

Changelog 7/18/17

-There was an error in the Swords class progression from 8 of Swords to 9 of Swords. For whatever reason, there wasn't any stat increase listed, and it was supposed to bump-up toughness and command. Its fixed now!

Changelog 5/1/17

Main Changes: This experimental rules supplement adds the following features

- New Character Creation options, and a "by type" layout instead of by value
- New Character/unit sheets, including battlegroup list sheets (seperate)
- Official square size of 2"x2" or 5cmx5cm
- Rules for interior spaces, how ranged and area attacks work with "walls"
- Guidelines for adapting terrain rules to interior spaces
- New Deployment mode: Entry Point
- New minor and major objectives
- Guidelines for Setting up a dungeon battle board and terrain

Adjustments - I've made some changes to existing abilities to avoid confusion, and adjusted some of the character creation requirements. The main changes below.

Wave Attack: This is just the new name for Burst Attacks. There was confusion between Burst and Blast, and since they were mechanically similar I needed to change the labeling to draw attention to the differences.

Wave Attack: A wave 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.

Chain Attack: This is just the new name for Line attack. This is a descriptive choice because mechanically, a line attack does not need to be done in a straight line, it can zig and zag as needed.

Chain Attack: A Chain Attack is a Special 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 zigzag.

Flight: is now the new term for Levitating Move. The restrictions on moving through other characters has been removed since it rarely comes up and adds a lot of text to the ability.

Leaping: is now the new term for Leaping Move. The name was just longer than it needed to be.

Mana Recovery: is now the new term for the Recovery effect. It created too much confusion, since recovery is also a step of activation. The only ways a character gains Mana Recovery currently is due to an objective terrain piece.

"Within Your Command": is now a shorter version of "within spaces equal to your command". The old wording was more clear, but much clunkier. Character command will now be outlined in the general rules as shown below.

Character command: Some abilities and effects refer to characters that are within your command. This refers to characters that are within a number of spaces equal to that character's Command value. The higher that character's command value is, the more spaces its command reaches.

Scissor Strike: Now makes it clear that if one of your weapons is Vorpal, and the other weapon has the Sharp effect, you will benefit from both (even though Vorpal can only be applied to weapons that don't have the Sharp effect). Scissor strike was always supposed to make that possible.

Shrieking Armor: Now a touch more effective, the attacker suffers flee on any roll of a 1-5 instead of 1-4. In addition, you now roll the die instead of the attacker, which means you can use Plan Ahead to make better use of this roll.

Skittish: The effect is now clear who rolls the die, and rolling a 1-7 causes flee instead of a 4+. This now rewards you for rolling high, which makes more sense.

Upheaval: A clarification was added to make it clear that you could not use the terrain placed with upheaval on a wall section to effectively bridge two rooms or corridors. This ability will be potent enough without that functionality. However, see the changes made to **Wreck**.

Wreck: This ability can now be used on a wall section to create a tunnel to bridge two rooms or corridors, or just to create a pocket in a room (the space is treated as an obstacle to represent rubble). Using Wreck again can either clear the obstacle from the tunnel, or collapse the tunnel (not if it is occupied). The goal was to create more incentive for players to use Wreck. If you choose wreck, come prepared with some tiles to use as "tunnel" terrain.

Voodoo: This effect now clarifies that it only deals injuries when an opponent wounds you.

Out-Maneuver can now be used on friendly characters in addition to enemies. It can now also be used on a Meteor token.

Meteor is no longer associated with the Sorcery value, but still requires the character be Rods 8+. In addition, the wording on Meteor has been adjusted so that it is easier to understand. The meteor attack now always resolves during Phase 2 of the following turn, to prevent Meteor from being used during phase 3, and resolving phase 1 and preventing the other team from saving their characters. Meteor still has the option of paying the cost again to move the meteor token, so in theory the same trick can be performed by paying the cost during either phase 1 or 2 the following turn, but that is much more cost inefficient. A new ability has been added to the Sorcery value to replace it, **Abyss**, which is similar to meteor in some ways.

Abyss: 3E3M - Place an Abyss terrain tile on any space within 4 spaces, replacing any non-elevation terrain (if possible). Any character that starts their turn on, or moves onto or through the Abyss tile suffers a Dark type hit with Pow equal to your S-Pow+3 and Hex 1. If the Abyss tile is empty, and a character starts their turn adjacent to the abyss tile, they are moved to the abyss tile (and suffer a hit). Using this ability again allows you to move the abyss tile 4 spaces (as if it were a character with a move of 4) or place a new Abyss tile if your previous tile was destroyed or removed.

Vorpal: New name for the Bone weapon enchantment. Armor enchantments got a naming overhaul for this update, and the Bone name seemed to fit the armor better than the weapon. Vorpal is a more appropriate name for Crit: Slay.

Armor Enchantments & Enhancements no longer require a character have armor. The names have been changed so that they are no longer identical to their weapon enchantment counterparts. This will help avoid confusion when filling out battle group lists. Some more specific changes to individual options below.

Bone Armor: Immune to Crits. Formally this was Immune to Slay, and as a result it rarely came up and was not a desirable option. On top of that it did not make any sense to have such a high requirement on an inconsequential ability. Since Crits have such a huge impact on the game, bone armor will now be very relevant.

Null Armor: The requirements were reduced to be more in-line with other immunities.

Might Armor: The requirements were increased since this is such a game-changing ability. We don't want to see entire armies with this enhancement causing too much havoc on turn 1.

Salamander Armor: A small point increase to reflect how prevalent the fire type is. Fire is disproportionately represented as a damage type.

Character options by type

Races (must choose 1)

Race	Value	Def	Arm	Tuf	End	Mana	Comm	Move	Att	Str	S-Pow	Reach	Effect	pts
Halfling		7	4	2	3	2	1	3	2	0	1	+0	Skill+1	18
Human		6	4	3	3	2	1	3	1	1	1	+0	Skill+1	20
Greatfolk		5	4	4	3	2	1	3	0	2	1	+1	Skill+1 Massive	24
Fae	Chivalry	7	4	2	3	3	0	3	3	0	1	+0	Flight	22
Angel	Chivalry	6	4	3	3	3	2	3	1	1	1	+0	Flight	25
Archangel	Chivalry	5	4	4	3	3	2	3	0	2	1	+1	Flight, Massive	28
Wisp	Diplomacy	7	4	2	3	3	0	3	1	0	1	+0	Serenity	22
White Elf	Diplomacy	7	4	2	3	2	2	3	2	0	2	+0	Serenity	25
Elemental	Diplomacy	5	4	3	3	2	2	3	1	2	1	+1	Serenity Massive	28
Goblin	Mysticism	8	4	2	3	2	0	3	2	1	1	+0	Skittish	17
Orc	Mysticism	6	4	4	3	2	0	3	1	2	1	+0	Skittish	20
Ogre	Mysticism	5	4	5	3	2	0	2	0	3	1	+1	Skittish Massive	23
Dwarf	Liberty	6	5	3	3	2	1	2	1	1	1	+0	Dauntless	17
Construct	Liberty	5	5	3	3	2	1	2	1	2	1	+0	Dauntless	20
Juggernaut	Liberty	4	5	4	3	2	1	2	0	3	1	+1	Dauntless Massive	23
Thrall	Brutality	7	5	3	3	1	0	2	2	0	0	+0	Resist Elements 2	20
Demon	Brutality	6	5	3	3	2	1	3	1	1	0	+0	Resist Elements 2	24
Devil	Brutality	5	5	4	3	2	1	3	0	2	1	+1	Resist Elements 2 Massive	30
Imp	Conquest	8	4	2	3	2	1	4	1	0	1	+0	Vicious	22
Red Elf	Conquest	7	4	2	3	2	2	4	2	2	0	+0	Vicious	25
Chimera	Conquest	6	4	3	3	2	0	4	1	3	1	+1	Vicious Massive	30
Shambler	Sorcery	6	5	2	3	1	0	2	2	0	1	+0	Immune to Slay	22
Preserved	Sorcery	5	5	3	3	2	1	2	1	1	1	+0	Immune to Slay	25
Undead Construct	Sorcery	4	5	4	3	2	0	2	0	2	1	+1	Immune to Slay Massive	30
Critter	Savagery	8	4	2	3	2	0	4	1	0	0	+0	Leaping	16
Beast	Savagery	7	4	3	3	2	1	4	1	2	0	+1	Leaping	22
Brute	Savagery	6	4	4	3	2	1	4	1	2	0	+1	Leaping Massive	28

Tarot (must choose 1)

Tarot

Tarot	Value	Def	Tuf	End	Mana	Comm	Move	Att	Str	S-Pow	Skills	Limit	Pts
2 of Swords			1					1			1		0
3 of Swords			1					1	1		1		3
4 of Swords	Chivalry/Brutality		1		1	1		1	1		2		7
5 of Swords	Chivalry/Brutality		1	1	1	1		1	1		2		17
6 of Swords	Chivalry/Brutality	1	1	1	1	1	1	1	1		2		21
7 of Swords	Chivalry/Brutality	1	2	1	1	1	1	1	1		3		25
8 of Swords	Chivalry/Brutality	1	2	1	2	1	1	1	1	1	3	250+	28
9 of Swords	Chivalry/Brutality	1	3	1	2	2	1	1	1	1	3	250+	36
10 of Swords	Chivalry/Brutality	2	3	1	2	2	1	2	1	1	4	250+	42
Ace of Swords	Chivalry/Brutality	2	4	1	3	2	1	2	1	1	4	250+	48

Tarot	Value	Def	Tuf	End	Mana	Comm	Move	Att	Str	S-Pow	Skills	Limit	Pts
2 of Cups					1	1					1		0
3 of Cups		1			2	1					1		3
4 of Cups	Diplomacy/Conquest	1			2	2					2		7
5 of Cups	Diplomacy/Conquest	1		1	2	2					2		17
6 of Cups	Diplomacy/Conquest	1		1	2	3	1				2		21
7 of Cups	Diplomacy/Conquest	1	1	1	2	3	1				3		25
8 of Cups	Diplomacy/Conquest	1	1	1	3	3	1			1	3	250+	28
9 of Cups	Diplomacy/Conquest	1	2	1	3	4	1			1	3	250+	36
10 of Cups	Diplomacy/Conquest	2	2	1	3	4	1			1	4	250+	42
Ace of Cups	Diplomacy/Conquest	2	3	1	4	4	1			1	4	250+	48

Tarot (Continued)

Tarot	Value	Def	Tuf	End	Mana	Comm	Move	Att	Str	S-Pow	Skills	Limit	Pts
2 of Rods					1					1	1		0
3 of Rods					2			1		1	1		3
4 of Rods	Mysticism/Sorcery				3	1		1		1	2		7
5 of Rods	Mysticism/Sorcery			1	3	1		1		1	2		17
6 of Rods	Mysticism/Sorcery			1	4	1		1		2	2		21
7 of Rods	Mysticism/Sorcery		1	1	4	1		1		2	3		25
8 of Rods	Mysticism/Sorcery		1	1	5	1		1		3	3	250+	28
9 of Rods	Mysticism/Sorcery	1	1	1	5	1	1	1		3	3	250+	36
10 of Rods	Mysticism/Sorcery	2	1	1	5	1	1	2		3	4	250+	42
Ace of Rods	Mysticism/Sorcery	2	2	1	6	1	1	2		3	4	250+	48

Tarot	Value	Def	Tuf	End	Mana	Comm	Move	Att	Str	S-Pow	Skills	Limit	Pts
2 of Coins		1						1			1		0
3 of Coins		1			1		1	1			1		3
4 of Coins	Liberty/Brutality	1			2	1	1	1			2		7
5 of Coins	Liberty/Brutality	1		1	2	1	1	1			2		17
6 of Coins	Liberty/Brutality	1		1	2	1	1	1	1		2		21
7 of Coins	Liberty/Brutality	1	1	1	2	1	1	1	1		3		25
8 of Coins	Liberty/Brutality	1	1	1	3	1	1	1	1	1	3	250+	28
9 of Coins	Liberty/Brutality	2	1	1	3	1	2	1	1	1	3	250+	36
10 of Coins	Liberty/Brutality	3	1	1	3	1	2	2	1	1	4	250+	42
Ace of Coins	Liberty/Brutality	3	2	1	4	1	2	2	1	1	4	250+	48

Weapons (max 2 weapons, no more than 2 hands worth of weapons and accessories)

Weapon	Value	EC	Type	W-Att	W-Pow	Reach	Crit	Special	Hands	Pts
Blade		2	Mundane	2	2	1	Pow+2		1	5
Dagger		2	Mundane	1	1	1	Injury+1	Multiattack	1	3
Mace		3	Mundane	1	3	1	Stun		1	4
Spear		2	Mundane	2	1	2	Injury+1		1	3
Bow		3	Mundane	2	1	5+	Injury+1	Ranged	1	3
Pike		2	Mundane	2	2	3	Injury+1		2	6
Longbow		3	Mundane	3	2	7+	Injury+1	Ranged	2	6
Staff		2	Mundane	0	1	2	Stun	S-Pow+1	1	5
Heavy Crossbow		3	Mundane	2	3	5+	Injury+1	Ranged	2	6
Long Sword		2	Mundane	3	3	1	Pow+3		2	8
Hammer		2	Mundane	0	3	1	Stun		1	5
Javelin		2	Mundane	2	1	2	Injury+1	1E: Throw	1	5
Flail		3	Mundane	3	2	1	Stun		1	3
Broad Ax	Chivalry	3	Mundane	0	4	1	Stun		1	5
Short Bow	Chivalry	2	Mundane	1	1	5+	Injury+1	Ranged, Multiattack	1	5
Sabre	Diplomacy	2	Mundane	2	1	1	Injury+2	Sharp	1	6
Throwing Blade	Diplomacy	2	Mundane	2	2	1	Injury+1	1E: Throw	1	6
Scepter	Mysticism	2	Mundane	1	1	1	stun	S-Pow+1	1	6
Great Club	Mysticism	3	Mundane	2	4	1	stun,Pow+2		2	7
Pistol	Liberty	2	Mundane	0	3	4+	Pow+2	Ranged, Unstable	1	5
Rifle	Liberty	3	Mundane	1	4	7+	Pow+3	Ranged, Unstable	2	8
Dire Blade	Brutality	4	Mundane	2	5	2	Pow+4		2	9
Shiv	Brutality	2	Mundane	2	1	1	Injury+1	Multiattack	1	6
Chain Whip	Conquest	2	Mundane	3	1	2	Hex 2		1	5
Light Crossbow	Conquest	2	Mundane	2	2	4+	Injury+1	Ranged	2	7
Scythe	Sorcery	3	Mundane	2	3	2	Injury+1	Sharp	2	7
Halberd	Sorcery	2	Mundane	1	2	2	Pow+2		1	5
Claw	Savagery	2	Mundane	0	2	1	Pow+2	Multiattack	1	4
Bite	Savagery	2	Mundane	0	3	1	Pow+2		0	6

Weapon Enchantments (no more than 1 per weapon)

Enchantment	Value	Minimum Rank	Type Replace	Special	Pts
Bright	Chivalry	4	Light	W-Att+1	2
Unicorn	Chivalry	8	Light	Reach+1 (+2 if Ranged) ignore partial cover	4
Thunder	Diplomacy	4	Electric	On Injury: Stun	2
Quick	Diplomacy	8	Electric	Multiattack	5
Frost	Mysticism	4	Cold	On Hit: Drain 1E	3
Crystal	Mysticism	8	Cold	No Reactions	4
Rune	Liberty	4	Magic	On Hit: Drain 1 Mana	3
Silver	Liberty	8	Magic	W-Att+1, W-Pow+1	6
Flame	Brutality	4	Fire	W-Pow+1	3
Destruction	Brutality	8	Fire	Blast Attack, Radius 1	5
Chaotic	Conquest	4	Magic	On Injury: Flee (Fear)	3
Adamantine	Conquest	8	Magic	W-Pow+2	7
Shadow	Sorcery	4	Dark	On Hit: Hex 1	4
Vorpal	Sorcery	8	Dark	Crit: Slay (non-sharp weapon only)	7
Corrosive	Savagery	4	Acid	On Injury: Poison 1	3
Vampiric	Savagery	8	Acid	On Injury: Recover 1 Injury	6

Accessories

Accessory	Value	Hands	Ability/effect	Pts
Shield		1	1E: Block 2 (RE)	3
Torch		1	2E: Dazzle	3
Jump Shoes		0	Leaping	3
Cloak of Wings		0	Move -1, Flight	5
Potions Case		1	2E: Remedy	5
Heavy Shield	Chivalry	1	2E: Block 4 (RE)	3
Banner	Diplomacy	1	1E: Rally	3
White Crystal	Mysticism	1	Serenity	4
Buckler	Liberty	0	1E: Block 2 (RE)	6
Voodoo Doll	Brutality	1	Voodoo	5
Horn of Command	Conquest	1	Comm+2	8
Red Crystal	Sorcery	1	Vicious	4
Lyre of Distraction	Savagery	1	2E: Distract (RE)	6

Armor (limit 1)

Armor	Value	Weight	Defense	Armor	Pts
Leather		Lightweight	0	1	4
Chain		Medium	-1	2	5
Breastplate		Heavy	-2	3	7
Heavy Plate	Chivalry/Brutality	Heavy	-2	4	14
Scale Armor	Diplomacy/Conquest	Medium	-1	3	10
Cloth Armor	Mysticism/Sorcery	Lightweight	1	1	7
Studded Leather	Liberty/Savagery	Medium	0	2	8

Armor Enchantments & Enhancements (limit 1)

Enhancement	Value	Minimum Rank	Special	Pts
Reflective	Chivalry	4	Immune to Light	3
Valorous	Chivalry	8	Few Stood Against Many	10
Insulated	Diplomacy	4	Immune to Electric	3
Vigor	Diplomacy	8	End+1	7
Thick	Mysticism	4	Immune to Cold	3
Blur	Mysticism	8	Def+1	5
Null	Liberty	4	Immune to Magic	5
Might	Liberty	8	Mark of the Titans	8
Salamander	Brutality	4	Immune to Fire	4
Phoenix	Brutality	8	Flame Wreath	6
Shrieking	Conquest	4	Shrieking Armor	7
Hardened	Conquest	8	Armor+1	6
Ward	Sorcery	4	Immune to Dark	3
Bone	Sorcery	8	Immune to Crits (they become normal hits)	8
Slimy	Savagery	4	Immune to Acid	3
Spiked	Savagery	8	Voodoo	6

New Skills

Skill	Value	Class/lv	Pts	Skill	Value	Class/lv	Pts
Smite	Chivalry	Any 4+	4	Meteor		Rods 8+	8
Chilling Strike	Diplomacy	Any 4+	4				
Regenerate	Mysticism	Any 4+	4				
Wreck	Liberty	Any 4+	4				
Fire Breathing	Brutality	Any 4+	4				
Shockwave	Conquest	Any 4+	4				
Shadow Hop	Sorcery	Any 4+	4				
Venom	Savagery	Any 4+	4				
Trick Shot	Liberty		2				
Pain Warp	Brutality	Swords 4+	4				
Quip		Cups 4+	4				
Haste	Diplomacy	Cups 4+	4				
Deep Cover		Coins 8+	8				
Stomp		Swords 4+	4				
Persevere	Chivalry	Swords 4+	4				
Blinding Flash	Mysticism		2				
Strike the Gap	Diplomacy		2				
Feint	Chivalry		2				
Re-deploy		Cups 8+	8				
Lucky		Coins 4+	4				
Savor it	Brutality		2				
Howl	Savagery		2				
Inspire Hatred	Conquest	Cups 4+?	4				
Fork	Conquest		2				
Dramatic Entrance		Swords 8+	8				
Cling to Life	Sorcery	Rods 4+	4				
Fortune	Liberty	Coins 4+	4				
Pounce	Savagery	Coins 4+	4				
Upheaval	Mysticism	Rods 4+	4				
Death Curse	Sorcery		2				
Psychic Feedback		Rods 4+	4				

Core Skills

Skill	Value	Class/lv	Pts	Skill	Value	Class/lv	Pts
Power Attack		Swords	0	Mage Armor		Rods	0
Parry		Swords	0	Static Jolt		Rods	0
Shrug		Swords	2	Mana Gift		Rods	2
Guided Strike		Swords	2	Deflect		Rods	2
Got Your Back	Chivalry	Swords	2	Vigorate	Mysticism	Rods	2
Shove	Brutality	Swords	2	Embloody	Sorcery	Rods	2
Meditate	Chivalry	Swords 4+	4	Whirling Gale	Mysticism	Rods 4+	4
Buck-Shot	Chivalry	Swords 4+	4	Heal	Mysticism	Rods 4+	4
Counter Attack	Chivalry	Swords 4+	4	Tap into Gea	Mysticism	Rods 4+	4
Butcher	Brutality	Swords 4+	4	Touch of Death	Sorcery	Rods 4+	4
Berserk	Brutality	Swords 4+	4	Caustic Burst	Sorcery	Rods 4+	4
Hyper Cutter	Brutality	Swords 4+	4	Power Channel	Sorcery	Rods 4+	4
Challenge	Chivalry	Swords 8+	8	Epic Heal	Mysticism	Rods 8+	8
Thunder Strike	Chivalry	Swords 8+	8	Flash Freeze	Mysticism	Rods 8+	8
Finishing Blow	Brutality	Swords 8+	8	Adamant Form	Sorcery	Rods 8+	8
Retaliate	Brutality	Swords 8+	8	Abyss	Sorcery	Rods 8+	8
Tactical Strike		Cups	0	Dodge		Coins	0
Look Out		Cups	0	Backstab		Coins	0
Plan Ahead		Cups	2	Sudden Strike		Coins	2
Frighten		Cups	2	Snipe		Coins	2
Inspire Urgency	Diplomacy	Cups	2	Trip	Liberty	Coins	2
Majesty	Conquest	Cups	2	Sidestep	Savagery	Coins	2
Assess the Threat	Diplomacy	Cups 4+	4	Decoy	Liberty	Coins 4+	4
Inspire Fortitude	Diplomacy	Cups 4+	4	Gather Courage	Liberty	Coins 4+	4
Out-Maneuver	Diplomacy	Cups 4+	4	Clobber	Liberty	Coins 4+	4
Castle	Conquest	Cups 4+	4	Mana Theft	Savagery	Coins 4+	4
Check	Conquest	Cups 4+	4	Gouge	Savagery	Coins 4+	4
Heat of Battle	Conquest	Cups 4+	4	Rip Around	Savagery	Coins 4+	4
Swift Assault	Diplomacy	Cups 8+	8	Barrage	Liberty	Coins 8+	8
Inspire Bravery	Diplomacy	Cups 8+	8	Camouflage	Liberty	Coins 8+	8
Kiss of Death	Conquest	Cups 8+	8	Scissor Strike	Savagery	Coins 8+	8
Checkmate	Conquest	Cups 8+	8	Contort	Savagery	Coins 8+	8

Glossary & Skills, Expanded

Skill	Cost: Description
Abyss	3E3M: Place an Abyss terrain tile on any space within 4 spaces, replacing any non-elevation terrain (if possible). Any character that starts their turn on, or moves onto or through the Abyss tile suffers a Magic type hit with Pow equal to your S-Pow+3 and Hex 1. If the Abyss tile is empty, and a character starts their turn adjacent to the abyss tile, they are moved to the abyss tile (and suffer a hit). Using this ability again allows you to move the abyss tile a move of 4 (as if it were a character) or place a new Abyss tile if your previous tile was destroyed or removed.
Adamant Form (RE)	1M: Reaction to an attack that has hit. The attack now can't increase your injury level by more than 1.
Assess the Threat	1E: Roll a Command contest with an enemy within a number of spaces equal to your command. If you win, recover 1 Mana.
Backstab	1M+Weapon: Special weapon attack. If it hits the target in its rear facing, it will automatically score a Critical Hit instead.
Barrage	1E2M+Weapon: Special ranged weapon attack. On Hit: Make free ranged weapon attacks at Att-1 per successive hit until you miss or can't attack any enemies.
Berserk	1E: Suffer 1 Injury, then recover 1 Mana for each injury you have.
Blinding Flash	2E1M: Special Chain Attack with Chain 2, Att+2, SPow+0. On Hit, Hex 1. On Crit, Hex 2
Blast Attack	A blast attack is a special 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. Blast Attacks are considered Special Ranged attacks unless they involve a Melee Weapon.
Block 2 (RE)	1E: React to suffering a hit. You get Armor+2 for that attack.
Block 4 (RE)	2E: React to suffering a hit. You get Armor+2 for that attack.
Buck-Shot	1E1M: Use only after resolving a ranged attack that hit. Make another ranged attack against that target without paying the attack's EC.
Butcher	1E1M+Weapon: Special weapon attack with Att-2, Pow+4.
Camouflage	Effect: When attacked, if this character is 4 spaces away or more, it has total cover.
Castle (RE)	1E1M: Reaction to an ability or attack targeting/affecting you. Swap this character for an ally within your command. The swapped ally is now the target (if they would both be affected in their new positions, they are affected as normal).
Caustic Burst	2E3M: Special wave attack with Radius: 2, Att+2, S-Pow+2, Type: Acid, On Crit: Poison 2
Chain Attack	A Chain Attack is a Special Attacks. 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 targeted. 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 zigzag.
Challenge	Effect: If an enemy would to move to a space outside your melee reach, roll a Command contest. If you win, their movement stops (they must still pay Endurance for the movement).
Check	2M: Fear effect. Roll a Command contest against an enemy within your command. If you win, it suffers the flee status due to fear.
Checkmate	3M+Weapon: 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, this attack has On hit - Slay. If not, finish the weapon attack as normal.
Chilling Strike	2M+Weapon: Special Melee Weapon Attack. Type: Cold, On Hit: Drain Endurance equal to your S-Pow.
Cling to Life (RE)	1M: React to being defeated. This character cannot be defeated, instead it will be defeated at the end of its recovery step. Cling to life can't be used to prevent this defeat.
Clobber	1E1M: Special melee attack with Reach 1, On Hit: Stun, On Crit: Slay. This attack does not deal any damage unless it crits.
Contort (RE)	2E1M: React to an attack that hits you. Negate the attack and all of its effects.

Counter Attack (RE)	1E: React to an enemy entering your melee reach. Roll a Command contest. If you win, their movement stops and make a weapon attack against them without paying EC.
Dauntless	You are not affected by Fear Abilities and Effects with, and not affected by flee.
Dazzle	2E: Special melee attack with Reach 1, Att+1, Type: Fire, On hit Stun, On Crit Pow3 Fire type hit. Dazzle deals no damage unless you score a crit.
Death Curse (RE)	1M: react to this character being defeated. Wave Attack with a radius of 1, at Att+2, SPow+2, Crit: Hex 1, Type: Darkness.
Decoy (RE)	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).
Deep Cover	If deployed during phase 3, you may deploy it anywhere in your opponent's deployment area not within 3 spaces of an enemy character.
Deflect (RE)	2E: React to a ranged attack targeting this character or an ally within a number of spaces equal to this character's command. Roll a SPow contest. If you win, the entire attack is negated.
Distract (RE)	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)	2E: React to an attack against this character before the attacker rolls to hit. You gain Def+2 against that attack.
Drain	The target loses an amount of Mana or End specified in the ability.
Dramatic Entrance	Effect: Don't deploy this character during the deployment segment and leave it in reserves. When it is able to come in from reserves, deploy it anywhere on the board, not within 1 space of an enemy character or in impassable terrain.
Embloody	2E1M: Special ranged attack with Range 4+, Att+1, Type: Dark, On Hit: Defender suffers 1 injury. This attack does not roll to overcome armor.
Epic Heal	2E3M: All friendly characters within 8 spaces recover 1 injury. This character recovers 2 injuries instead.
Feint	2E: An enemy within melee reach loses Endurance and Mana for each reaction they could take against a melee attack, hit, or injury from this character. You Must have a melee weapon.
Finishing Blow	1E1M+Weapon: Special melee weapon attack against a character 2 injuries away from defeat with Att+1, On Hit: Slay, no reactions can be made against this attack.
Fire Breathing	2E1M: Special Chain Attack with Length: 3, Type: Fire, Att+1, Pow 4, Crit: Pow+2
Flame Wreath	Effect: When an enemy character moves onto an adjacent tile or starts activation on an adjacent tile, it suffers a Type:Fire Pow 2 hit.
Flash Freeze	2E3M: Special Melee Attack with Reach: 2, Type: Cold, Att+3, S-Pow+2, On Injury: Drain all endurance and stun, On Crit: Slay.
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 by the shortest possible route.
Fork	1M: The next attack or ability that could target or affect 2 or more enemies will resolve separately against 2 of them. After both are completed, negate the effects of one of them (costs paid for reactions are still payed).
Fortune	1E1M: This character gains a Luck token.
Frighten	2E: Fear: An enemy within your command becomes stunned.
Gather Courage	1E: If no enemy can draw an attack line to you without giving you cover, recover 1 mana.
Got Your Back (RE)	1M: React to an adjacent ally becoming a target of an effect or ability. Swap it for this character. This character is now the target. (if they would both be affected in their new positions, they are both affected as normal).
Gouge	2M+Weapon: Special weapon attack with W-Pow+2, On Hit: Hex 1, On Crit: Hex+2
Guided Strike	1M+Weapon: Make a special weapon attack at W-Att+2
Haste	2M: This character and each ally within command may each move spaces up to their move value. This movement can be

	made in addition to normal movement actions.
Heal	1E1M: This character or a friendly character within 4 spaces recovers 1 injury.
Heat of Battle	2E: Use while an enemy is within your melee reach. Recover 2 mana.
Hex X	Status Effect: Place x Hex Counters on the 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.
Howl	1E1M: Fear: Enemy characters within command lose 1 End.
Hyper Cutter	2M+Weapon: Special melee weapon attack as a Chain attack with Length: 3, Type: Magic, W-Att+1.
Immune to X	A character is unaffected by attacks, effects, or abilities of with the listed type. Any of those effects against this character are negated (but affect other characters as normal).
Inspire Bravery	Effect: Aura -This character is Immune to Fear and Immune to Flee. Other friendly characters within your command gain Immune to Fear and Immune to Flee. Characters aren't affected by more than one of the same aura.
Inspire Fortitude	Effect: Aura - Other friendly characters within your command gain +1 to Armor. This character does not benefit itself, but can be affected by another character with Inspire Fortitude. Characters aren't affected by more than one of the same aura.
Inspire Hatred	Effect: Aura - Other friendly characters within your command gain +1Att/W-Att. This character does not benefit itself, but can be affected by another character with Inspire Hatred. Characters aren't affected by more than one of the same aura.
Inspire Urgency	Effect: Aura - Other friendly characters that begin moving within spaces equal to our command get +1 to Move (+0 to step, +1 to walk, +2 to run actions). This character does not benefit itself, but can be affected by another character with Inspire Urgency. Characters aren't affected by more than one of the same aura.
Kiss of Death (RE)	2E2M: React to an ally character activating within your command. It recovers all Endurance, Mana, Injuries, and status effects. It is defeated at the beginning of its recovery (even if it is immune to slay).
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 Blast attacks.. 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, even if the character knocked back or in the occupied space has flight or leaping. A character knocked back off of a board edge goes into reserves. If the movement is diagonal and/or there is no clear destination, it is the attacker's choice.
Leaping	Effect: 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.
Flight	Effect: 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. Use a special base or token to indicate that a character has this effect.
Look Out (RE)	1M: React to an ally within your command that is being attacked before the attack is rolled. That ally gets Def+2 and Armor+1 for that attack. This can only be applied once per attack.
Luck X	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.
Lucky	Effect: This character begins the game with a luck token. A character can either spend a luck token to reroll any D10 this character rolls, or force a D10 rolled against this character to be rerolled.
Mage Armor (RE)	1E1M: React to suffering a hit or attack that hits you. Your armor is 8 for that attack, and ignore all armor penalties for the attack (also ignoring penalties from injuries).
Majesty (RE)	1E: Fear - React to an attack that hits you. 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	1E1M: Any friendly character recovers 1 Mana up to its maximum.
Mana Recovery	During the recovery step, this character gains 1 Mana up to its maximum
Mana Theft	1E: Special Melee attack with Reach: 1, Att+1, On Hit: Steal 1 Mana from the target. This attack deals no damage.
Mark of the Titans	Effect: 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.

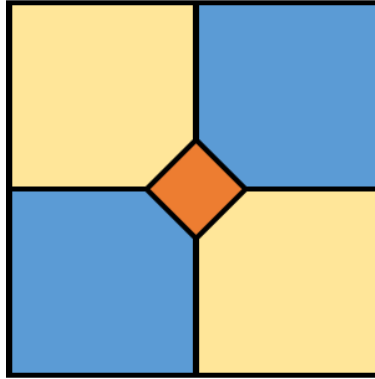
Meditate	2E: Recover 1 Mana up to your maximum.
Meteor	2E4M: Special Blast attack that does not occur immediately. Nominate the center tile with a Meteor Token (even on impassable terrain). Treat the Meteor Token as a character that can activate next turn during phase 2. When it activates, make the attack with the token as the blast center and remove the meteor token. The attack is a Special Blast Attack with Radius: 3, Att+3, S-Pow+3, Type: Fire, Crit: Pow+4. 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. This does not allow you to repeat Special Weapon Attacks however.
No Reactions	Characters cannot use reaction (RE) abilities in response any part of this action (including friendly characters). If a weapon does not allow reactions, this applies to Special Weapon Attacks performed with the weapon.
On Hit	On Hit effects occur as long as your weapon scores a hit. These effects are applied after injuries are calculated and applied (even if there are no injuries).
On Injury	On Injury effects occur if your attack deals at least 1 injury successfully. These effects are applied after injuries are calculated and applied, and are negated if the Injuries are negated.
Out-Maneuver (RE)	1E1M: React to a character activating in phase 1 or 2 within your command. It will activate during phase 3 instead. This CAN be used on a Meteor token.
Pain Warp	2E1M: Special melee attack with reach equal to your command and 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 in the same way, and can cause slay as stated above. Any injuries the targeted character receives will not take effect until Pain Warp wears off.
Parry (RE)	2E1M: React to a melee attack targeting you with an Att contest before it is rolled. If you win, negate the attack.
Persevere	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	2E: Roll a D10 and set it aside. Your characters may use this value once instead of rolling a D10 during this turn. Using Plan Ahead again replaces the D10 already set aside.
Poison X	Status Effect: Place x Poison counters on the unit. During recovery remove a poison counter. The unit suffers a Type: Acid hit of Pow equal to the Endurance it spent that turn (If it spent 0 Endurance, it will be a Pow 0 Hit).
Pounce	1E1M: Move equal to your move value. Treat this movement as if you had the leaping ability. This ability can be used in addition to a normal movement action.
Power Attack	1M+Weapon: Special weapon attack at W-Att-1, W-Pow+2
Power Channel (RE)	1E: React to an elemental (Light, Dark, Fire, Electric, Cold, Acid) or magic attack that hits you. You get Armor+4 for that attack and recover 1 Mana up to your maximum.
Psychic Feedback	4E. Roll a SPow contest with an enemy within 3 spaces. If you win, they suffer a Magic Type hit equal to your S-Pow plus the amount of mana they currently have. Then they lose 1 mana.
Rally	1E: Remove all Flee counters from this character and friendly characters within your command.
Ranged	This weapon may attack enemies outside its reach for Att-1 per space beyond its reach.
Quip	1E: Other friendly characters within command range gain 1 endurance.
Re-deploy	Effect: When this character is deployed, you may remove and immediately deploy any of your other characters that are currently on the board.
Regenerate	1M: This character recovers 1 injury
Remedy	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	When this character suffers a Fire, Cold, Ice, Electric, Light, or Dark type hit, you get Armor+2 for that hit.
Resist X	When a character suffers a hit of a type listed for X, it gets Armor+2 for that hit.

Retaliate (RE)	1E: React to an attack that doesn't deal injury after it is fully resolved. If the attacker is within spaces equal to the reach of one of your weapons, you may turn and attack them for free.
Rip Around	1E1M+Weapon: Make a special melee weapon attack at Att+1. Finish the attack as normal. On Hit: Choose a new direction for the target to face and drain 2 of its Endurance (this occurs after the attack is complete).
Savor it	1E: If you have dealt an injury or slain an enemy this turn, recover 1 injury.
Scissor Strike	2M+Weapon: Special attack with two melee weapons. Use highest EC, the highest W-Att, and combine W-Pow, Crit, and special values for the attack. If one weapon has Sharp, and another has Crit: Slay, Scissor strike benefits from both.
Serenity	Effect: As long as this character has no injuries, it recovers 1 Mana during recovery.
Shadow Hop (RE)	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 be Vorpal.
Shockwave	1M: A special melee attack with Reach: 3 Pow 2 Type: Magic. This attack automatically hits. You cannot attack a character with Absolute Cover.
Shove	2E: Special melee attack with Reach: 1 On Hit: Knockback 2, Drain 2E On Crit: Stun. The attack deals no injuries unless knockback forced them into an invalid space (see knockback).
Shrieking Armor	Effect: Fear - When hit by a melee attack, roll a D10. On a 1-5, the attacker suffers Flee.
Shrug (RE)	1E: React to being dealt exactly 1 injury. Negate that injury. (note that raising your injury level is not the same as being dealt 1 injury).
Sidestep (RE)	1M: React to an attack or ability against this character. Move one square in any direction. If it would then no longer affect you, ignore it. Apply any terrain effects such as cover from your new position.
Skittish	Effect: If dealt an injury, roll a D10. On a roll of 1-7 this character suffers Flee.
Smite	2M+Weapon: Special melee weapon attack with Type: Light. Add Command to your W-Pow. This attack cannot defeat any enemies. If it would, instead leave the enemy 1 injury away from defeat (yes, this prevents slay).
Snipe	1E+Weapon: No reactions, Special ranged weapon attack ignoring penalties for partial cover, adding crit Pow+2.
Static Jolt	2E1M: Special ranged attack with Range: 4+, Type: Electric, Att+2, S-Pow+0, On Crit: Stun.
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.
Stomp	2E: Roll a toughness contest with each enemy within 2 spaces. Each enemy that fails is stunned.
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.
Strike the Gap	1E+Weapon: Special weapon attack at W-Att+1, as if the target's armor is no higher than 7 (this overrides any reaction or effect that increases or re-sets armor).
Sudden Strike	1E+Weapon: No reactions. Special melee weapon attack with 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)	1M: React to an ally making an attack before they roll. The ally must be within 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	1E: Roll a D10. On a 4+, recover 1 Mana. Repeatable.
Throw	1E+Weapon: Make a ranged attack with this weapon at reach +3 (The character doesn't lose the weapon when thrown).
Thunder Strike	2M+Weapon: Special weapon attack with Type: Electric, Blast Radius: 1, Att+1, Pow+2, On Hit: Drain 1E This character can't hit itself.
Touch of Death	2E3M: Special melee attack at Att+1. On Hit: S-Pow Contest. If you win, slay the target. Otherwise, you suffer 1 injury and your attack deals no damage to the target.

Trick Shot	1M+Weapon: Special Ranged Weapon attack with W-Pow+1. Roll two dice when rolling to hit and keep only the highest result.
Trip (RE)	1M: React to a an enemy within 2 spaces who is using a special action other than movement and normal weapon attacks. Make a special melee attack against the target (even if you are not facing them). If your attack hits, negate that special action. This attack doesn't cause injuries.
Unstable	When rolling to hit, if you roll a "1" before modifiers, the character hits itself. This result can still be re-rolled as a result of special abilities or effects (such as a luck token).
Upheaval	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 (such as a wall section), 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 from upheaval.
Venom	2E1M: Special melee attack with Reach: 1, Type: Acid, Att+3, Pow 1, On Hit: Poison 1 On Crit: Poison 3 instead of Poison 1.
Vicious	Whenever you deal an injury or slay an enemy, you may recover 1 Mana
Vigorate	1M: This character or a character within 2 spaces recovers 2 Endurance up to its maximum.
Voodoo	When dealt an injury by an opponent's character, roll a D10. On a 7+, the opposing character receives 1 injury.
Whirling Gale	2E2M: Special chain attack with Length: 4. Type: Mundane, Att+2, S-Pow+0, On Hit: Stun, Crit: Pow+3
Wreck	1E1M: 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. If successful, this can be used on an adjacent Wall section to create a 1x1 "tunnel" terrain piece where the wall section was with a rubble obstacle on it. Using Wreck again can destroy the rubble, or remove the Tunnel if it is unoccupied.

New 2"x2" (5cmx5cm) tiles?

Why that size?



Previously the goal was to use 1.5"x1.5" tiles, which worked pretty well. The trouble was that square size was used to accommodate the largest size models that seemed appropriate for a skirmish game. 1"x1" was just too small, and lots of public events later 1.5"x1.5" is also too small. A board even for a large scale battle would never really fill up a table the way we expect a minis game to, and even a very detailed board would not impress compared to other tabletop games. Plus all said and done, it isn't a widely accessible scale. Players mentioned difficulty in finding materials to make their own boards with such an odd grid size.

Moving to 2"x2", any 1"x1" grid can be converted by making the outer edges more defined and indicating the square's Center, just as the tile design above does. Since everything comes down to an even number of inches, it is now also much easier to adapt terrain and components from other games. I would still recommend 1.5"x1.5" (38mm) base be the largest base size for miniatures, but this bigger square size gives us more wiggle room for unusual base shapes, parts of a miniature hanging off the base, protruding parts like wings or tails, etc.

There are no proposed changes to weapon or ability range and reach, and as a result long ranges will look and feel longer than before, and boards will be bigger. This will break immersion for some gameplay situations, for example a very small character equipped with a "Pike" might not look like it has a 3-square reach (6") but a traditional pike is a very very long weapon. We will have to rely on imagination for some of this, but I've added some instructions in character creation about representing certain classes of weapon. The 12x10 board recommended for 250pt battles will now end up being 24"x20" instead of 18"x15" (which seems like a pretty small change), but a larger battle will now really fill up a table at 48"x24" or larger. Dungeon battles extend this even further as rooms and corridors have more "dead space" than an open hilly board.

Rules for interior spaces, how ranged and area attacks work with “walls”

Interior spaces, the basics

Up until this point, Collision was set up solely for battles on outdoor terrain. The rules reflected that, allowing for a chance of success at hitting an enemy even though total cover (by arcing a shot for example). With the introduction of interior spaces on the other hand comes new types of terrain that completely blocks attacks and movement- Interior Walls, Exterior Walls, and Doors.

An **Interior Wall** is the “empty” space in between corridors and rooms where there are no tiles or terrain. These empty spaces represent walls that go all the way to the ceiling of the interior of the structure, like a wall that separates two rooms for example. There is no way to climb, jump, or fly over the wall, and no way to attack or see through it.

Exterior Walls work in a similar manner, except they apply to empty spaces that separate rooms and corridors from an “outside” open board. Since these walls would extend from the ground up to the roof of the structure, the same restrictions apply.

Characters that you cannot see: As a result any situation where a character would receive total cover from Walls alone, simply cannot be attacked in the first place, and an attack will be negated (even if the attack would automatically hit). This is because any character that would have total cover from Walls alone has **Absolute Cover**, and attacks made through **Absolute Cover** are negated and automatically miss. The Glossary has been adjusted as well, as there are now some abilities that can only be used on **Visible** characters. A **Visible** character is simply any character that does not have **Absolute Cover**.

If a character receives total cover from a combination of a Wall and other terrain however (for example the line drawn between the attacker and target crosses part of a Wall and part of a Ruined Pillar), they can still be attacked and benefit from total cover. A wall can even provide partial cover just like any other obstruction.

Doors are a type of terrain that often separates rooms from other rooms and hallways. Doors come in 3 varieties: **open**, **closed**, or **destroyed**.

A **Closed Door** works just like an **Interior/Exterior Wall** as long as it is closed, and it can be opened by any adjacent character as an action for 1E.

An **Open Door** does not slow movement in any way and does not provide any cover, it is almost as if it isn't even there, and can be closed by any adjacent character for 1E **as long as no character is in the same space as the door**. Doors have Defense, Armor, and Toughness stats, (Defense 3, Armor 5, Toughness 3 recommended) and can be attacked and destroyed just as you would attack a character. When a door is defeated, it is **Destroyed**.

A **Destroyed Door** is an obstacle and slows movement, but it does not provide cover and cannot be closed/opened.

In most cases a door occupies only 1 space, but a wider hallway might call for two adjacent doors instead of a single door (like double doors). These doors would need to be opened/closed independently of each other and follow the rules above just as any other door would.

Adapting other terrain for interior spaces

Elevation: Tables, raised platforms, balconies, even sub-structures such as a cellar or closet could be set up as elevation terrain. Gradual slopes could represent Stairs, and with a little work some stairs with a big enough landing could make excellent elevation terrain.

Cover: Barrels, chairs, statues and other decorative structures are good choices for cover.

Obstacles: Rubble, railings, fallen chandeliers, piles of treasure, Shallow water, or corpses make excellent obstacles.

Hazards: Spike traps, fire, or magical runes can represent Hazards in interior spaces.

Walls: The best way to represent a wall between corridors and rooms is empty space. If there are no tiles or spaces there, then you can't move there. Simple and effective. Physical wall terrain could be built for that extra touch of immersion, but build carefully, since many room configurations will demand many sizes and lengths of wall.

Doors: a flat token with "open" on one side and "closed" on the other side can represent a door, or if you are up to the challenge, an actual miniature door on a narrow base would work best. If it is upright blocking the space it is closed, off to the side for open, and flat on the tile as broken.

Hallway: Any group of tiles that is only 1 tile in any dimension (either only 1 tile wide or only 1 tile long). Hallways can be connected to either doors or rooms. If two hallways are placed adjacent to each other in a way that creates a space at least 2x2 spaces, that combined space is considered a room. A hallway can be as small as 1x1 space.

Room: Any group of tiles with a dimension wider and longer than 1 space is considered a room. Rooms can be connected to either Doors or Hallways. If two rooms are placed adjacent to each other, they combine into a single room. A room can be as small as a 2x2 area, and does not have to be a clean rectangle to be considered a room (a room can be "L" shaped or even more unusual as long as no part of it is smaller than 2x2 spaces).

New Deployment Type: Entry Point

After the terrain is all placed, Each team takes turns placing “Entry Points” adjacent to rooms and corridors which consist of a team-specific door tile. Entry points can’t be placed within 5 spaces of each other, and each team can only place 3 entry points. Neither side actually deploys any of their characters (unless those characters have special rules regarding deployment which are described below). Instead on their first activation, they are treated as being adjacent to every one of your team’s entry points and must move into the board if able. The opposing team’s entry points are considered impassable terrain, and only characters from your own team can open and close your own entry point doors.

New minor and major objectives

When adapting a set of major and minor objectives for dungeon battles, add 1 turn to the turn limit of the major objective. It often takes longer to reach one end of a dungeon board from the other, so this turn limit increase accommodates for that.

New Major Objectives

Stronghold

Deployment: Center Deployment

Turn limit: 5+1 per 500 points

The defender nominates one room (no smaller than 3x4 squares) in the center as the **Stronghold**. At the end of the game if any characters from the attackers are in the stronghold, the attackers score. If no attacker is even adjacent to the stronghold, the defenders score.

Breakthrough

Deployment: Long ways

The defender tries to prevent attackers from reaching the “exit” spaces in their deployment zone. (Exits are 3 door tiles placed adjacent to rooms and hallways in the defender’s deployment area). The attacker nominates 1 of their characters in secret to **Break Through**. The Break Through character can move off of the map through one of the exit tiles. If the Break Through character makes it off of the map this way, then the attacker reveals that it was the Break Through character and scores. If the Break Through character is defeated by the end of the turn limit, the defender scores.

Treasure Hunt

Deployment: Entry-Point

During terrain placement, place 1-2 closed doors in-between every room and hallway. Randomize face-down “treasure” and “junk” tokens during terrain deployment (1 treasure, 4 junk) so that no player knows which is which. When a door is opened or destroyed to a room with a face-down token, flip it face up. If either team has a character standing on the space with the treasure token at the end of the game, they score.

New Minor Objectives

Minor’s Life for Me: Place ore nodes on the board. Characters adjacent to one can spend 3E to mine from the node and collect an ore token (marked on the character). Mining from an ore node does not exhaust the node. At the end of the game, whichever team has the most ore tokens on surviving characters scores (defeated characters’ ore is lost).

Control Freak: At the end of the turn limit, for each room where you have a character and your opponent does not, you get 1 influence point. If a team has 2 or more influence points than the opposing team, they score.

-Guidelines for Setting up a dungeon battle board and terrain

Pre-built rooms and hallways will be key to setting up a dungeon battle board. The recommended process is to construct the board with a specific number of spaces in mind based on how many points each team is playing at. Players will set aside prebuilt rooms and hallways with spaces close to the desired numbers as stated below.

<250pts	250-499pts	500-749pts	750-1000pts
48 spaces	120 spaces	180 spaces	288 spaces

Players should start out loosely placing rooms on the board, ideally putting at least one larger room in the center of the table. Then use the hallways set aside to begin connecting the rooms. Keep in mind that rooms placed adjacent to each other effectively become a single room, and that can be a helpful tool in creating unusually shaped spaces to play in.

Depending on how your tiles are built, you may want to apply the elevation features at this stage as well, since for some terrain elevation is part of the tiles. Mind changes in elevation of 2 or more levels at once, as you don't want large parts of the table to be inaccessible.

As far as other terrain goes, you populate a terrain pool as you normally would for any other game of collision with one main catch: because the walls separating rooms represents such a significant part of the terrain on a functional level, no more than one fourth of the tiles should be covered with terrain, and using less might be recommended. Doors and other dungeon-specific pieces of terrain will make up the majority of the features added, and again avoid blocking off large portions of the board by placing impassable obstructions in narrow hallways for example.

<250pts	250-499pts	500-749pts	750-1000pts
9-12 tiles of terrain	23-30 tiles of terrain	34-45 tiles of terrain	54-72 tiles of terrain

If the objective requires doors in-between rooms and hallways, these doors should count towards the recommended amount of terrain.