resolved at the end of the attack.</p>
Str	<p>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.</p>
Tarot	<p>In character creation, tarot cards represent a character's destiny. There are two kinds of tarot cards: Major Arcana and Minor Arcana. Major Arcana character represent specific characters in the world of Gea, such as Virgil and Rhona. (See p. 59 for more information on these two particular characters.) The rules for Major Arcana characters will be added with the release of the campaign guide. Minor Arcana characters represent units that can be customized by players. The suit (coins, swords, rods, or cups) refers to the kind of abilities the character has access to, and the number directly corresponds with the unit's level of experience.</p>
Tuf.	<p>Tuf. is Toughness. This represents how many injuries it takes to subdue and defeat your character. When your injuries are equal to or greater than your Tuf stat, your character is defeated.</p>
Type	<p>The kind of damage a weapon inflicts. Most weapons are the "Mundane" type, but some can either be "Magic", or one of the elements "Light", "Dark", "Fire", "Cold", "Electric", or "Acid". However, a weapon cannot have more than one type.</p>

W-Att	W-Att is Weapon Attack. This represents a character's weapon accuracy. Weapons have varied accuracy, and a character's Att stat will contribute to W-Att.
W-Pow	W-Pow is Weapon Power, representing how dangerous and powerful a weapon is if it hits. The higher this number is, the more easily your weapon will injure your enemies. A character's Str. stat will contribute to their W-Pow.
Weapon 1 and 2	Weapon 1 and 2 are the names of the weapons your character brought to battle. Most characters will have one weapon, but some can have 2 or even none.

The Battlefield

Battles in Collision are fought on a grid shaped battlefield not unlike a chessboard. It is composed of 30mm (1.5”) squares, and is arranged into rectangular battlefields based on the size of the battle. The smallest battles are fought on a 6x8 square board, but larger battles can be fought on 12x10, 18x10, or even 24x10 boards. Larger battlefields should extend mostly lengthwise so players do not have to spend multiple rounds of gameplay moving their units into the fray of combat. A larger battle grid allows for players to strategically utilize a more extensive deployment zone. (Please see p. 25 for more information on deployment.)

What separates Collision boards from standard chess style boards are differing elevation levels. These levels represent hills, valleys, and, occasionally, ruins or rocks. For a 3D board, each elevation level should be about 1” high. If players prefer to draw or print off a battle grid, the elevation level of each square should be marked with a uniquely identifiable color or number. Elevation levels can range from level 1-5 on the board itself, and mirroring the elevation pattern on each side or corner of the board is the best way to create a fair playing field.

Board Types

There are a number of different board types and configurations that can be used to represent battlefields in Collision.

Flat Board:

A flat board is a 2D board that is printed or drawn with areas that represent elevation. These levels are marked with identifiable colors and numbers in the corners to indicate what level the tile is.

Set Board:

A set board is a 3D board built with elevation levels and to a specific size. Once a set board is built, it is one solid piece; the layout of the

elevation can't be changed. Set boards are the least versatile of the four types, but they provide an excellent canvas for highly detailed battlefields.

Sectioned Board:

A sectioned board is a 3D board similar to a set board, save for the fact that sectioned boards split into smaller sections that can be re-arranged. Sectioned boards are easier to transport, and they can be changed game-to-game for versatile play.

Modular Board:

A modular board begins with a flat board that serves as the ground level. 3D elevation sections are then placed onto it. This offers the greatest range of variation, and Sectioned Boards can be placed on modular boards in order to provide elevation.



An example of a modular board

Game Objectives

In Collision, each battle is fought under a specific set of objectives. Since many of the conflicts in Collision occur when battle groups unexpectedly encounter one another, players often don't have total control over the conditions of battle. As a result, the objectives system is intended to evoke the sense of surprise and lack of preparation that the characters would feel. Many of the methods for choosing objectives are unpredictable, and as such, players should develop their battle groups to handle a wide variety of possible objectives.

There are four main methods for choosing objectives, and you should agree with your opponent as to which method you will use. Each objective has a set of conditions that must be met in order to earn the objective's Victory Points. At the end of the game, accomplishing the major objective is worth 5 Victory Points, and each minor objective is worth 3 victory points. The player with the most victory points at the end of the turn limit wins the battle. This means that even if your opponent scores the major objective (5 Victory Points), you can still win by scoring both minor objectives (3 Victory Points each for a total of 6 Victory Points).

If neither player fulfills the conditions of an objective, neither player gets the points for it. Major objectives also dictate the turn limit for the game, and they determine the rules for deployment

Choosing Objectives

Random Method:

On page 50, the objectives are arranged into a chart and numbered 1-10. Roll 1D10 and compare it to the major objectives chart to decide which major objective to use, then roll 2D10 and compare those rolls to the minor objectives chart. If you roll the same minor objective twice, re-roll one of them until you end up with two different minor objectives. This method can often set up a set of objectives

that neither player prepared for.

Selection Method:

Each player chooses one major and two minor objectives, and the objectives for the battle are chosen at random between both player's selections. If the same minor objective is chosen twice, re-select one of them at random until you end up with two different minor objectives. This method encourages more focused strategies since you have a chance to play with the objectives of your choice.

Outside Method:

A person other than the players chooses the major and both minor objectives. In the case of an event or tournament, this person is generally the play organizer.

Hybrid Method:

Each player chooses 1 minor objective, and the major objective is then chosen at random. If both players selected the same minor objective, then roll for one minor objective on the chart until you end up with two different minor objectives. This method has the strengths of both the random and selection methods.

Terrain

The Collision battlefields also contain terrain features. A terrain feature is a scenery feature added to the board to represent the kinds of obstacles one might encounter while traveling in the lands of Gea. These features can include rocks, trees, shrubs, ruins, deep water, and rocky hills. In short, Obstacles slow movement, Impassable Terrain can't be moved through at all, and Elevation can only be climbed up one level at a time. Many types of terrain can provide cover.

Terrain can occupy single squares, a pair of squares, or even an area of 2x2 squares. All terrain types will now be explored.

Populate Terrain Pools

Players should use an amount of terrain appropriate for the size of the board being used. The terrain pool is the pile of terrain pieces that will be used in the coming battle. A board should have roughly one-fourth of its tiles covered in terrain, so when populating the terrain pool, try to stay close to that number. To accomplish this, have the players select pieces of terrain from your collection, totaling up the number of squares they would occupy until it is equal to or near one-fourth of the board's surface. The best terrain pool will have a fairly even mix of each terrain type and of various terrain heights and sizes.

Placing Terrain

After populating the terrain pools, players must decide on a terrain placement method. Regardless of the method used, terrain is meant to make a battlefield visually appealing and interesting to play on. With this in mind, players should try to avoid blocking off objective markers or large sections of the board. There are two methods for placing terrain:

Split Method:

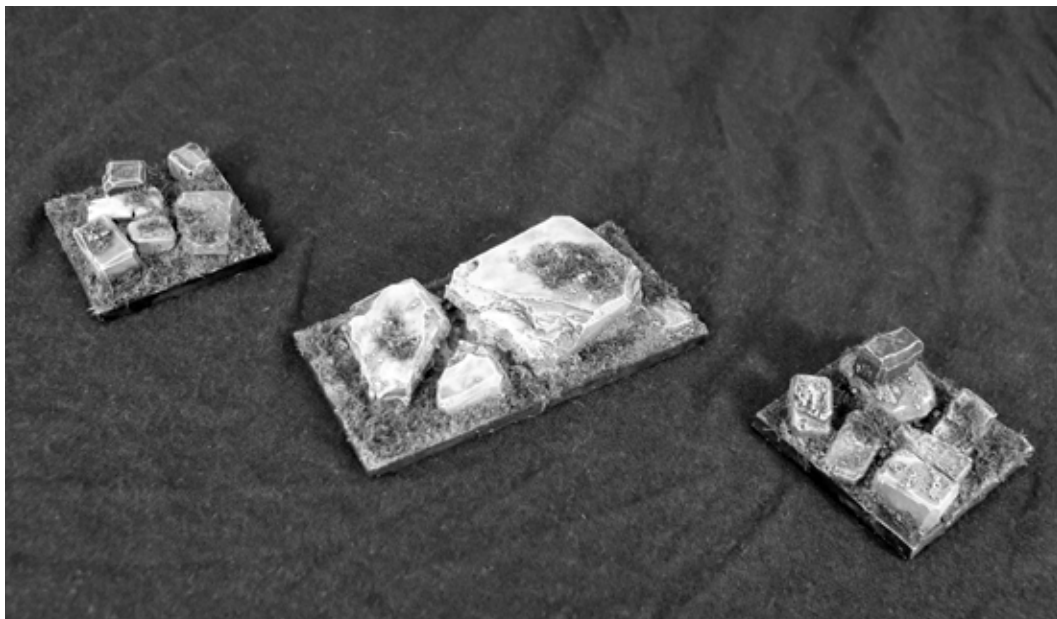
Divide the terrain evenly between each of the players. The players then place the terrain they were given onto the battlefield in any way that does not largely obstruct objectives or block off portions of the board. If a player is using characters with Swift Assault (which can allow them to choose what part of the board they will start on) then it is best to leave terrain placement to the other player, or use the Architect Method.

Architect Method:

Have a person other than the players (preferably, in the case of an event or tournament, the play organizer), place all the terrain onto the board in any way that does not largely obstruct objectives or block-off portions of the board.

Obstacles

Obstacles are features like shallow water, thick mud, shrubs, and rubble. Characters spend one extra Movement moving onto such a feature.



An example of obstacles

Vertical Obstacles:

Vertical obstacles impede movement because they are occupied by vertical objects such as small trees, a broken fence, a ruined wall, or rubble piles. It takes one extra point of movement to move through vertical obstacles. However, vertical obstacles can also provide partial or total cover to characters. You can move through a vertical obstacle tile, but you can't end your movement on one. They are approximately 1-3" tall.

Elevation Tiles:

Elevation tiles provide cover as vertical terrain, but they do not impede movement. A character can only travel up one elevation level at a time. A tile that is two or more elevation levels higher than the tile you are moving from is counted as impassable. Characters can freely travel down elevation levels, but if they move three or more elevation levels down in one move, they suffer a hit of Pow. equal to the number of elevation levels they traveled downward due to falling damage. Levitating, leaping, and teleport movement never causes falling damage. Sometimes, steep ledges can provide cover. See page 38 regarding Line of Sign and Cover for more details about specific cover situations.

Objective Markers:

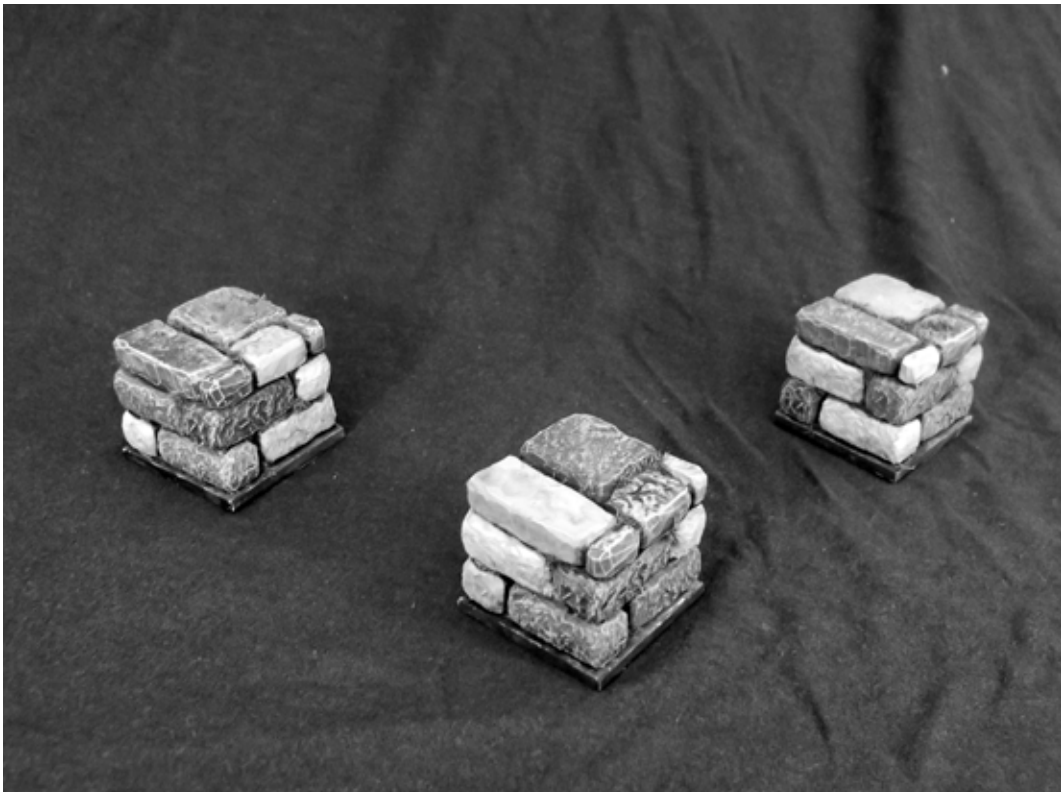
Objective markers are special terrain features used by game objectives. Frequently, they include items such as crates, statues, or chests. These objective markers are always added to the board after objectives have been chosen, and often they are markers that don't affect terrain at all. Additionally, objective markers are interactive; they can be picked up or activated by characters. Follow the rules specified by the determined objectives to place and use the objective markers.

Impassable Terrain:

Impassable terrain is too difficult to move across. Deep water, pits, or wide cracks in the ground are examples of impassable terrain. Vertically impassable terrain provides partial cover or total cover just as vertical obstacles do. Broken pillars, obelisks, massive trees, and boulders are examples of vertical impassable terrain.



An example of impassable terrain



An example of elevation tiles

Rules of Play

Starting a Pick-Up Game

A pick-up game is the foundation level of play for Collision. During a pick-up game, any two players can sit down to a friendly game without needing a campaign storyline as context. Points are used to purchase characters. You'll want to agree on a points limit per player with your opponent before the game begins. Additionally, points are used determine what size board you will be using for the match and, subsequently, how long the match will last. Once you have decided on a points limit, consult the chart below to determine your game's board size. These are guidelines intended to make the most out of play experience; however, they are not concrete limits.

Once the game's point limit is decided, each player is able to spend points on characters for your battle group. Each player gets to spend a number of points equal to the game's total point limit, and can select characters that have up to three different attributes.

< 250 pts.	250-499 pts.	500-749 pts.	750-1000 pts.
6 x 8 board	12 x 10 board	18 x 10 board	24 x 12 board

For example, if you and your opponent decide to play a 650 point game, each player may spend 650 points on his or her troops. Your battle group's total cost must be equal to or lower than your points limit. You may have as many characters as you can afford within the game's point limit. Some of each character's stats are based off of tarot cards: you can include as many Minor arcana characters as your points allow, but you cannot include more than one of the same Major Arcana in your hand. Additionally, the number of different character stat cards you can use in your hand is limited to 1 per 250 points + 4 in your battle group, though you can include as many copies of the same Minor Arcana character as you would like.

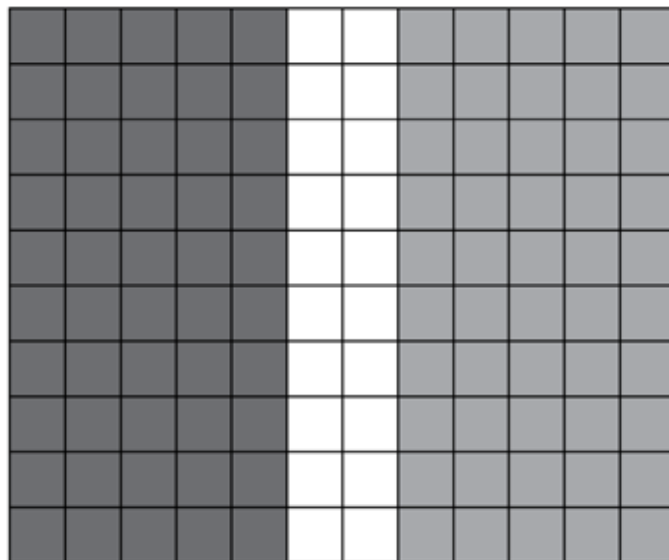
For example, in a 500 point game you can have up to 6 different character cards and as many duplicates of those characters as you can afford, provided they are not Major Arcana. Keep this numerical limit and the major/minor arcana restrictions in mind while purchasing units. More Major Arcana characters will be added in future expansions of Collision.

Deployment Process

At the beginning of deployment, players roll to determine which of them will be the attacker or Defender. Each player rolls a total Command contest (D10 + combined Command value of each of their characters), and the player with the higher roll gets to choose between being the Attacker or Defender; whatever role the winner of the command role don't choose is instead given to their opponent. For most objectives, the defender will choose on which section of the board he or she will deploy, and the attacker will get to start deployment first. (The exception to this is seen in center-deployment objectives). The deployment zones are determined by the major objective, and there are 4 different deployment styles.

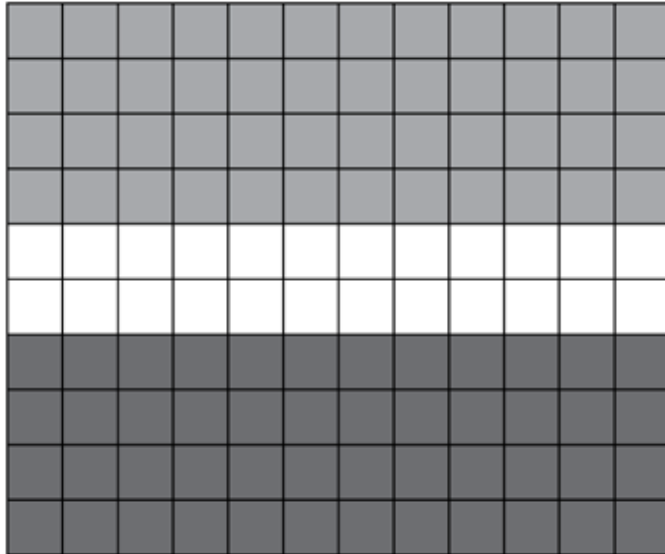
Short-Side Deployment:

Defender chooses a side to deploy on by choosing one of the short edges of the board. Neither player can deploy in the center 2 rows. However, the remainder of the board can be deployment zones. Attacker will start deployment first.



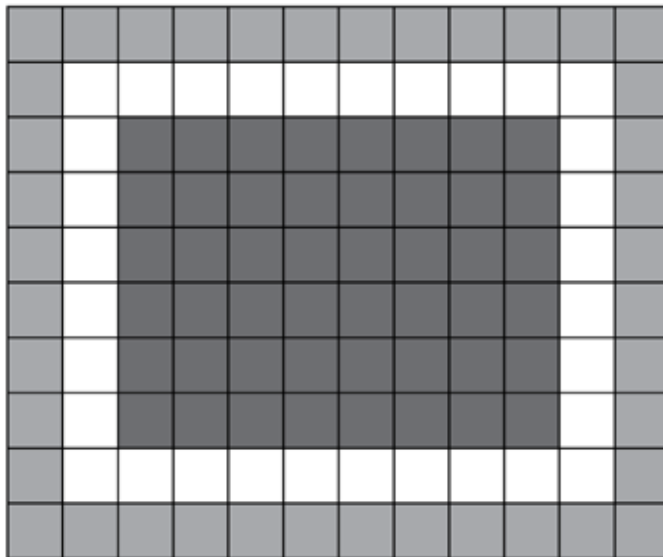
Long-Side Deployment:

This is identical to short-side deployment, except players deploy from the long edges of the board instead of the short edges.



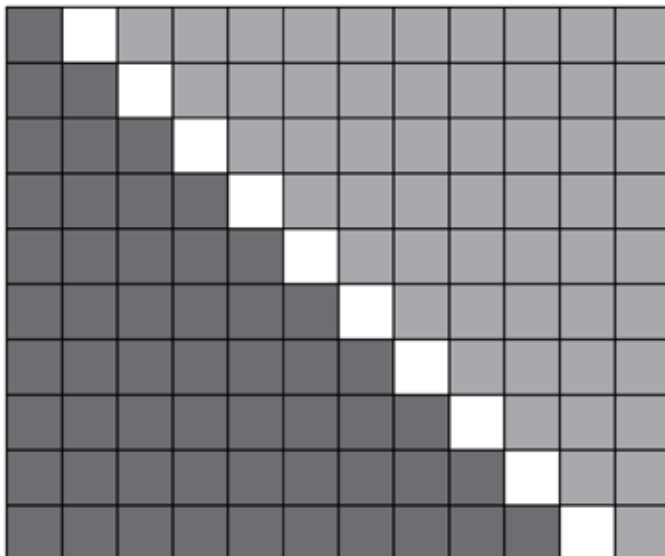
Center Deployment:

The defender's deployment zone is anywhere not within 2 of a board edge, and attacker's deployment zone is anywhere within 2 of a board edge. Defender must deploy first and in the center zone.



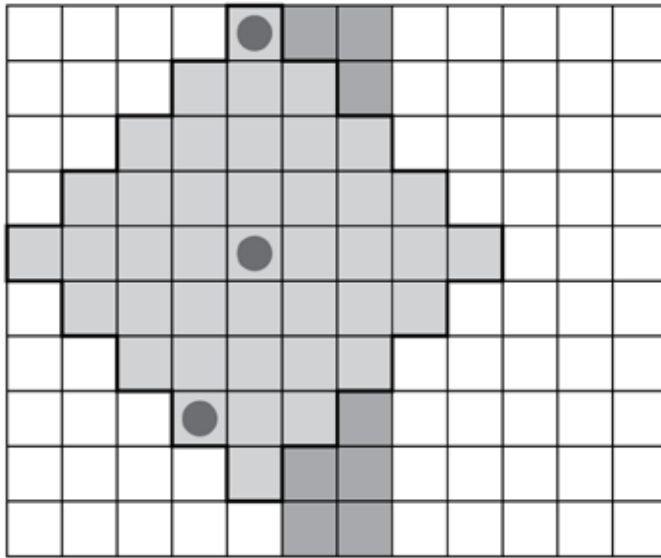
Diagonal Deployment:

The attacker divides the board diagonally through the center. Neither player can deploy on tiles crossed by the center line. The defender chooses which side of the line to deploy on, and the attacker will start deployment first.



Deploying Characters:

After having determined the Attacker, the Defender, and the deployment zones, set aside any units cards that must serve as re-enforcement characters due to their effects and abilities. Each player then sorts their hand into three equal piles (Phase 1, Phase 2, and Phase 3), placing any remainders in the beginning phases. A player with a hand of 7 would sort 3 cards into Phase 1, 2 into Phase 2, and 2 into Phase 3, where as a player with a hand of 8 would have 3 cards in Phase 1, 3 cards in Phase 2, and 2 cards in Phase 3.



Enemies cannot deploy within the four space zone around the central unit, but friendly units may.

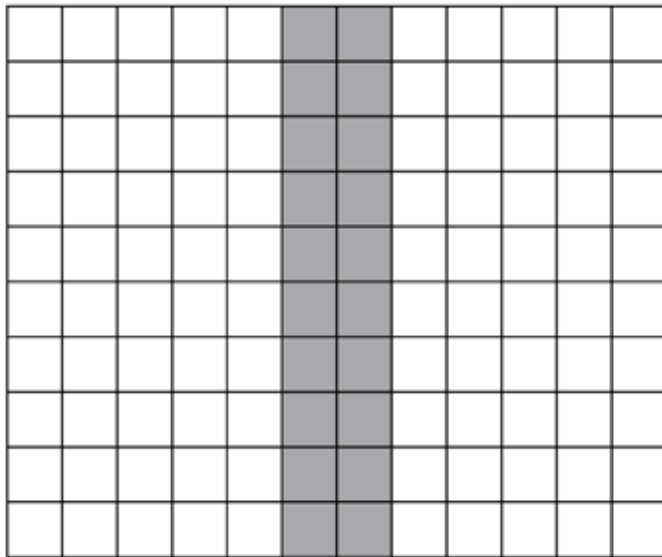
The player who won the Command roll to deploy first then places his Phase 1 characters in his deployment zone. Within this zone, any tiles except for vertical obstacles or impassable terrain are acceptable locations for deployment.

Players then alternate deploying their characters. Following Player 1's Phase 1 deployment, Player 2 would then deploy his or her Phase 1, and then Player 1 would deploy his or her Phase 2. Continue this until deployment is complete.

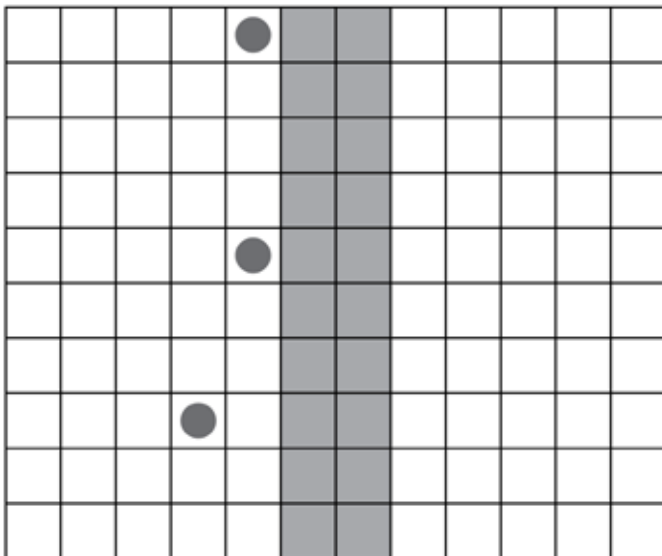
It is important to note that each player may not deploy within 4 spaces of an enemy character, and the direction that your characters are facing will matter in the game.

Deployment Walkthrough:

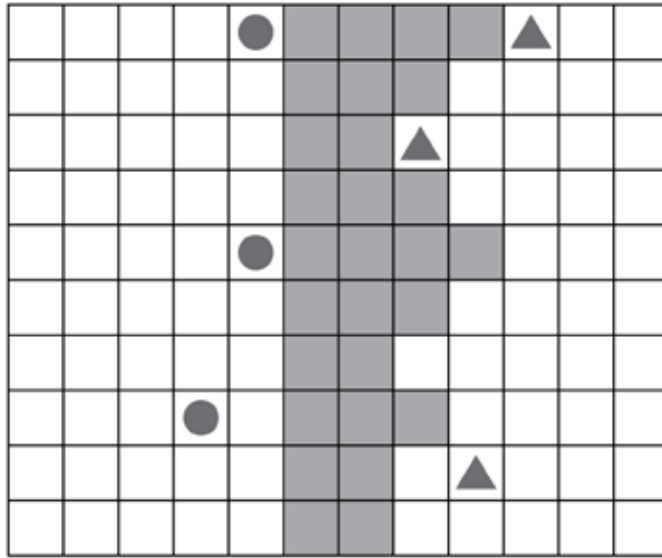
In this example, Player A (Circles) is deploying first on the left side of the board. Following Player A's deployment of her Phase 1 characters, Player B (Triangles) deploys his units on the right side of the board, always keeping his units four spaces away from Player A's. Phase 2 deployment then begins. Using these rules, players can tactically limit each other's deployment zones. If a character can't be deployed for any reason, set aside the character card for reinforcements.



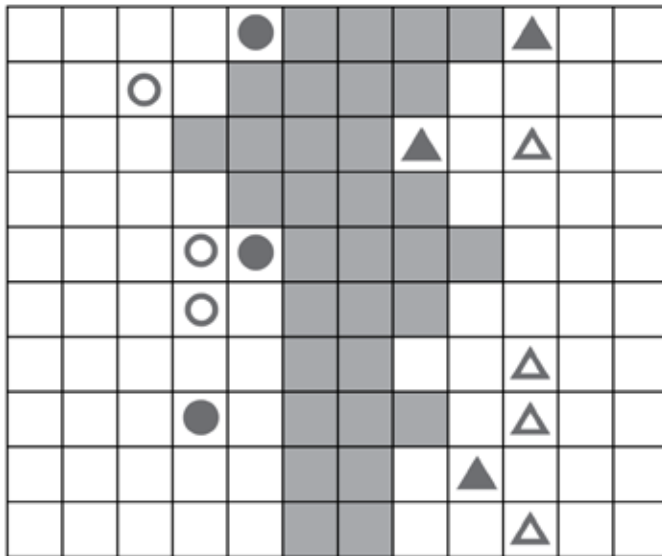
An empty battlefield



Player A (circles) deploys phase 1



Player B (triangles) deploys phase 1, taking care to keep all of his units at least 4 spaces away from Player A's units.



A simultaneous view of each player's Phase 2 deployment

Turn Taking

In Collision, players don't wait around while their opponent attacks with their whole army. Instead, players activate a third of their battle group at a time, and the order in which a player activates his individual units can change from turn to turn. Activation is split into the following phases: maintenance; phases 1, 2, and 3 (character activation, actions, and recovery are included in these three phases); and the end phase.

Maintenance:

Should you not have units set aside as reinforcements, please skip this paragraph and proceed to the next paragraph for instruction. If you do have reinforcements units, however, roll for reinforcements at the beginning of each turn, save for turn 1. The formula for rolling for reinforcements is $D_{10} +$ the character's command value + the turn number. If your roll is equal to or greater than eight (8), your character's card is added to your hand. When activated, the reinforcement may move onto the edge of your deployment zone from off the table as if it were deployed just outside the battlefield. In center-deployment games, each player treats every board edge as the edges of their deployment zone. Some character effects and abilities might cause re-enforcements to work differently. After this step is complete, proceed to the next paragraph.

For every round, roll a total command test with your opponent (Each player rolls $D_{10} +$ the command value of each character in their battle group). The player with the highest roll will activate first. Sort the unit cards in your hand into three piles (phase 1, phase 2, phase 3) just as you did during deployment. You are free to rearrange the activation order of your units at the top of each turn.

Phases 1, 2, and 3:

The first player activates characters in Phase 1 one-by-one using the order determined in the "Maintenance" phase. After Player A has completed his or her Phase 1, Player B activates his or her Phase 1 characters in the same way. The process remains the same for Phase 2 and 3 characters. If a character was defeated before it can activate, it is no longer able to activate. For actions that can be taken during

these phases, see the “Action” section below. At the end of each character activation, make sure perform upkeep on status effects. See the “Recovery” section below.

End Phase:

As characters are defeated, remove their representative miniature from the battlefield board and remove their respective unit cards from your hand. Be sure to place these aside in such a way that there will be no confusion as to whether or not a unit has been removed from battle. Once all necessary turn maintenance and unit activations have been completed, add 1 to the turn marker. If the turn limit has run out, the game is over and you calculate your victory points.

Action

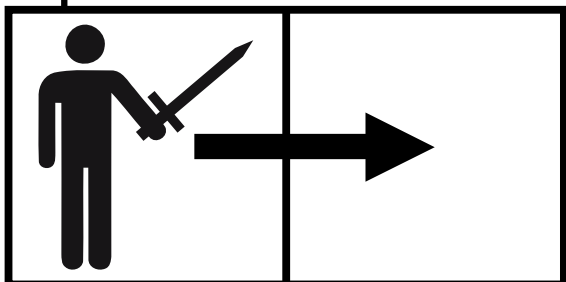
Action is the first step of a character’s activation process. During the action step, a character can use actions by paying endurance and/or mana. Actions discussed in this section include a) Movement, b) Weapon Attack, c) Special Action, d) Hold, and e) Reaction.

a) Movement Guidelines:

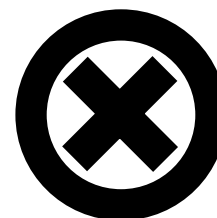
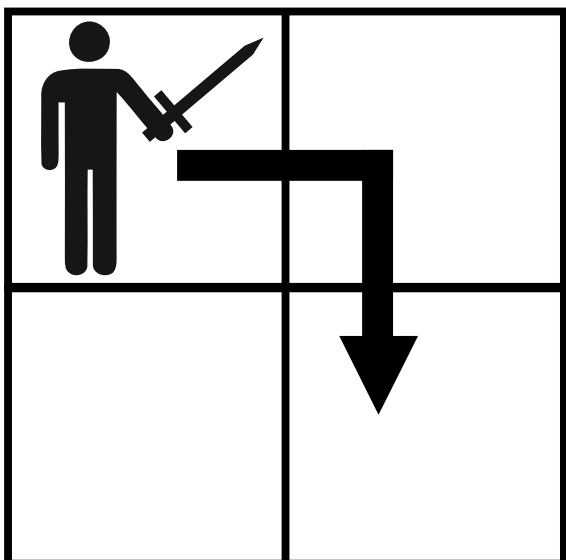
- 1) Units cannot move through enemy characters or impassable terrain.
- 2) It costs an extra space of movement to move onto an obstacle.
- 3) Units can’t end their movement in the same space as a vertical obstacle or friendly character.
- 4) Units cannot force other units into squares that cannot legally be occupied.
- 5) Characters cannot move diagonally across spaces. To move diagonally, they must trace their movement across adjacent spaces one-by-one.

The following diagrams demonstrate Step, Maneuver, or Run. A unit may use only one of these three movement options per round.

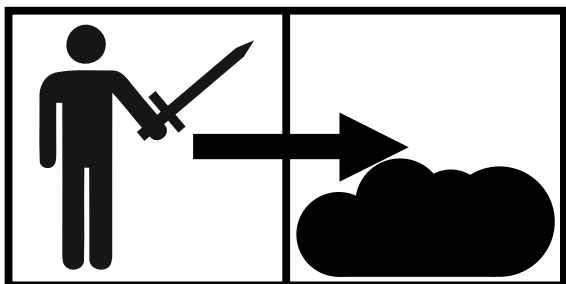
Step:



Characters can move up to one space for free (no EC).

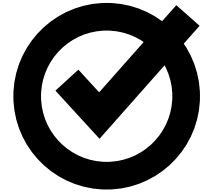
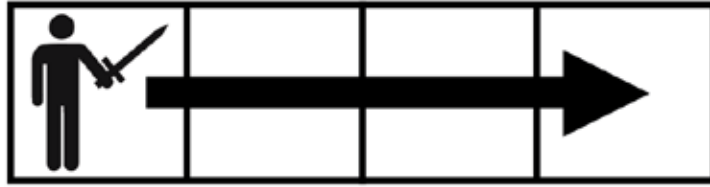


Characters cannot Step move to a diagonal space for two reasons. First, direct diagonal movement is not permitted in Collision. Secondly, moving to a diagonal space requires passing through more than one square, which requires the use of Maneuver and its EC.

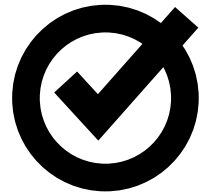
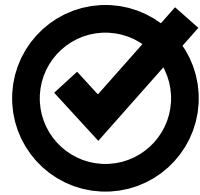


Moving onto a space with an obstacle like a bush costs an extra space of movement, so a character can't step onto an obstacle.

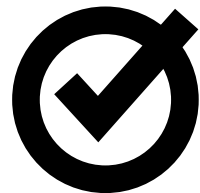
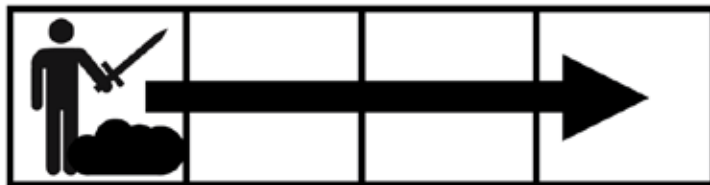
Maneuver:



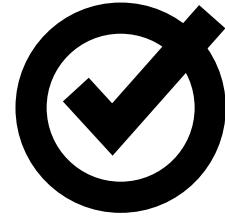
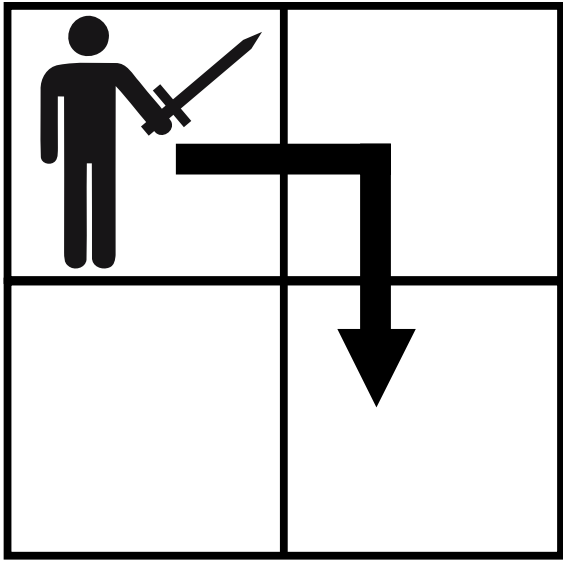
Characters can move a number of spaces equal to their Move value for one Endurance point (EC 1). This diagram assumes the unit has a Move value of three.



Moving onto or through obstacles counts an extra space of movement, so a character with a Movement of three could move through an open space and then onto or through a bush.



However, starting your movement while on an obstacle does not slow movement.



Characters can move to a diagonally-oriented space when using Maneuver.

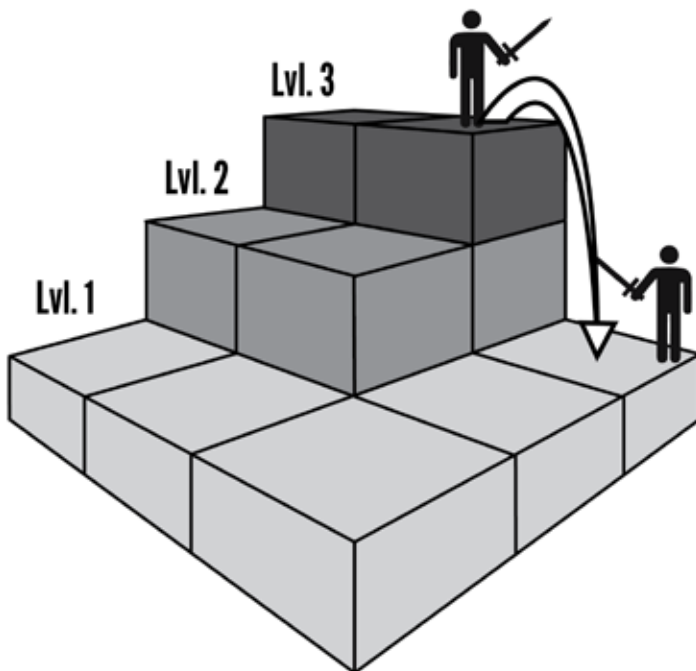
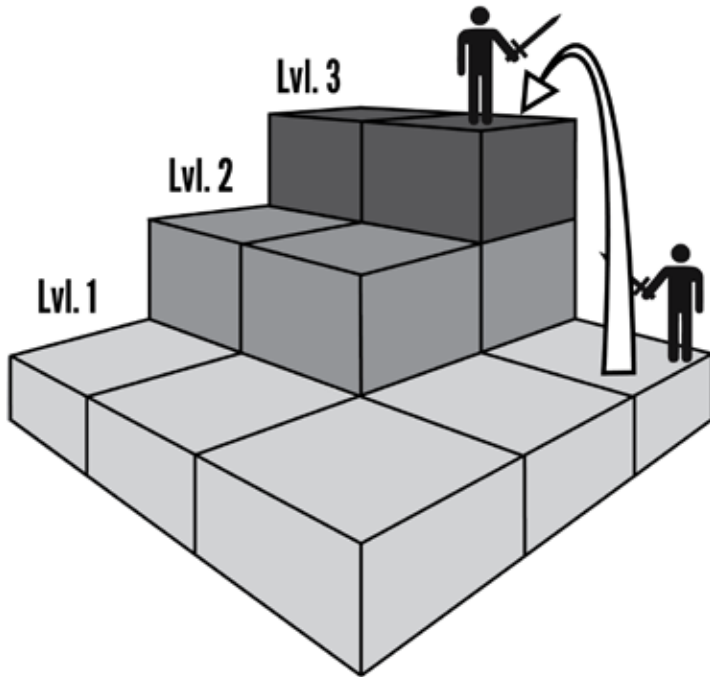
Run:

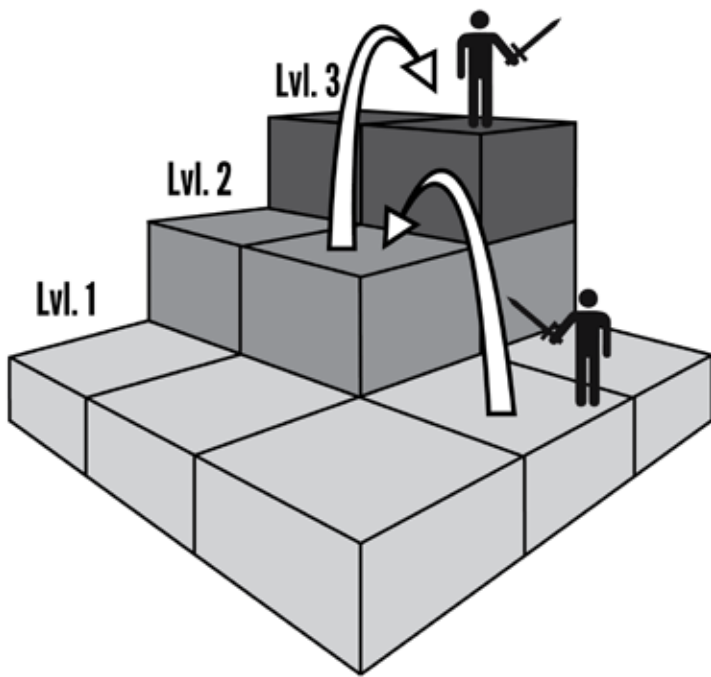
Characters can move spaces up to double their Move value for three Endurance points (EC 3). This diagram assumes the unit has a Move value of three.



Elevation:

In addition to these basic movement rules, there are rules regarding elevation. As shown in the below diagram, units can't climb up two or more elevation levels at a time. However, units may move down two elevation levels or up one elevation level at a time without consequence. The diagrams continue on page 36.





b) Weapon Attack:

A character may attack with its weapon(s) once per weapon by paying Endurance equal to that respective weapon's Endurance Cost (EC). You can't attack with a weapon more than once in a turn unless it has the ability Multiattack. See the "Rolling to Hit" section of this document on page 46 for more specific attack rules.

c) Special Action:

If a character has special actions in the Ability section of his card, he can perform any of those actions once. The exception to this rule is an action that is stated to be repeatable; you can use repeatable actions as long as you can continue to pay the cost. If a special action is a weapon attack, you also must pay the EC of the weapon when making the attack, and you can't use that weapon for more than one attack in a turn unless it has the ability Multiattack. Special movement actions can't be used in the same turn as a normal movement action.

d) Hold:

If a character prefers not to act, it can hold. Holding recovers an extra two endurance during recovery in addition to the unit's reg-

ular Endurance recovery, and, on a roll of 4+, recovers one injury. A character that holds can still change what direction it is facing. Facing matters, so remain aware of your units' arrangement!

e) Reactions:

Reactions are special actions you can use under certain conditions as specified by the ability. You can use a reaction each time the conditions to use it are met; however, a player's characters can only use one reaction per condition even if they have multiple reactions they could use. Reaction abilities are denoted with (Re) by their names. However, some actions and characters can't be reacted against. Please discuss such situations and units with your opponent. Characters who have at least 1 Hexed token can't perform any reactions.

Recovery

During the recovery step, a unit recovers from various status effects. Primarily, a character recovers endurance equal to its Endure statistic, up to a maximum total of 9. A character that had chosen to hold instead of act recovers 2 extra endurance during its recovery step in addition to the endurance regained through the Endure statistic. Additionally, assuming a 4+ roll, a unit is also able to recover from one injury level. A unit also removes one of each of its recoverable status effect tokens (Stun, Poison, Hex, and Flee) during the recovery step regardless of the result of the roll.

Combat Mechanics

Facing, Line of Sight, and Cover

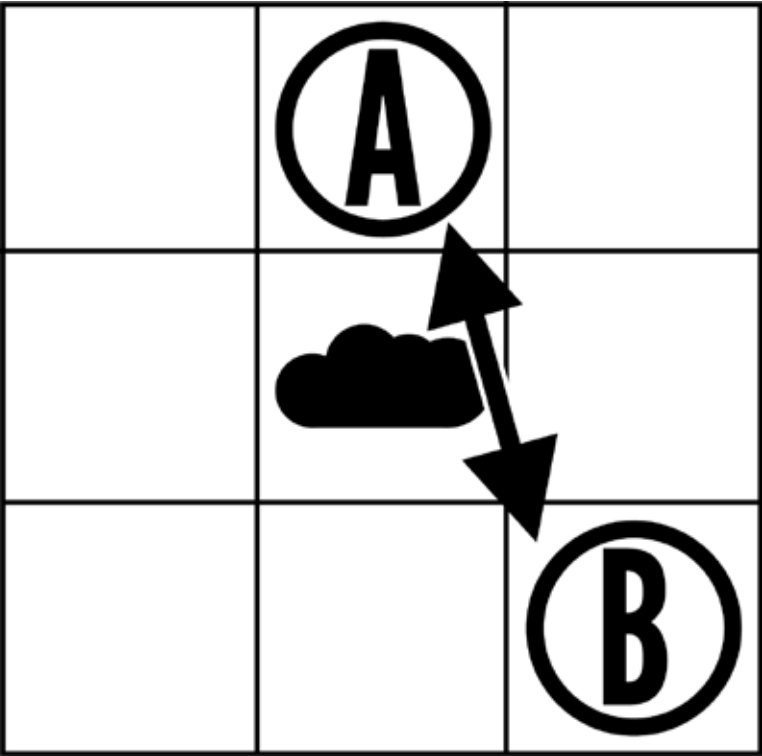
You can attack an enemy unit within a number of spaces equal to your weapon's Reach value. Ranged weapons can, with penalties, attack beyond their stated Reach. A character must be facing the unit that it is attacking. Draw a line from the center of your tile to the center of the enemy's tile. You can attack the enemy if this line either crosses the attacking unit's front facing or through a corner of its front facing.

When you draw the line between you and your target for the attack, if it intersects any part of a tile with a vertical obstacle or impassable terrain piece, another character, or a tile one level or more higher than both characters, the target has Partial Cover (roll a D10, on a 1-3 the attack automatically misses). This doesn't apply if the line crosses at the corner of a tile providing cover unless it passes between two cover pieces that are diagonal to each other. If the line goes through the center of a piece of terrain that provides cover, or crosses through 2 or more tiles that can provide cover that are adjacent, the target has Total Cover (roll a D10, on a 1-6 it automatically misses).

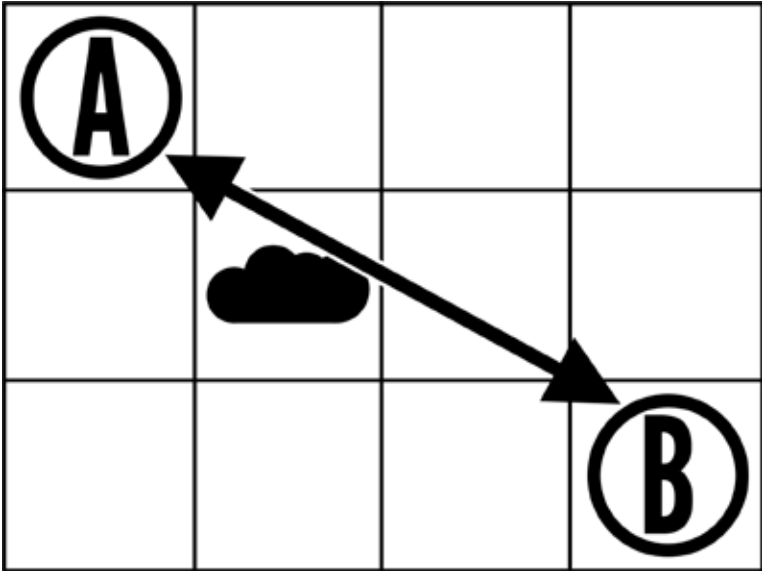
For further explanations and diagrams of the cover rules, please see the following pages.

Examples of Partial Cover:

When the line crosses any part of a cover tile without crossing the center of that tile, it provides partial cover.

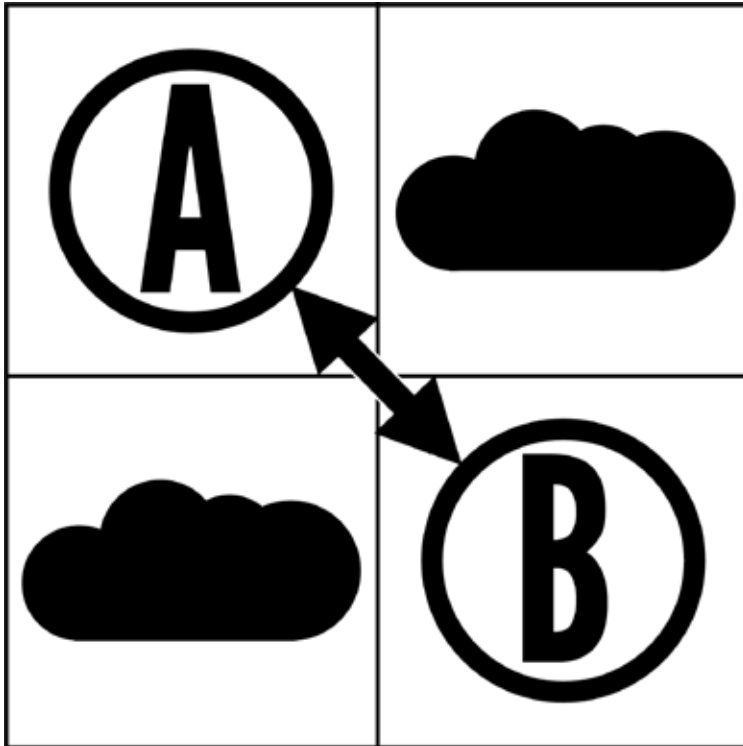


Partial Cover

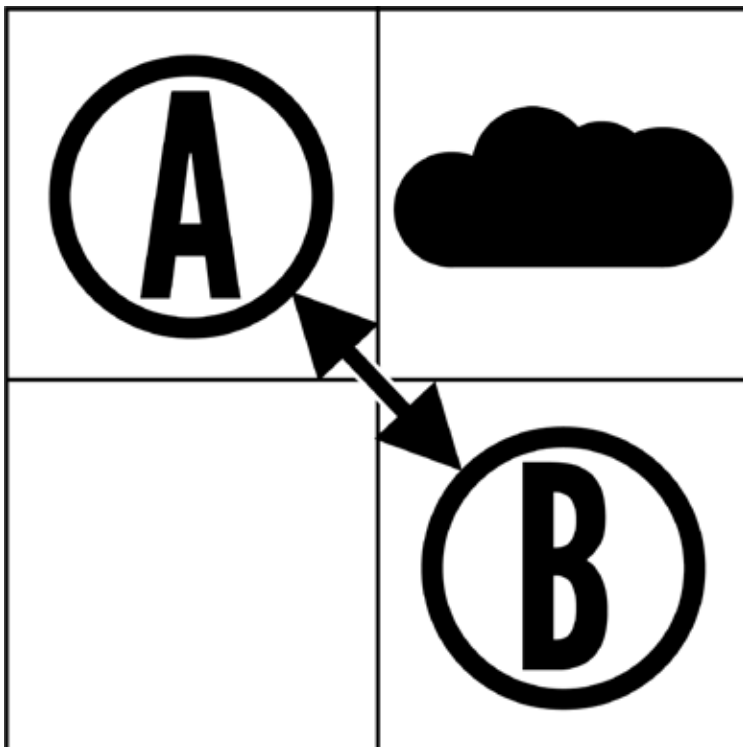


Partial Cover

When the line intersects over the corner of a cover tile, it only provides cover if it intersects two cover tiles diagonal from each other.



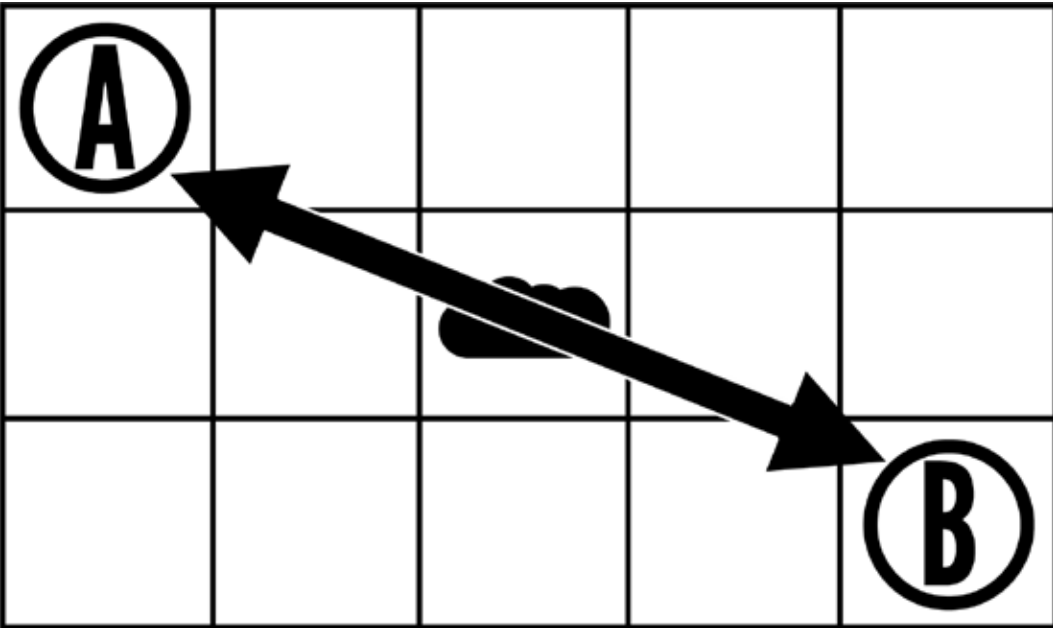
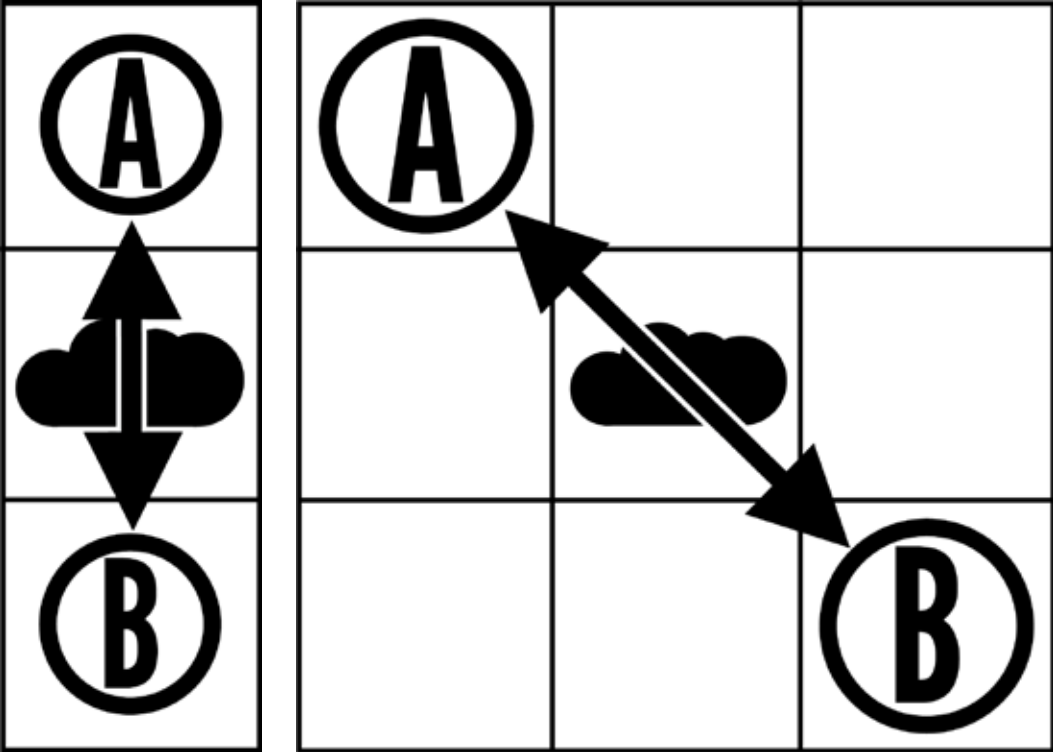
Partial Cover



No Cover

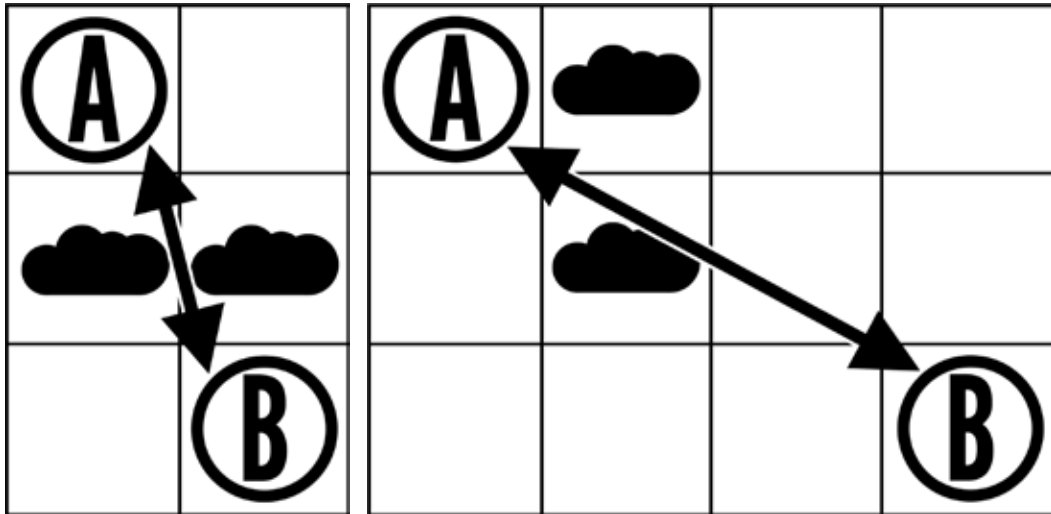
Examples of Total Cover:

When a line crosses straight through the center of a cover tile (as represented by the bushes in the diagrams), total cover is provided. This is demonstrated in the diagrams directly below.



Full Cover

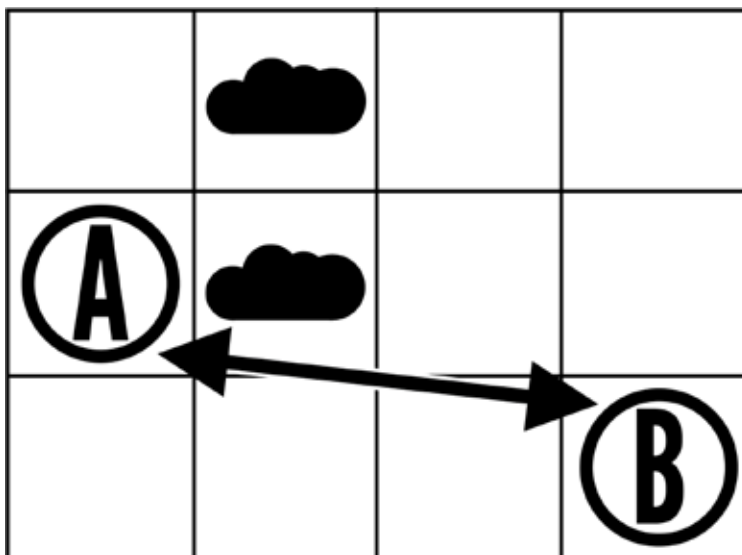
When a line crosses through multiple adjacent terrain tiles, it provides total cover. However, it must cross at least two adjacent cover tiles to do so. This is demonstrated in the following diagrams.



Full Cover

The diagrams above demonstrate how the intersection of the line of sight with adjacent cover tiles creates total cover.

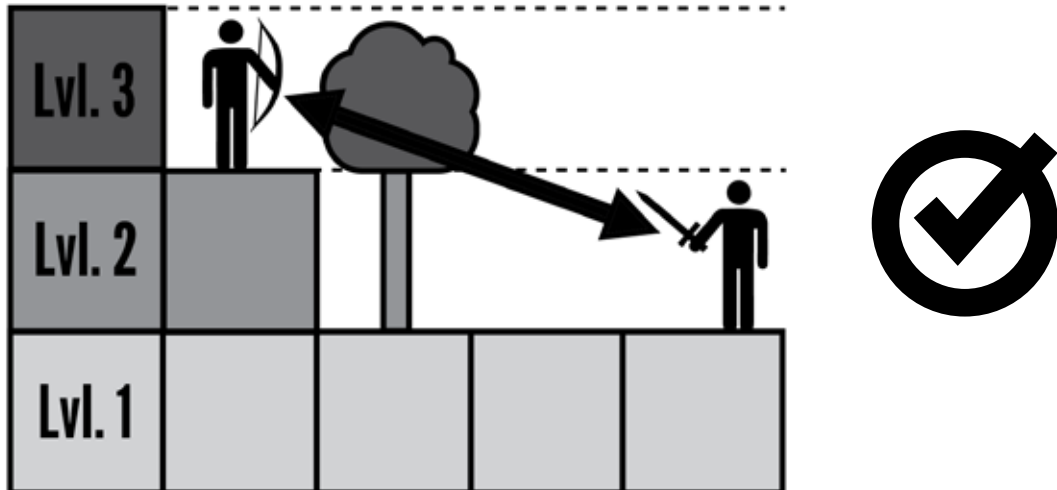
Below is a diagram representing partial cover (as the line of sight does not intersect at least two cover tiles, only partial cover is provided.) Remember, a line must cross through at least two adjacent tiles to provide full cover.



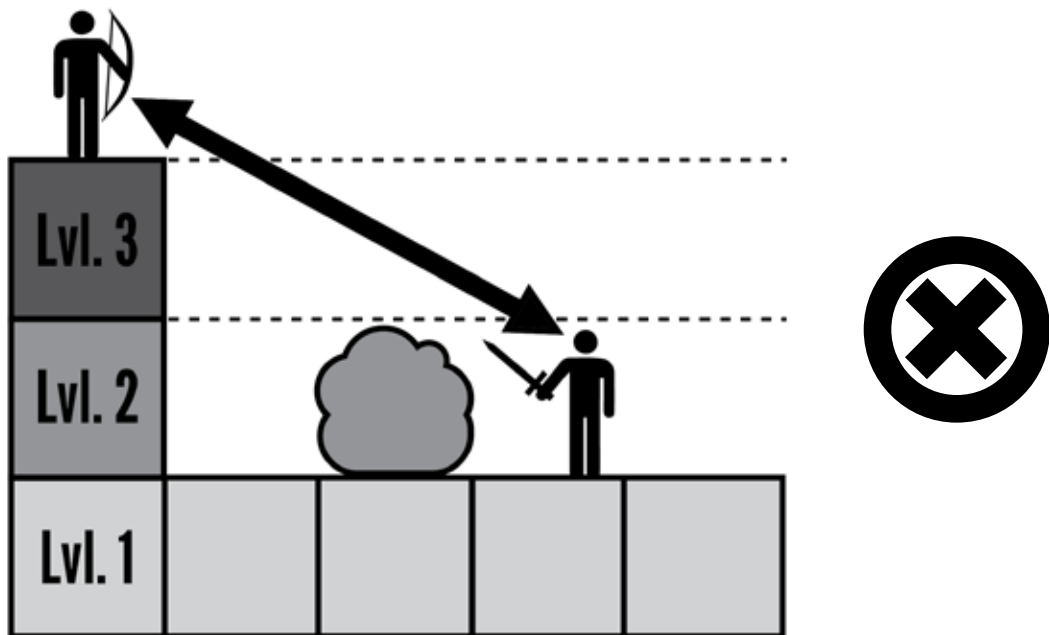
Partial Cover

Cover and Elevation:

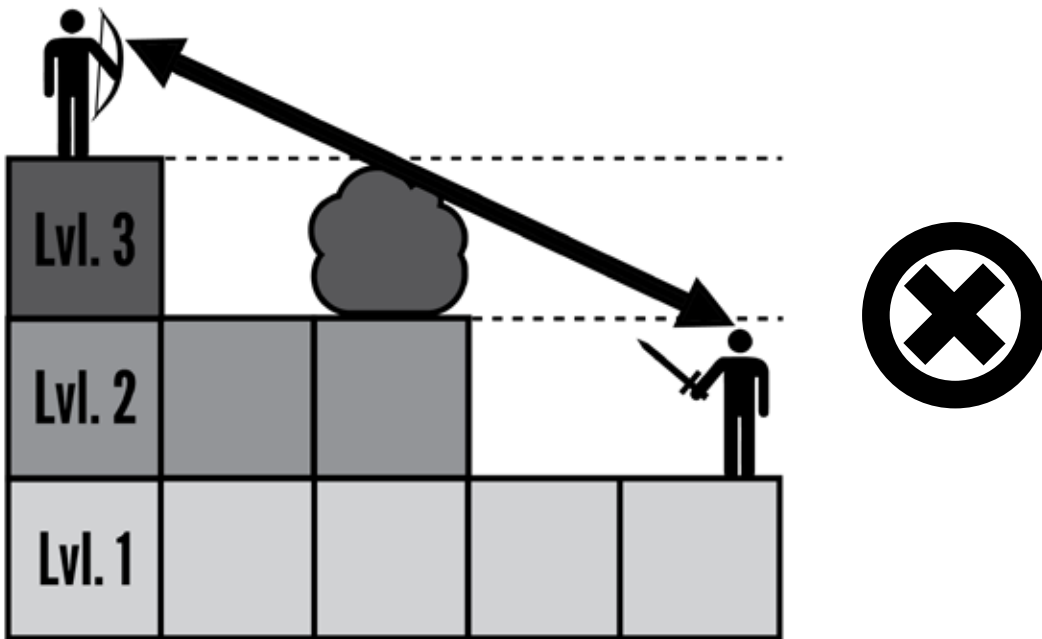
Cover in Collision is a complex mechanic, and is affected by the game environment. Here are some cover and terrain interactions.



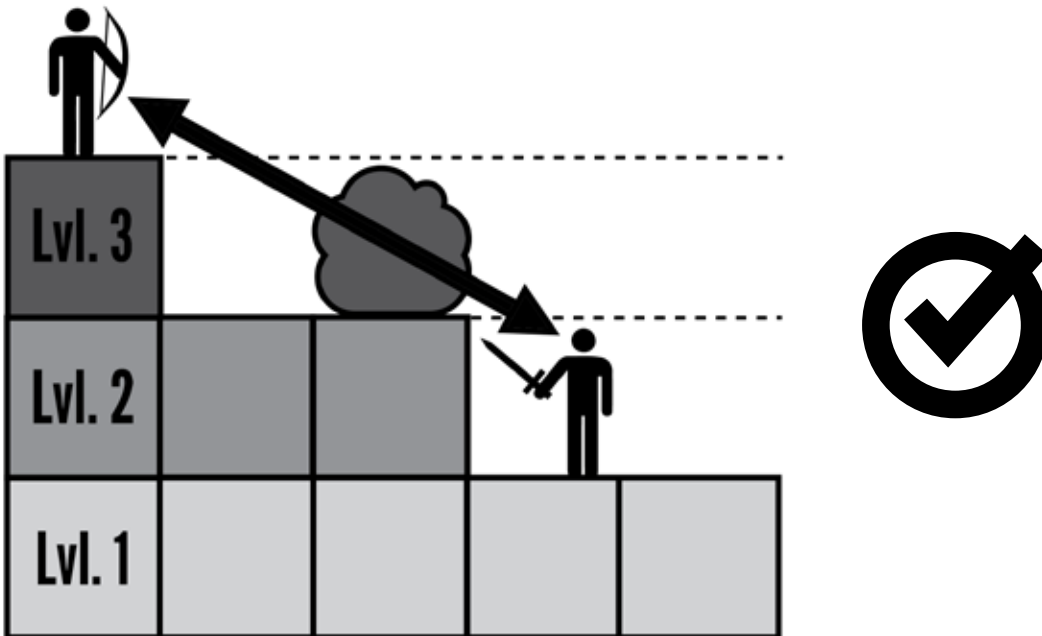
1) When the cover terrain is taller than the elevation level of the highest character's tile, it provides cover.



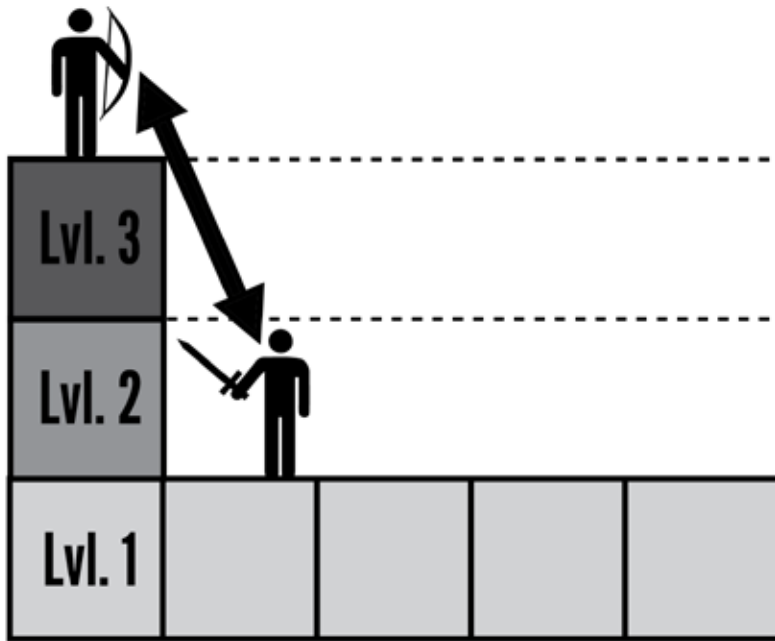
2) When the cover terrain is shorter than the elevation level of the highest character's tile, it does not provide cover.



3) When the cover is the same height as the higher character's tile, as long as the higher character is the same number of spaces away from the cover or closer than the enemy, no cover is gained.

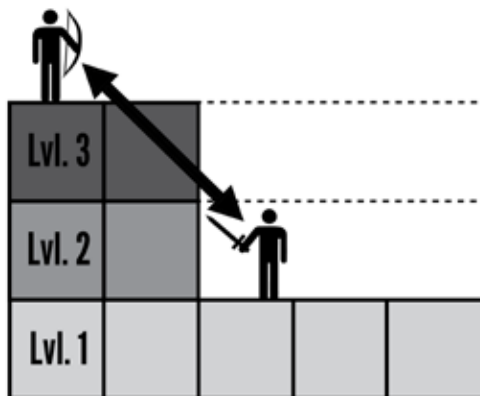


4) When the lower character is fewer spaces away from the cover tile than the opponent, however, cover is provided.

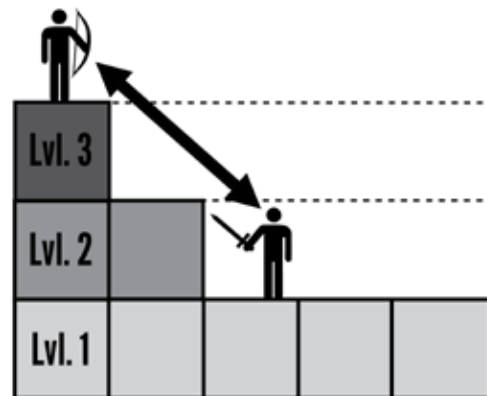


5) Ledges sometimes provide cover. A ledge is a drop of 2 elevations or more all at once. If a character is on lower elevation and is closer to a ledge than the higher character, the ledge provides at least partial cover. If the line drawn for the attack crosses straight through such a ledge, or crosses multiple tiles with a ledge that are adjacent (like cover), the target gets total cover.

Though the above image is a ledge, there is no cover provided in this situation because the character on the lower elevation is further from the ledge's edge than the character on the higher elevation level.



In the example above, however, total cover is provided to the character on the lower elevation because the line of attack passes through the ledge itself.



However, keep in mind that this image does NOT represent a ledge.

Combat Bonuses and Penalties

Attacking character is on higher elevation	+1 to: Def Att W-Att
Target character has partial cover	Roll a D10 The attack automatically misses target on a 1-3
Target character has total cover	Roll a D10 The attack automatically misses target on a 1-6
Character has injuries	-1 per injury to: Att W-Att Def Armor
Character is hexed	-2 to Att W-Att Def Can't use reactions.
Target is out of attacker's ranged weapon reach	-1 per space outside of range to attacker's: Att W-Att
Character is attacking a character's back facing	+1 to attacking character's: Att W-Att Pow (W-Pow and S-Pow)

Rolling to Hit

Pay the Endurance and/or mana attack cost required by your chosen attack. As some reactions take place before attack rolls, ask your opponent if they want to react before you roll. Note that special abilities that are also weapon attacks require you to pay the EC of the weapon as well.

To attack, roll a D10 and add your W-Att (or Att for non-weapon attacks), making sure to subtract any range or injury penalties. If the result is equal to or greater than the target's Defense, then you hit. If you roll a

10 and it would normally hit, you have scored a critical hit and you must follow the “Crit” instructions for the weapon or special attack you are using. Allow your opponent the opportunity to react to the hit (or, in some cases, the miss). Note that some weapons and special attacks have hit effects that do not rely on causing damage; they take place at the end of the attack as long as you score a hit.

Rolling for Injuries

Roll a D10 and add W-Pow (or a specified value for non-weapon attacks), taking care to also factor in any bonuses or penalties. If your roll is higher than your opponent’s Armor, subtract their Armor from your modified roll and check the number against the chart below. (A unit gets Att, W-Att, Def, and Armor -1 for each injury token they have, so use this to your advantage.)

When a unit receives an injury, and if the new injury is greater than the injury they currently have, the new injury replaces it. For example, if a character at Injury 1 was hit by an Injury 3 attack, the character’s injury level would become Injury 3. If the new injury is equal to or less than their current injury, their injury simply goes up by 1. If a character at Injury 2 were hit by an Injury 1 attack, for example, their injury level would become Injury 3. When a unit’s injury level is equal to its Tuf, the unit is defeated and removed from the board. The number that you beat armor by is divided by 2 and rounded up to determine what injury level the attack is.

1 - 2	3 - 4	5 - 6	7 - 8	9 - 10	11 - 12	+2
Injury 1	Injury 2	Injury 3	Injury 4	Injury 5	Injury 6	Injury +1

Winning a Battle

The battle is over at the end of the turn limit. At this time, players check to see what objectives they scored. Some characters offer victory points if defeated, whereas some other units give you victory points for simply surviving a battle. The player with the most victory points at the end of the turn limit is the winner, whether they had any units left on the board or not.

A player can win even after their entire battle group was defeated because in Collision, the goal is never solely to wipe out your opponent. Your battle group has a specific goal in mind, and accomplishing that goal might be more important to them than their lives. To represent this, there are a number of objectives that can be accomplished whether you survive to tell the tale or not. Even in a pick-up game, your battle is supposed to represent a fraction of something greater.



Virgil and Shaylie battle amidst the rubble.

Endless Horizons: Designing a Battle Group

Now that you've seen the base rules for Collision, the next step is to dig through your own mini collection (or start one from scratch) and design your own battle group! We will be working to create a wealth of character cards designed to fit with virtually any fantasy miniature on the market for the initial release of Collision, and we have released the Unit Creation Packet so players can create and personalize unit cards specifically for their miniatures.

Though we all love to win, Collision is more about telling a story. There are bound to be characters and battle groups that are more powerful or versatile than others, but building a battle group on that basis is missing the point. Instead, create a battle group with a cohesive theme, even if that theme is outside the box. The characters in a battle group should work together to tell a story more than to win, especially if that means choosing something fun over choosing something more powerful.

Once you have a battle group or two, why not design your own terrain to specifically suit your battle group? If there is a particular region chart that you like to use, a good next step would be to personalize terrain. Using the same basing techniques on the terrain that you use on your characters is a good place to start. Then, you can even use spare weapon parts to make a weapons rack, or camp supplies that match the color scheme of your battle group! The customization possibilities are endless.

Game Objectives

D10 Roll to Select Major Objective	
1	Capture the Chest
2	Statues of Good & Evil
3	Headhunter
4	Mystic Obelisk
5	Capture the Standard
6	Lights in the Darkness
7	Supply Raid
8	Relic Theft
9	Rushed Study
10	Lost Trinket

D10 Roll to Select Minor Objective	
1	Tactical Victory
2	High Ground
3	Map Carriers
4	Past Enemy Lines
5	Survival is Key
6	The Dark Gods
7	Hallowed Earth
8	Shards of the Old World
9	God's Favor
10	Glorious Combat

Major Objectives

Capture The Chest

Deployment Type: Long-Side

Turn Limit: 5+1 per 500 points

After terrain is placed, the defender places a chest objective token somewhere in no-man's land (the center 2 rows) but not on impassable terrain or on a tile inaccessible due to terrain. Defender chooses a deployment zone to use, and the attacker will start deployment first. A character standing on the tile with the chest token can spend 2 Endurance to pick it up. A character holding the chest has a move value of one (1), and if it performs any reactions or non-movement actions it drops the chest token on its tile. A character 1 injury away from defeat can't pick up the chest, and immediately drops the chest if it was already holding it. A character can carry it off of their board edge, and if they do so before the end of the turn limit, they score 5 Victory Points.

Statues Of Good & Evil

Deployment Type: Short-side

Turn Limit: 4+1 per 500 points

Set aside 2 Statue objective tokens. Treat these tokens as vertical impassable terrain that is Height 2, but also as a character that can't activate, is immune to status effects and slay, doesn't have a rear facing, and has Def 3, Arm 8, and Tuf 4 + 1 per 250 points. Each player places a statue on a side of the board in the 2nd row from the edge of the deployment zone starting with the attacker, replacing any terrain on that tile (one statue on each side of the board). The defender chooses a deployment zone, and the attacker will get to start deployment first. Each player treats the statue in their deployment area as a friendly character and the

statue in their opponent's deployment area as an enemy character. At the end of the turn limit, if a player's statue is still standing and their opponent's statue is destroyed, they score 5 Victory Points.

Headhunter

Deployment Type: Short-side

Turn Limit: 4+1 per 500 points

Defender chooses a deployment zone, and the attacker will get to start deployment first. The defender nominates one of his or her characters of the highest rank or tied for the highest. That character receives a luck token. If the nominated character is defeated by the end of the turn limit, the attacker scores 5 Victory Points. As long as the character is on the board, and at least 2 injuries away from defeat at the end of the turn limit, the defender scores 5 Victory Points.

Mystic Obelisk

Deployment Type: Diagonal

Turn Limit: 5+1 per 500 points

Set aside a mystic obelisk objective token. Treat this token as vertical impassable terrain that is height 2. After terrain has been placed, the attacker places a mystic obelisk anywhere adjacent to the center of the board. Any character within 2 of the obelisk gains Recovery and gains the ability Channel the obelisk – Cost: 1M, Roll a D10 and add S-Pow. On a roll of a 7+ the player gains a channel token. At the end of the turn limit, a player with at least 2 more channel tokens than their opponent scores 5 Victory Points.

Capture The Standard

Deployment Type: Long-Side

Turn limit 5+1 per 500 points

The defender chooses a deployment zone and the attacker will get to start deployment first. After terrain has been placed and the defender has chosen his deployment zone, the attacker places a flag objective token in the 2nd row from the edge of the defender's deployment area not on impassable terrain. A character standing on a tile with the flag can pick it up for 2 Endurance. If a character holding the flag performs a reaction or any non-movement action it drops the flag in its square. The attacker can carry the flag off of the edge of his or her deployment zone, and if they do so by the end of the turn limit the attacker scores 5 Victory Points. As long as the flag hasn't been carried off of the board, or isn't in the attacker's deployment zone at the end of the turn limit, the defender scores 5 Victory Points.

Lights In The Darkness

Deployment Type: Diagonal

Turn limit 5+1 per 500 points

Set aside 1 orb objective token +1 per 250 points. After terrain has been placed, starting with the attacker players take turns placing 1 orb within 2 spaces of the center line not on impassable terrain or within 2 of other orbs. Orbs can't be moved or destroyed, but they can be activated by a character standing in the same space as one for 1 Mana, or re-activated by an opponent in the same way. When a player activates an orb, the previous player who activated it no longer benefits from it. At the end of the turn limit, whichever player has activated the most orbs scores 5 Victory Points.

Supply Raid

Deployment Type: Center

Turn limit 4+1 per 500 points

Set aside 2 crate tokens +1 per 250 points and treat these tokens as obstacles. After terrain is placed, the defender places them in his or her de-

ployment zone. The defender will get to start deployment first. Enemies standing on the same tile as a crate gains the ability 2E: Raid – destroy the crate token. If all of the crates are destroyed by the end of the turn limit, the attacker scores 5 victory points. If at least 2 crates survive, the defender scores 5 Victory Points.

Relic Theft

Deployment Type: Center

Turn limit 4+1 per 500 points

The defender will get to start deployment first. After terrain has been placed, the defender places the relic token anywhere in his or her deployment zone. A character standing on a tile with the relic can pick it up for 2 Endurance. If a character holding the relic performs a reaction or any non-movement action it drops the relic in its square. The attacker can carry the flag off of any board edge, and if they do so by the end of the turn limit, the attacker scores 5 Victory Points. As long as the relic hasn't been carried off of the board, or isn't within 2 of a board edge at the end of the turn limit, the defender scores the Victory Points.

Rushed Study

Deployment Type: Diagonal

Turn Limit 4+1 per 500 points

The defender will choose a deployment zone, and the attacker will get to start deployment first. Before terrain is placed, place a Tower that is a 2x2 height 3 vertical impassable terrain in the center of the board. By the end of the turn limit, the player with the highest total command worth of characters within 2 of the tower scores 5 Victory Points.

Lost Trinket

Deployment Type: Long-Side

Turn limit 5+1 per 500 points

Defender will choose a deployment zone, and the attacker will get to start deployment first. Characters gain the ability 2E: Search – roll an Att test and add the turn number. On a roll of a 10 or higher, the trinket has been spotted by that player and further search rolls will get an additional +2. That player's opponent places the trinket on a tile within 2 of the character that spotted the trinket and not on impassable terrain. Only the player that spotted the trinket can pick it up for 2E, however if their opponent also succeeds in the search roll they are able to pick it up as well. By the end of the turn limit, if a character is holding the trinket that player scores 5 Victory Points.

MINOR OBJECTIVES

Tactical Victory

At the end of the turn limit, roll a total Command contest with your opponent. The high roll scores 3 Victory Points.

High Ground

At the end of the turn limit, the player with the most units on the highest or second highest elevation level scores 3 Victory Points.

Map Carriers

Each player secretly nominates one of their deployed units to carry your exploration maps. At the end of the turn limit, if your map carrier is undefeated and your opponent's map carrier is, score 3 Victory Points.

Past Enemy Lines

At the end of the turn limit, the player with the most units in their enemy's deployment area scores 3 Victory Points.

Survival is Key

At the end of the turn limit, the player with the most points worth of undefeated units scores 3 Victory Points.

The Dark Gods

The defender places a cursed ground tile anywhere within 4 of the center of the board replacing non-objective terrain. Characters standing on the cursed ground tile are hexed, and has the ability 1M: Tribute – gain a luck token. The 4th time tribute is used, the character on the tile is defeated, and the character's owner scores 3 Victory Points. Then remove the tile.

Hallowed Earth

Defender places a blessed ground tile anywhere not within 2 of a board edge. Characters on blessed ground gain recovery 1 and 1M: regenerate. If a player has a character on blessed ground at the end of the turn limit, score 3 Victory Points.

Shards of the Old World

After terrain has been placed, each player places 2 shards of the old world objective tokens in their deployment zone and the defender places

another within 4 of the center of the board. The shards can't be in the same space unless dropped there, and they can't occupy impassable terrain. A character can pick-up a shard for 1E and a defeated character drops its shards. A character can hold multiple shards. At the end of the turn limit, a player with at least 3 shards scores 3 Victory Points.

God's Favor

Each time a player rolls a "10" they get a god's favor token. At the end of the turn limit, a player with at least 2 more god's favor tokens than their opponent scores 3 Victory Points.

Glorious Combat

Each time a character is defeated by an enemy character of lower rank, the lower ranked character's player keeps track of the difference in their ranks in Glory points (a character defeated by poison is treated as defeated by the last character that dealt it a poison counter). The character with the most total glory points at the end of the turn limit scores 3 Victory Points.



Virgil's Fall

Virgil's trek across the unyielding teeth of the north was a treacherous one. Though his undead companions were quite indifferent to the frigid air, Virgil and his elven bodyguard Halai struggled to keep warm in the deep snow and biting winds. Burdened by exhaustion and frostbite, only the thought of his destination, the ruins of the western battleground, could tether him to consciousness. It was only after weeks of trudging through the frozen mountain passes that the scouting party from Deadholm was able to set up camp at the edge of the western battlegrounds. With the ruins that marked his destination looming impassively on the horizon, Virgil slept for the first time in days. Though his dreams were filled of conquest at the ruins, his rest was uneasy.

The next morning dawns harsh and cold. Virgil begins barking out orders to his undead troops as Halai helps him don his armor. His polished hard-leather cuirass is clearly new, without the scratches and wear of battle, and the bones strapped haphazardly across its surface are humming with protective runes and enchantments. Though Virgil had organized raiding parties and served as the commander in several battles in the past, this is his first time to join the fray of battle.

"What troubles you?" asks Halai, as she sharpens the hooked blade at the end of her spear.

"I feel fate at work here...the clouds gather in the Southeast, and a storm would slow our progress substantially. We must march now before the earth becomes too soft," answers Virgil.

"I will make it so."

Halai takes leave of her lord, and begins to make her rounds through their paltry troops. Virgil sits silently for a moment, clutching his face with his hand, straining to overcome the wave of sickening anxiety that is inundating his mind. He pauses, and then pulls himself to his feet and shouts, "To the ruins!" and points to the remains of the old castle to the west.



Bones crack and shatter under the weight of Rhona's broadax as she pummels animated dead. She and a war band from Guelivere had been fighting their way across the western battleground for several days, pausing only to clear their path of the native undead. The Battleground is the stage of an ancient war so drawn out and bloody that the remains of millions of soldiers and civilians spoil the land itself. The dead of the battlefield have begun to walk again, and Rhona and her companions were sent westward to help dispatch them. Surrounded by fractured skulls, ribs, and tattered equipment, Rhona sinks the butt of her ax into the earth and pauses. Her massive and muscular frame bears glistening black plate-mail, and her lack of helm reveals her strong, angular jaw, her greyish skin, and her flowing dreadlocks.

"W-we are getting closer to the s-source," says a child in robes and a wide-brimmed witch's hat.

"It was more than last bunch. Almost fifty, I think," Rhona adds. Rhona points her massive hand to the ruins in the northwest. "Could there be pool of Mana there?"

"C-certainly, when it overflows, it a-animates the bbodies," Shaylie stutters.

Rhona wipes the sweat from her brow. "We should get chopping, no?" she says, as another throng of skeletons shamble towards them from the west. Rhona hefted her ax from the ground and leapt into the wave of attackers.



Virgil and his escorts move westward across the damp soil. Though he has heard tell of the dead of the battlefield, Virgil is surprised at the sheer quantity of wandering dead and animated bones in the area. Grinning a crooked smile, he raises his skull-topped, blackwood staff and begins to chant. Swirls of dark energy gather at his staff and his fingertips. As his incantation comes to a close, the shadows spring from him to the near-by native dead. Virgil's energies darken their bones and deeply etch purple runes in the skeletons. Adding to his small scouting party by the



dozens, Virgil's macabre puppetry reinforces his command. The party's increased size does naught to help their progress, however; by the time they reach the ruins, the sun had been drowned by dark storm clouds, and thunder rumbles across the sky.

A quick, utilitarian camp is set amidst the ruins. In spite of the imminent storm, Virgil cannot help but investigate one of the ruin's intact spires. The structure was far older than his home city of Deadholm, and certainly from before the time of structured magic. Virgil feels pure, magical energy swelling at the foundation of the ruins.

"There must be a mana pool here," he thinks, "and a powerful one at that."

The magnitude of his find overwhelms him, and, suddenly fixated on finding the central flow of the mana below, he stumbles and staggers his way up the steps of the spire until he finally reaches the top. He collapses on the floor, his hands and fingers spread wide to better channel the energy of the mana pool below. The tower is an intensely powerful magical conduit, and Virgil is unable to stop himself from tapping into its power and spinning dark energies out of the pure mana pool below. His hands ignite with black and purple flames as he struggled to maintain his concentration. Faintly, Virgil hears Halai shout,

"Intruders to the east! Mobilize!" but the crackling of the tower's energy overtakes his mind.



Rhona and her companions have destroyed the undead puppets on watch with little effort. They're advancing rapidly, smashing weaker skeletons as they run through remnants of several toppled towers, walls, and cracked, massive stone tiles worn away by time and weather. Rhona and her warriors halt for a moment; they can no longer see their enemy, and their camp appears abandoned. Suddenly, a burst of a dozen arrows zips across the camp and strikes the shield and flesh of a couple of the Guelivere soldiers, knocking one to the ground.

"Take cover!" shouts Rhona, as she burst towards the ruins where the arrows were launched, deflecting and catching arrows with her off-hand

as she ran. Shaylie begins casting protective barriers around the remaining Guelivere troops and starts healing the injured soldiers. They drag the wounded soldiers to safety behind a partially intact wall and the base of an unusually intact turret. When she feels the Mana well below the ruins, Shaylie's breath catches in fear. She turns to an officer, a grizzled veteran with greying hair and cold eyes and frantically says,

“There is a w-wizard tapping into the Mana in the r-ruins, he must be stopped!”

A swing of Rhona's ax sends two skeletons flying into the air. As their segmented bodies fly past her, she notices that these skeletons were different from the scores she had destroyed before. She leaps over some wrecked columns and skids down a pile of rubble to another pair of skeletal archers. These have new and well-made weapons and armor, the likes of which she has never seen before. Her ax strikes the skeletons and, with a crunch, she obliterates the breastplate of one skeleton. She pivots, crushing the other against a pillar. Breathing heavily, she looks around for more archers and instead finds that Shaylie has left the safety of her warded ruins.

“Get to the t-tower!” she said as she points to the top of the spire. Virgil stands at the balcony, wreathed in purple and black flame. Rhona wastes no time, sprinting to the entrance of the spire, hurdling over obstacles and even running shoulder first through a wall (which proceeds to, unsurprisingly, collapse). When Rhona is fully out of sight, a spear blow shatters Shaylie's spherical barrier from behind. Shaylie turns to see a smiling, half-plate clad Halai, and a sharpened, glistening spear-tip inches away from her face.

Virgil cannot see that the battle is going poorly for him; the mana pool and the tower are the shining, writhing center of his mind, and he could feel both like an extension of himself. He is in a trance, a blissful and deeply painful trance. The seconds feel like hours and the sounds of battle do not interrupt him until he can hear them echoing through his very mind, through the tower itself. He is shaken from his trance and finds that his guards below are being violently shattered, and fear begins to seep back into his mind; he had no knowledge that he was under attack, and he has been cornered without Halai.

He peers down the spiral stair and sees Rhona rapidly ascending the stairs, flinging Virgil's skeletal guard crashing down to the bottom of the tower. Furious and trapped, Virgil flings bolts of red and black lightning down at Rhona, who sidesteps and shrugs off the attack. Within seconds, she has reached the top of the staircase.

"It is over; drop your staff!" commands Rhona, her voice slightly tinged with caution. Virgil's face twists into a snarl of rage and defeat, and he leaps towards Rhona, his hand outstretched and aflame with a deadly spell. Her response is blindingly fast, and she strikes Virgil's outstretched arm with her ax just above his elbow, and slices clean through armor, flesh, and bone. He stumbles back and begins scrambling back up the stairs in horror as his blood spills onto the ground.

The sight of his severed arm on the stairs in front of him shocks him, and he stumbled back to the balcony in fear. He turns to face Rhona again, and he is struck flat in the nose. Not by an ax, but by his end of his own severed arm, and the mighty blow shatters his nose. Lightning strikes the spire with an immense force, cracking the foundation, and the tower begins to slowly collapse. As Virgil fades in and out of consciousness, he sees Rhona escape down the staircase as quickly as she had come.

Virgil regains consciousness in extreme pain and under a damp and soggy pile of debris. Struggling to free himself, he manages to pull free from the rocks, and forces himself to his knees. The pain from his broken nose is incidental compared to his stump of a right arm and his broken leg. The spire crumbled with him on it, his army shattered and broken, his Halai is nowhere to be found, and he is bleeding to death from his injuries. He is on his knees with his face on the ground and clutching his stump of an arm as it rained. He screamed as he cauterized his arm with magical flames, and when the deed was done, he passed from consciousness again.



It is minutes, hours, and maybe days later when comes to again, soaked, defeated, and exhausted. He drags himself upwards and begins looking around for something with which to make a splint for his leg.



Abilities 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.
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. If not, do not apply the on-hit effect.
Chilling Strike	Cost: 2M+Weapon EC Type: Cold On Hit: Drain Endurance equal to your S-Pow. Special melee weapon attack
Cling to Life (RE)	Cost: 1M React to being defeated. Your character will instead be defeated at the end of its recovery step. Cling to Life can't be used to prevent this defeat.
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 Affects 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. Dazzle deals no damage unless you score a critical hit.
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. This attack does not need to roll to overcome armor.
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.
Fortune	Cost: 1M1E This character gains a luck token
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
Haste	Cost: 2M This character and each ally within command can move spaces up to their move value. This movement can be made in addition to normal movement actions.
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 Mundane	You are not affected by Mundane type attacks, effects, and abilities.
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- Other 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. This character is also immune to fear abilities or effects and flee.
Inspire Fortitude	Effect Aura- Other friendly characters within command gain +1 to Armor. Characters may only be affected by one aura of each type at a time. This character does not affect itself, but can be affected by another character with Inspire Fortitude.

Inspire Hatred	Effect Aura- Other friendly characters within spaces equal to your command gain +1 Att/W-Att. Characters may only be affected by one aura of each type at a time. This character does not affect itself, but can be affected by another character with Inspire Hatred.
Inspire Urgency	Effect Aura- Other 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. This character does not affect itself, but can be affected by another character with Inspire Urgency.
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. You can move through enemy characters.
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. You can move through enemy characters that don't have the Levitating Move ability as long as they aren't on higher elevation than you. Use a special base or token to indicate that a character has this effect.
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. The number associated with the effect can indicate the number of luck tokens a character receives.
Mage Armor (RE)	Cost: 1E1M React to an attack that hits you. Your armor is 8 for that attack (include any penalties from injuries).
Majesty (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.
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 but it does not occur immediately. Nominate the center tile with a token. Add the meteor as an activation card to your pool next turn. When it activates, resolve the attack with the token as the blast center and remove the meteor activation card. If a player uses meteor and already has a meteor token on the board, the new token replaces the current one.
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 any part of 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.
Pain Warp	Cost: 1M2E Special melee attack with reach equal to your command at Att+1 Don't roll for injuries. On hit, the character is also treated as having your number of injuries until its next activation. It suffers the penalties for those injuries, and if it would be defeated by that many injuries, this ability also causes slay. Injuries dealt to your character after using pain warp are applied to the target, and can cause slay as stated above.
Parry (RE)	Cost: 2E React to a melee attack with an Att contest. If you win, ignore the attack.
Persevere	Cost: 1M Until the beginning of this character's next activation, it does not suffer penalties from injuries, and can't be defeated by them. This can't be used if you started your activation with injuries greater than or equal to your toughness.
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.
Pounce	Cost: 1M1E Move equal to your move value. Treat this movement as if you had the leaping ability. This ability can be used in addition to normal movement actions.
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.
Shrug (RE)	Cost: 1E Reaction to being dealt exactly 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 as specified by the ability. 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. If it used a hold action, it will still recover the additional endurance from holding.
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).
Thunder-strike	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. This attack doesn't cause injuries.
Unstable	On a "1" to hit on the D10 roll, the character hits itself.
Upheaval	Cost: 2E1M When you use upheaval, choose 1: create a 1x1 height 2 impassable terrain piece, a 1x1 height 1 elevation terrain piece, or a 2x1 obstacle terrain piece adjacent to you. It can't overlap with other terrain, and you can't create impassable terrain in an occupied square. If a player uses this ability more than once, remove their previous terrain piece.
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 piece that is not objective terrain. This cannot be used on terrain larger than 2x1 spaces.