

TACTICS DAVID

Rule Book V3.2



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Introduction

So you've picked up this interesting book with a tacky name and you want to learn more, or perhaps the person who wrote this has handed it over to you with much enthusiasm and is eagerly awaiting your response. Well either way, you're in for a read, but that can be said about any book really.

This, THIS, is Tactics David, well not literally, but it literally is the rules for the game. The game itself gets its roots from a variety of inspirations and credit is due. Any sort of "Tactics" grid based game like Ogre Battle or Final Fantasy is at the heart of this game. While a key element is inspired by a card game one may find in another particular Final Fantasy game. Then there's Warhammer, where a deal of terms and gameplay elements can be found. Put 'em together and what do you get? This thing!

Tactics David involves creating an army from a variety of different Units, and then pitting your Army against another Player on a grid based Battlefield in order to kill them all and claim victory. Well, that's the "main" idea, but I'm sure other scenarios could be imagined.

Typical Game Flow

A typical game of Tactics David will flow in a particular way.

1. Player's will decide on a Mission Type.
2. Player's will decide on the amount of money each receives in order to build their Army.
3. Player's will decide on what kind of rules will be applied to building their armies.
4. Player's will set up the Battlefield and place the Terrain.
5. Player's will decide on an acceptable area for their Unit Deployment.
6. Player's will decide who goes first and then... the battle will officially begin!





The Battlefield

The Battlefield for Tactics David is where all the action takes place. It's where the battle plays out and countless enemies and allies are slaughtered in the name of Victory, err... fun. The whole thing is split into a grid system and also has various pieces of Terrain on it! Wowee!

The Grid

The Battlefield is divided by way of a grid system, like a checkerboard only much bigger. This grid system helps determine movement, facing directions, and other gameplay elements. A unit will never occupy more than one grid space. Grid spaces will often contain a Unit card and any other Item or Status cards that may be in effect. These cards should be clearly visible to all Players.

There are 3 common sized battlefields and each can be oriented vertically or horizontally. The smallest size is 7x11 Grid Spaces (fig. 1.1), the next biggest size is 14x11 (fig. 1.2), and the biggest is 14x22 Grid Spaces (fig. 1.3). Players are not limited to these sizes however – make it as big or small as you want!

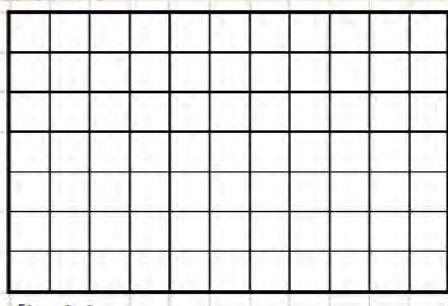


fig. 1.1

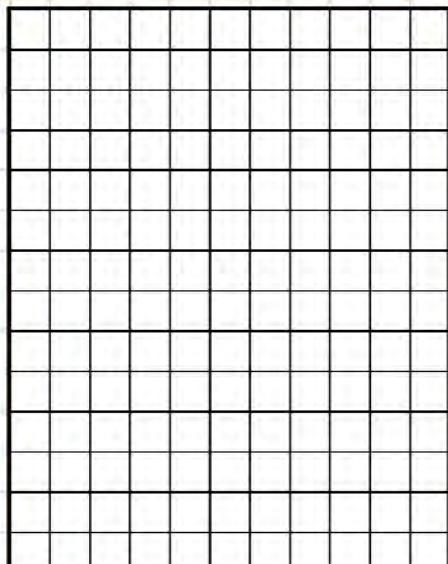


fig. 1.2

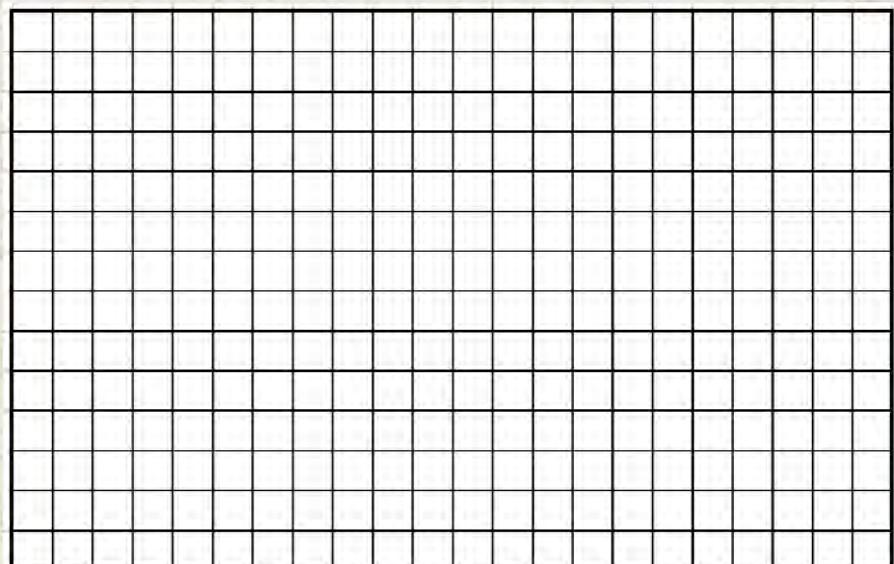


fig. 1.3



Terrain Pieces

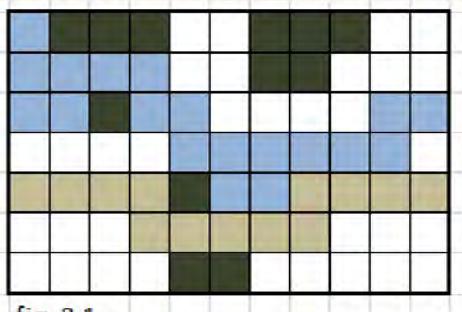
Who fights on a boring flat piece of land? Well, I guess a lot of people did, but this is Tactics David so let's spice it up a bit. The Battlefield will normally contain various Terrain Pieces which include all manner of things like trees, walls, houses, and just about any other thing that's out there – like maybe a pickle, or a jar of pickles perhaps.

Terrain Pieces come in a variety of heights which may determine whether a certain unit can walk around or over it, or whether a unit can see past it. Units may not occupy a space which is already occupied by a Terrain Piece. There are four different Terrain Piece height levels in Tactics David, 0, 1, 2, and 3. Terrain with a height level of 0 and 1 do not block line of sight. Units generally traverse the landscape at a height level of 0. Check Movement Types for more information.

Terrain Types

Each Grid Space has its own Terrain Type which will affect an occupying unit in a variety of ways.

- **Field** – Grid spaces with the Field Terrain Type have no affect on units. Empty spaces not designated as any other kind of Terrain Type are assumed to be Field.
- **Water** – Grid spaces with the Water Terrain Type -1 to Range Rating, grant the Unit an extra D3 for their base defending roll. Water Terrain Type Grid Spaces count as Slow Terrain for Units excluding Hover and Aqua Movement Type Units. Units may not charge into or out of a Water Grid Space, but may make charges while remaining in the same Terrain Type. Units with the Soar Movement Type ending their Movement Phase on such a Grid Space must Roll 1 D6, if the roll is less than or equal to 2 the Unit acquires the Dead Status.
- **Road** – Grid spaces with the Road Terrain Type +1 to Movement Rating, but also decrease the occupying unit's base defending roll to D4.
- **Forest** – Grid Spaces with the Forest Terrain Type -1 to Movement Rating, and grant the occupying unit an extra D3 for their base defending roll. Forest Terrain Type Grid Spaces count as Slow Terrain. Ranged Units may only make a Ranged Attack while occupying a Forest Grid Space if it lies on the outermost edge. Ranged Attacks only penetrate a single Forest Grid Space and may not pass through or over it. Units may not charge into or out of a Forest Grid Space, and may not make charges, while occupying a Forest Grid Space.

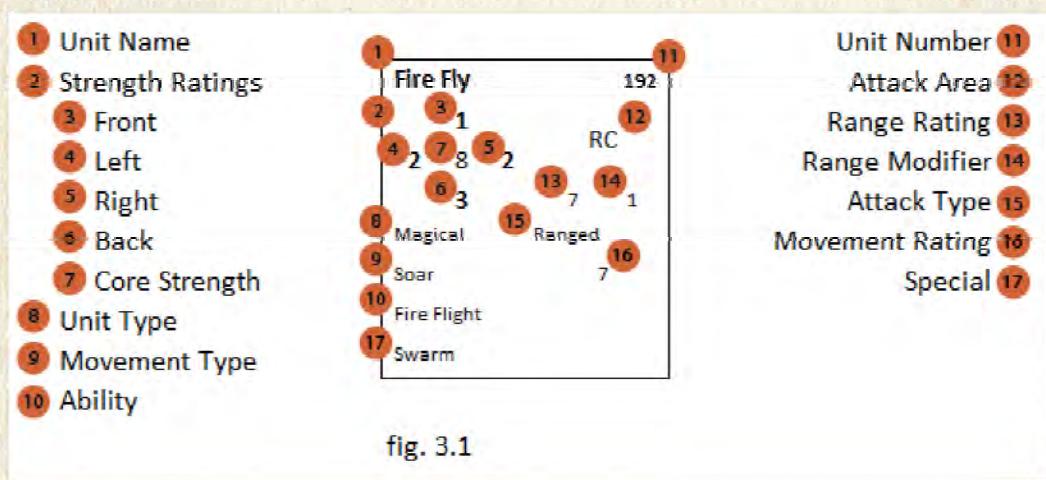


Slow – Once a Unit enters or occupies such a Grid Space during their Movement Phase the remainder of that Units Movement Rating (after modifiers) is halved.

On the battlefield different Terrain Types are often indicated by differently coloured Grid Spaces (fig. 2.1).

Units

A Unit is any individual character placed on a Grid Space on the Battlefield. These are the guys doing all the work out there, busting their butts trying to stab each others in the face. Units are represented upon the Battlefield by a playing piece which indicates a multitude of information to each Player (fig. 3.1). Player's will move the Units about the Battlefield in order to interact with other friendly and enemy Units in order to accomplish the Player's goal... Glorious Victory!



Unit Class

Each unit has been placed within one of three different classes: Light, Medium, or Heavy. A Unit's Class is primarily used when a Player creates his or her army, but may be used for other purposes. Generally, a Unit's Class is determined by its "Core Strength" – this can be found by adding up the Strength Ratings from each side (before the effect of any items, buffs, etc.).

- Light Units have a Core Strength of 4 to 12
- Medium Units have a Core Strength of 13 to 18
- Heavy Units have a Core Strength of 19 to 24

Unit Type/Attack Type

There are different kinds of Units within the Tactics David world, and each Unit has its own Unit Type. There are three Unit Types in all: Physical, Magical, and Ethereal. These different Unit Types greatly affect the way in which the different kinds of Units interact with each other. Units are said to have the same Attack Type as their Unit Type unless otherwise modified by some means.



Attack Mode

As well as Units having a Unit Type which affects their interaction on the Battlefield, Units also have a mode of attack which affects the way in which they interact on the Battlefield. This mode of attack is called a Unit's, what else, Attack Mode. There are two different Attack Modes: Melee, and Ranged.

Movement Type

Each Unit has its own Movement Type which affects the way in which the Unit may move upon the Battlefield. Because the Battlefield is made up of various Terrain Types and Terrain Pieces certain Units will move differently depending on these terrain elements.

- **Land** – Units with the Land Movement Type may not move over or on Grid Spaces which have an occupying Terrain Piece with a height rating of 1, 2, or 3.
- **Hover** – Units with the Hover Movement Type may move over, but not occupy, Grid Spaces which have an occupying Terrain Piece with a height rating of 1, and may not move over or occupy Grid Spaces which have an occupying Terrain Piece with a height rating of 2, or 3. Units with the Hover Movement Type may not perform a Charge Procedure.
- **Soar** – Units with the Soar Movement Type may move over, but not occupy, Grid Spaces which have an occupying Terrain Piece with a height rating of 1 or 2, and may not move over or occupy Grid Spaces which have an occupying Terrain Piece with a height rating of 3.
- **Aqua** – Units with the Aqua Movement Type may not move over or on Grid Spaces which have an occupying Terrain Piece with a height rating of 1, 2, or 3. An Aqua Movement Type Unit which is not occupying a Water Terrain Type Grid Space upon Engagement must -1 to their Movement Rating.

Movement Rating

Each unit has a Movement Rating which determines the number of Grid Spaces that unit may move upon the Battlefield in one turn. A Unit is not required to move their maximum movement amount, but may not exceed it.

Strength Ratings

Each unit has four sides, their front, left, right, and back. These sides have a corresponding number indicating how strong that particular Unit is on that side. This value is a base value and may be modified during game play by means of Items, Abilities, Specials, or other rules and conditions that are in effect. These Strength Ratings are primarily used when a unit is defending or attacking. A Unit's Strength Rating will never be less than 0.



Range Rating

Units with a Ranged Attack Mode will have a Range Rating which determines how far away that particular Unit may attack another Unit from. This value is a base value and may be modified during game play by means of Items, Abilities, Specials, or other rules and conditions that are in effect. This rating comes into play primarily during the Ranged Hit Procedure.

Range Modifier

Units with a Ranged Attack Mode will have a Range Modifier which is used when the Unit performs a Ranged Hit Procedure.

Attack Area

Certain Units are capable of attacking more than one unit at a time as dictated by their Attack Area. This Attack Area is defined by a shape and works differently depending on the Unit's Attack Mode.

Ability

Each Unit possesses their own ability making it unique from other Units on the Battlefield. Abilities can do all manner of things and each has its own set of instructions to follow in order to perform the Ability. These abilities come into effect during different Phases of a Turn and will be identified as happening before, after, or during a particular Phase. In a situation where two Units Abilities conflict, resolve it in favour of the Defending Unit.

Special

Some Units may possess a Special, which could affect it during game play. Each Special has its own set of instructions and rules to follow.

Purchase Cost

Units cost a certain amount and a Player must Purchase each Unit in order to deploy them on the Battlefield. Purchase Cost may be used for other purposes, or depending on a mission type it may be used to determine a victor.

Mission Types

A Mission Type will determine what conditions must be met in order for a Player to claim victory. Mission Types may also affect Unit Deployment or other aspects of a battle.

The most common Mission Type is Deathmatch. Deathmatch is a regular battle in which each Player deploys their Unit's in their agreed upon area of Deployment and the winner is whichever Player succeeds in killing all the other Player's Units.

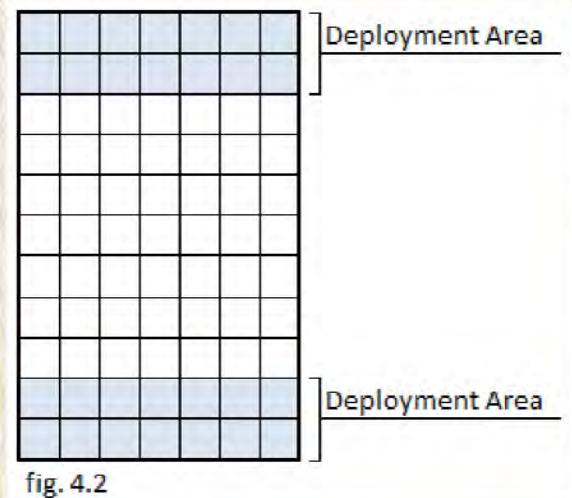
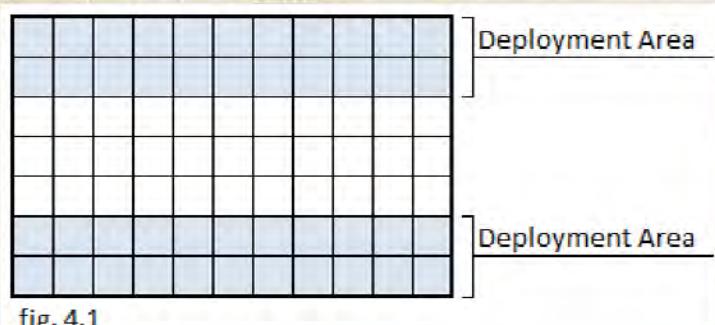
Player's are also free to create their own Mission Types. They could create a more chaotic game by doing away with an area of Deployment and letting each Player Deploy their Units anywhere on the battlefield as long as opposing Units do not start in direct Grid Space contact.

Player's may also decide to play the game for a set number of Turn's, adding up how many kills they made or how much money they have invested in the remaining Units on the Battlefield.

Deploying

So you got yourself an Army, you got yourself an opponent, and you got yourself a Battlefield... so... how does it all go together? I'll tell you how! It's time to Deploy your Army and prepare it for battle. So where do the Units go? Well, this depends. In a normal game, each Player will receive a certain area in which they are allowed to Deploy their Units on the Battlefield. The Player's will determine the size of this area and usually each Player's Deployment area is opposite the other Player's Deployment Area on the Battlefield. Once the Player's determine who will go first each Player will take turns placing one of their Units on the Battlefield within their Deployment area.

Below are two examples (fig. 4.1, fig. 4.2) of different Deployment Areas Player's might have chosen for a game of Tactics David on a small Battlefield.





Building Your Army

In order to wage fearsome ruthless bloody battles with an opponent a Player will have to build their Army. A Player's Army consists of any variety of Units and includes Stacked Units and Items. Depending on the size of the battle (how much money the Player's have decided they'll be allowed) an Army could be very large or very small – it could even just be a small tight-knit squad of warriors.

To build an Army a Player will put together a list of Units. It's important for a Player to think about what kind of variety they will want or what varieties they might want to specialize against. The Player may Purchase Units, Stacked Units, and even Items to be equipped to their Units at the beginning of the battle.

Player's are free to play a game where Player's are allowed to put any Unit they want in their Army. An alternative is to use a variety of the Strict Army Types: Strict Mixed, Strict Themed, and Strict Family.

Strict

- A Player may only use Units from a specific Root if they have that Root Unit in their Army.
- To put a Medium or Medium Stacked Unit in your Army you need at least 3 Light Units.
- To put a Heavy or Heavy Stacked Unit in your Army you need at least 2 Medium or Medium Stacked Units.
- A Player may not have more than 3 of the same Unit in their Army. In a larger battle Player's may decide to increase this amount.

Mixed

- As long as a Player follows the other rules for a Strict Army Type anything else goes in Mixed.

Themed

- A Player may only choose to put Units in their Army who are connected by another Unit they have in their Army back to the Root Unit in the Family Tree.

Family

- A Player may only choose Units from one Root Family Tree.



Turns, Engagements, Phases, and Procedures

In Tactics David each Player takes a Turn. Who goes first? You guys can decide who. When a Player enters their Turn they are able to Engage a Unit and have it perform various tasks on the Battlefield. The Player may Engage any number of the Units they have at their disposal and a Player does not necessarily have to Engage all of them. A Player is only required to Engage a Unit if a Special, Ability, Item, Rule, Status, or etc, dictate that the Player must do so. No Unit shall ever be Engaged more than once in a Turn, and no more than 1 Unit shall ever be Engaged at one time.

Once a Unit is Engaged it is able to go through a set of Phases and within each Phase the Unit is capable of making a variety of Procedures. When a Unit can not enter another Phase or perform another Procedure they are said to be Disengaged. Only once a Unit is Disengaged may the Player select another Unit to Engage. This continues until the Player ends their Turn or they have no other Units to Engage and are forced to end their Turn.

Once a Unit is Engaged they may enter Phases in this order: Item Phase, Movement Phase, Combat Phase, Item Phase 2. Once a Phase is done the Unit may not enter it again.

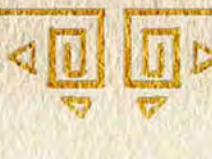
The Player with the current Turn is referred to as the Attacking Player, and the other Player is referred to as the Defending Player.

Player's Turn

A Player will start their Turn.

Unit Engagement

A Player will Engage a Unit and may now enter the Item Phase, Movement Phase, Combat Phase, or Item Phase 2 if nothing prohibits it.



Item Phase

The Item Phase is composed of a few different procedures which will allow a Player to use, move, equip, or gain an Item. Units are capable of equipping one of each type of Item and may use more than one Item in a Turn.

Trade Procedure

A Unit may give, take, or trade an Item or Items with any other Unit on the battlefield so long as neither Unit has the Dead Status or is in Combat Lock. A Unit may perform a Trade Procedure with only one other Unit in their Item Phase. There may be a maximum of one Grid Space separating the two Units.

Use Item Procedure

Some Items may only be used during the Use Item Procedure. Instructions on how to use the Item will be described on the Item Profile. Units in Combat Lock may not perform the Use Item Procedure.

End Item Phase

The Engaged Unit may now enter the Movement Phase, Combat Phase, or Item Phase 2 if nothing prohibits it.

Movement Phase

The movement phase is pretty straight forward. A Player's Units have to be able to get around the battlefield if they're ever going to slice off the head of an opponent. There are a few different procedures that can be performed during the Movement Phase.

Movement Procedure

A Player may choose for a unit to perform either a Movement Procedure or a Charging Procedure, but not both in the same turn.

The Movement Procedure will get your Unit moving across the Battlefield. A Unit's Movement Rating will determine how many Grid Spaces that Unit may move upon the battlefield – do not count the space the Unit currently occupies. The Unit may move up to, but not over, a number of Grid Spaces equal to their Movement Rating and must do so in a horizontal or vertical fashion – no diagonal moving.

Units are capable of moving through allied Units and may not move through enemy Units.



Charging Procedure

A Player may choose for a unit to perform either a Movement Procedure or a Charging Procedure, but not both in the same turn.

The Charging Procedure will help your Units cover greater distances than would have ever been possible from performing Movement Procedure. However, Units charging are capable of stumbling during the procedure – not a very good thing. The Charging Procedure consists of two steps – the Charge Test and the Charge Roll.

Charge Test

A Unit declared to be charging may only do so in the direction they are facing. The unit must then make a Charge Test. Roll 2 D6 and add the results. If the resulting sum is equal to or greater than 7 (after modifiers) then the Unit may make a Charge Roll. If the resulting sum is less than 7 (after modifiers) then the Unit is said to have stumbled. The stumbling Unit charges 1 D6 in the charge direction and immediately ends their Movement Phase.

Charge Roll

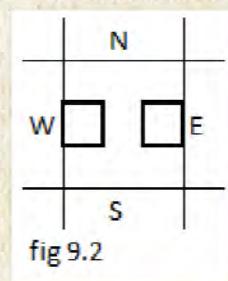
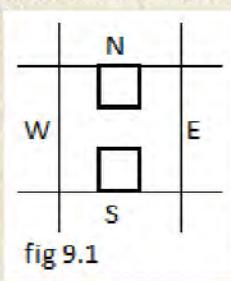
A Unit who passes the Charge Test may proceed with a Charge Roll. Add 1 D6 to the Unit's Movement Rating. The Unit may charge up to, but not over, this distance (plus any modifiers) in their charge direction then immediately end their Movement Phase.

Facing Procedure

Facing is important! The Facing Procedure allows a Player to rotate their Unit on the Battlefield within a Grid Space to face a specific direction – doing so does not take any Movement Rating but does count the Unit as having moved that Turn.

Orientation Procedure

An Orientation Procedure may only be performed by two Units who are in a Unit Team as described by Unit Teams. The Units in the team may place themselves side by side either vertically (fig 9.1) or horizontally (fig 9.2) within their Grid Space.



Escape Procedure

If a Unit is in Combat Lock they may choose to perform the Escape Procedure and escape the Combat Lock. A Unit may not perform an Escape Procedure in the same Turn it was first Locked in Combat. To perform an Escape Procedure the unit attempting to escape will perform an Attack Procedure and the other Unit locked in combat will perform a Defend Procedure, however, neither Unit may use Abilities or Specials that take place before, after, or during an Attack or Defend Procedure. If the Unit attempting to escape wins or ties the Escape Procedure combat they may continue their Movement Phase, but may not proceed to enter the Combat Phase that Turn. If the Unit attempting to escape loses the Escape Procedure combat they must immediately acquire the Dead Status.

End Movement Phase

The Engaged Unit may now enter the Combat Phase or Item Phase 2 if nothing prohibits it.

Combat Phase

If you want to start slaughtering the enemy you better know about the Combat Phase. This is the phase where a lot of the action takes place and where you'll be able to slice off some heads. The Attack and Defend Procedures are performed by their respective Player and occur at the same time.

Attack Procedure

The base attacking dice roll consists of 1 D6, but this may be modified or affected by the Unit Type/Attack Type Affects. The attacking player will add their attacking dice rolls to their Unit's Strength Rating. The resulting sum (after modifiers) is the final strength of the Unit's attack. If this strength is greater than the defending Unit's final defensive strength then the attacking Unit kills the defending Unit, but only if: the resulting rolls do not fall under the conditions as described by the Duel Procedure. A slain Unit is not removed from the Battlefield (unless stated otherwise), but instead acquires the Dead Status.

Defend Procedure

The base defending dice roll consists of 1 D6, but this may be modified or affected by the Unit Type/Attack Type Affects. The defending Player will add their defending dice rolls to their Unit's Strength Rating. The resulting sum (after modifiers) is the final strength of the Unit's defence. If the defending strength is greater or equal to the the attacking strength the defending Unit will have successfully defended the attack and nothing more will happen, but only if: the resulting rolls do not fall under the conditions as described by the Duel Procedure.

Ranged Hit Procedure

When a Ranged Unit declares a Ranged Attack they must perform a Ranged Hit Procedure to determine whether or not their Ranged Attack traveled the distance it needed to in order to hit the other Unit. This Procedure is done after having passed the other conditions required for a Ranged Unit to target a Unit for a Ranged Attack. The Player rolls 2 D6 and adds the result. If the resulting sum plus the Unit's Range Modifier plus any other modifiers is equal to or greater than the Grid Space distance to the Unit's target then the Unit is said to have hit its target and the Attack and Defend Procedures may begin. If the resulting sum is less than the Ranged Unit's Range Rating then the Ranged Unit is said to have missed and immediately ends its Combat Phase. The Player may never have a Ranged Hit Procedure result which is less than 2.

Ranged Melee Procedure

Ranged Units are capable of making a Ranged Melee attack instead of performing a Ranged Hit Procedure. A Ranged Unit may enter the Movement Phase and Combat Phase in the same Turn if they are performing this Ranged Melee Procedure. A Ranged Melee Procedure alters the Ranged Unit's Area of Attack to 1 single Grid Space located and attached directly to the front of the Ranged Unit. This means the Ranged Unit must have direct Grid Space contact with the Unit they wish to attack. Ranged Units making a Ranged Melee attack must also do so with a modified base Strength Rating on the side of their attack. Light Units will have a base strength of 1, Medium Units will have a base strength of 2, and Heavy Units will have a base strength of 3.

Duel Procedure

Well let's get it on then.

The Duel Procedure gives a weaker Unit a chance to kill a stronger Unit, or a weaker Unit a chance to defend its self against a stronger Unit. The Duel Procedure only occurs if the following condition is met: First, compare the resulting strength ratings of the defender and attacker after their attacking and defending roll in the Attack/Defend Procedure. If a Unit achieved a result that the other Unit would be unable to overcome with their highest possible roll, then the Duel condition has been met.

Once the condition is met each Player will perform their Attack/Defend Procedure rolls again, but this time each Unit will gain 1 D6. The Duel Procedure may be performed more than once if the condition is continually met, each time adding 1 additional D6.

End Combat Phase

The Engaged Unit may now enter the Item Phase 2 if nothing prohibits it.

Item Phase 2

The Item Phase 2 is similar to the first Item Phase, but with one addition. In Item Phase 2 Unit's are capable of performing a Loot Procedure.

Trade Procedure

A Unit may give, take, or trade an Item or Items with any other Unit on the battlefield so long as neither Unit has the Dead Status or is in Combat Lock. A Unit may perform a Trade Procedure with only one other Unit in their Item Phase. There may be a maximum of one Grid Space separating the two Units.

Loot Procedure

Units die, sometimes Units who are holding Items die. So let's get to looting. The Loot Procedure allows a Unit in direct Grid Space contact to take or "loot" an item from a Unit with the Dead Status. To perform a Loot Procedure roll 1 D6. If the result is greater than or equal to 3 the Unit has successfully looted the other Unit. Units don't have to roll to Loot an Allied Unit with the Dead Status. Items looted are immediately equipped by the Unit if they have the available space, if there isn't space for the Looted Item may be swapped or placed at the bottom of the Item Deck. The Unit may perform the Loot Procedure for each item the dead Unit has equipped, and may only loot one Unit in the Item Phase.

Use Item Procedure

Some Items may only be used during the Use Item Procedure. Instructions on how to use the Item will be described on the Item Profile. Units in Combat Lock may not perform the Use Item Procedure.

End Item Phase

The Unit has no other Phases to enter.

End Unit Engagement

The Unit is Disengaged, the Player may now Engage a different Unit if possible.

In a larger game it is often recommended to mark Disengaged Units so that a Player does not have to remember which of their Units have been Engaged already or not.

Item Acquisition

Before the Player ends their Turn they may be eligible to acquire an Item from the Item Deck. The Player can only do this at the End of their Turn and no other Units may be Engaged this Turn after doing so. If the Player's Army managed to kill some enemy Units then they will have a chance to acquire an Item. Depending on how many enemy Units were killed the Player will have a greater chance to acquire an Item.

If the Player killed 1 Unit they may acquire 1 Item from the Item Deck on a D6 Roll of 5 or greater, if the Player killed 3 Units they may acquire 1 Item from the Item Deck on a D6 Roll of 3 or greater, if the Player killed 5 Units they may acquire 1 Item from the Item Deck. Items Acquired are immediately equipped to any of the Player's Units on the Battlefield except those in Combat Lock or those who have the Dead Status.

End Player's Turn

The Player has completed their Turn. It is now the other Player's Turn and the attacker and defender roles have been switched.



Unit Type/Attack Type Affects

Physical Unit Type/Attack Type

- Physical Unit Types are said to have Physical Attack Types, unless otherwise modified, which affect Magical and Ethereal Unit Types differently.
- Physical Attack Types always use their front Strength Rating in the Attack Procedure.

Magical Unit Type/Attack Type

- Magical Unit Types are said to have Magical Attack Types, unless otherwise modified, which affect Physical and Ethereal Unit Types differently.
- Magical Attack Types may choose to use a Strength Rating from any side in the Attack Procedure and the defending Unit must use the Strength Rating in the Defend Procedure which matches the chosen side of the incoming Magical Attack Type.

Ethereal Unit Type/Attack Type

- Ethereal Unit Types are said to have Ethereal Attack Types, unless otherwise modified, which affect Physical and Magical units differently.
- Ethereal Attack Types always use their front Strength Rating in the Attack Procedure.

		Defender's Unit Type		
		Physical	Magical	Ethereal
Attacker's Attack Type	Physical	Attack/Defend as normal	Defender replaces one of their defending dice with a D3 in their Defend Procedure.	Defender may never receive the Dead Status as a result of this Attack unless as a result of an Ability.
	Magical	Defender adds 1 D3 to their defending roll in their Defend Procedure.	Attack/Defend as normal	Defender replaces one of their defending dice with a D3 in their Defend Procedure.
	Ethereal	Defender replaces one of their defending dice with a D3 in their Defend Procedure.	Attack/Defend as normal	Attack/Defend as normal





Attack Modes

A unit's attack type will affect the way it attacks or defends during combat. Units are always either a Melee unit or a Ranged unit. In order to engage in combat with another unit there are certain conditions that must be met depending on what a units Attack Type is. A Unit with a Melee Attack Mode is also referred to as a Melee Unit, and vice versa is the Ranged Unit. Melee Units are all about the up close and personal while Ranged Units like to keep their distance whenever possible.

Melee

- Melee Units must meet the Melee Area of Attack Condition in order to make an attack in the Attack Procedure.
- Melee Units must always directly face the Unit they wish to target with an attack with their front facing in the Attack Procedure.
- Melee Units may enter both the Movement and Combat Phase in the same turn.

Ranged

- Ranged Units must meet the Line of Sight, Range Area, and Ranged Area of Attack Conditions in order to be eligible to perform a Ranged Hit Procedure to make an attack.
- Ranged Units must always directly face the Unit they wish to target with an attack with their front facing in the Attack Procedure.
- Ranged Units may not enter both the Movement and Combat Phase in the same Turn unless they wish to perform a Ranged Melee Procedure instead of a Ranged Hit Procedure.





Conditions

Depending on a unit's Attack Mode they will have to meet different criteria or conditions in order to slay their pesky opponent.

Range Area

Range Area describes the entire area in which a Ranged Unit may launch an attack on another Unit. This Range Area is based on the Unit's Range Rating. The Unit may attack a Unit a number of Grid Spaces away up to, but not over, that unit's Range Rating value. When trying to hit Units on an angle they must fall within the Range Area. Grid spaces are counted vertically then horizontally (relative to the Unit's front facing), but never diagonally. The Run must never exceed the Rise. The Run can be described as the relative horizontal Grid Spaces and the Rise can be described as the relative vertical Grid Spaces. This Run shall never intersect the Rise, and the Grid Space the attacking Ranged Unit occupies is never counted when determining the Rise and the Run.

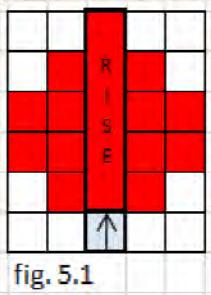


fig. 5.1

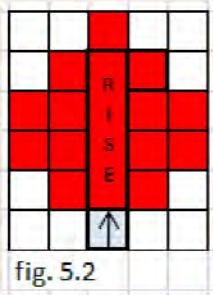


fig. 5.2

Follow Figures 5.1 through 5.5 to see how a Ranged Unit with a Range Rating of 5 can determine its Range Area.

Fig. 5.1 determines the furthest Grid Space that may be targeted with a Rise of 5.

Fig. 5.2 uses a Rise of 4 and a Run of 1. The Run does not exceed the Rise.

Fig. 5.3 uses a Rise of 3 and a Run of 2. The Run does not exceed the Rise.

Fig. 5.4 uses a Rise of 2 and a Run of 2. The Run does not exceed the Rise.

Fig. 5.5 uses a Rise of 1 and a Run of 1. The Run does not exceed the Rise.

Fig. 5.6 uses a Rise of 2 and a Run of 3. In this case the Run exceeds the Rise so this Grid Space would be out of the Ranged Unit's Range Area. The Unit would be unable to target a Unit in such a Grid Space.

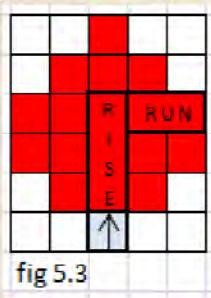


fig. 5.3

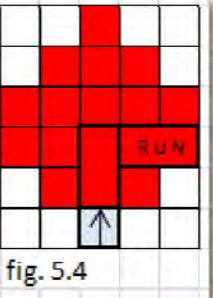


fig. 5.4

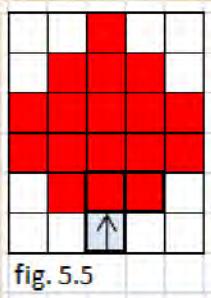


fig. 5.5

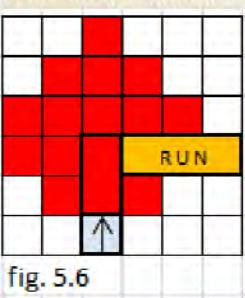


fig. 5.6

Area of Attack

A Unit's Area of Attack is indicated on their profile and determines how a Unit attacks other Units on the grid based Battlefield. Area of Attack rules are different for Melee and Ranged Units. Once an attack is declared all Units within the Unit's Area of Attack must be attacked – friend or foe

Melee Area of Attack

A Melee Unit's Area of Attack as indicated on their profile is always directly attached to their Grid Space. An enemy Unit must be within this Area of Attack in order for a Melee Unit to make an attack. If the Area of Attack allows a Melee Unit to attack more than one Unit they are all attacked on the same side – the closest parallel edge of the Melee Unit's Front Facing.

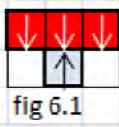


fig 6.1

In Figure 6.1 a Melee Unit with an Attack Area "ME" may target a Unit that exists anywhere in its Attack Area. If Units occupy the other Grid Spaces they would also be hit by the attack on their Strength Rating on the same side.

Ranged Area of Attack

A Ranged Unit's Area of Attack as indicated on their profile is never directly attached to their Grid Space. The Ranged Unit moves their Area of Attack within the area as described by the Range Area Condition so that the target Unit resides within that area. In order to attack the Unit residing within the Area of Attack the Ranged Unit must have Line of Sight, as described by the Line of Sight Condition, to a particular Grid Space of the Ranged Area of Attack.

In Figure 6.2 a Ranged Unit with an Attack Area "RH" would first target a Unit occupying Grid Space 2,3 – the black square in the Grid Space indicates that the Unit must first target a Unit in that Grid Space – and any other Units within the Attack Area are also hit on their Strength Rating on the same side if it was a

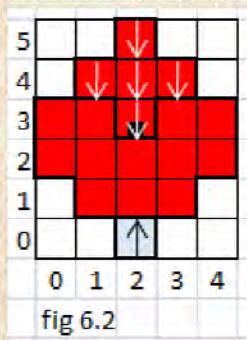


fig 6.2

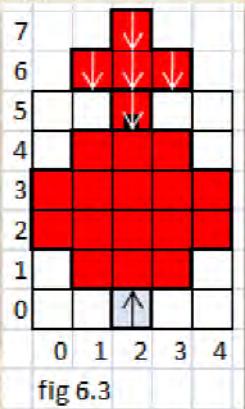


fig 6.3

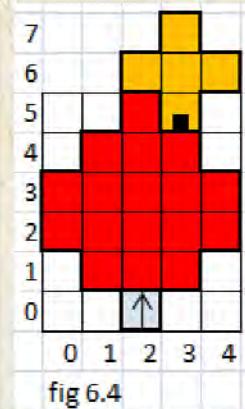


fig 6.4

Physical Attack as Magical Attacks would be the same side as the Attacker's chosen side.

In Figure 6.3 the same Unit may target a Unit occupying Grid Space 2,5 and any other Units within the Attack area would also be hit even though they are outside the Unit's Range Area.

In Figure 6.4 the same Unit may not target a Unit occupying Grid Space 3,5 as their target Grid Space is outside their Range Area.

Line of Sight

A Unit must be able to see what they're killing! Line of Sight determines which Units are able to be seen by a certain Unit. To find the Line of Sight, draw a line from the middle of the front facing edge of the Grid Space occupied by your Unit to the middle of the closest parallel edge of the target Unit's occupied Grid Space. If this line does not pass through anything that blocks Line of Sight, Terrain Pieces with a height value of 2 or more, or Forest Terrain Type Grid Spaces, then the Unit meets the requirements for passing this condition.

Combat Lock

Combat lock occurs when a Unit attacks another Unit head on and is unable to kill that Unit. For this to occur both Units must be face to face, front Strength Ratings directly facing each other, and must be in direct Grid Space contact. Units in Combat Lock may not be targeted by Ranged Attacks, but may be targeted by Melee Attacks. Units in Combat Lock are said to be Locked in Combat.

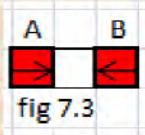
A Unit remaining in Combat Lock before the end of a Player's turn must either attack the other Unit in the Combat Lock or attempt to escape the Combat Lock. Attacking the other Unit and failing to kill the Unit leaves both Units in Combat Lock during the next Player's Turn. Escaping Combat Lock is described in the Escape Procedure.

A Unit in Combat Lock whose back facing is in Direct Grid Space Contact with a Terrain Piece has their Base Strength Ratings halved.

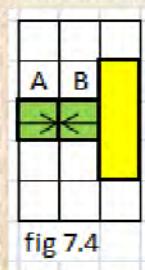


Figure 7.1 demonstrates how Unit A and B must be facing in order to be Locked in Combat.

In Figure 7.2 Units A and B would not be in Combat Lock if Unit A attacked and failed to kill Unit B because they are not directly facing each other.



In Figure 7.3 Units A and B would not be in Combat Lock even though they are facing each other because they are not in Direct Grid Space contact.



In Figure 7.4 Unit A attacks and fails to kill Unit B. The Units are now considered to be Locked in Combat. After the initial attack, once Combat Lock has been established, Unit B's Base Strength Ratings are being halved because its Back Facing is directly up against a Terrain Piece.

Unit Stacking

Unit Stacking is a process in which two or more Units are “stacked,” or combined. Through Unit Stacking a Playing is able to create a whole other variety of new Units. Depending on which Units the Player wants to stack there can be from 2 to 3 units acting as one! There are 3 available “stacking points” for a Player to use when creating a Stacked Unit. Light Units take 1 stacking point, Medium Units take 2 stacking points, and Heavy units take 3 stacking points which means a Heavy Unit may never be stacked.

Not every Unit is compatible with each other and so certain Units may or may not be able to be stacked. Units must be within 2 Lines of Lineage on the Unit Family Tree. Stacking always occurs before a game and no stacking or unstacking may take place during any Turn.

So how does a Stacked Unit’s profile work with the other Unit in the stack? Stacked Units add their Strength Ratings together on each side to create a new base Strength Rating for that side. The Purchase Cost of the Stacked Unit is the combined total of each Unit’s Purchase Cost in the stack plus 6 for a 2 Unit Stack or plus 12 for a 3 Unit Stack. Stacked Units use the Attack Area, Unit Type/Attack Type, Movement Type, Movement Rating, Special, and Range Rating of the Unit which is stacked on the very top. A stacked Unit may use the Abilities of each unit which make up the stack.

A Stacked Unit counts as a single Unit and may only equip a maximum of 1 type of each Item.

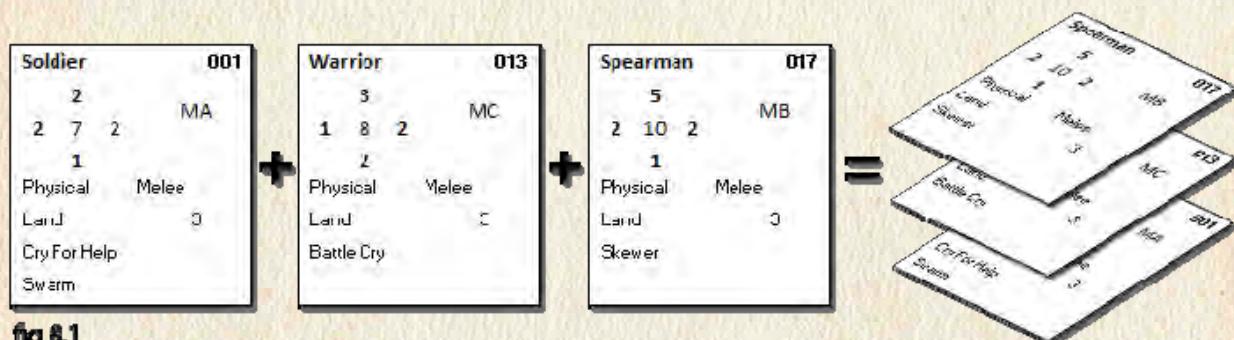


Figure 8.1 gives us an example of a Stacked Unit which consists of a Soldier, a Warrior, and a Spearman and the Player has placed the Spearman on the top of the Stack. This Stacked Unit would have Strength Ratings of: Front = 10, Left = 5, Right = 6, Back = 4 and would have the Abilities “Cry For Help,” “Battle Cry,” and “Skewer.” Because the Spearman is on top the Unit would have the same Unit Type/Attack Type, Movement Type, and Movement Rating as a regular Spearman. The Purchase Cost for this Unit would be 6 for the Soldier, plus 8 for the Warrior, plus 11 for the Spearman, and plus 12 for a 3 Unit Stack for a total Purchase Cost of 37.



Unit Team

Units are capable of forming a Unit Team, and working together to complete a common task. Units who form a Unit Team are able to occupy the same Grid Space, and there may be no more than two Units in a Unit Team.

Forming a Unit Team

To form a Unit Team a Player must move their Unit onto a Grid Space which is already occupied by another Unit owned by the same Player. A Unit may not form a Unit Team with a Unit who currently has the Dead Status, a Unit which has already entered the Combat Phase that turn, or a Unit which is in Combat Lock. Units who form a Unit Team must immediately perform an Orientation Procedure. A Facing Procedure may also be performed, and then both Units must immediately end their Movement Phase. Units in a Unit team are Engaged together.

Unforming a Unit Team

Units may unform from their Unit Team and once again become two individual Units. To do this both Units in the Unit Team must not have entered their Movement Phase yet. To separate the two Units simply Engage one of the Units within the Unit Team and move them in such a way as to not occupy the same Grid Space as the other Unit.

Movement and Charging

Units in a team may still make Movement and Charge Procedures; however a Unit Team is only as fast as its slowest Unit. A Unit Team may only use the lowest of the two Unit's Movement Ratings. Unless both Units are of the same Movement Type, a Unit Team shall always have a Movement Type of "Land." A Unit Team who wishes to make a Charge Procedure must have both Units facing the same direction.

Attacking

Units in a Unit Team may both attack if both meet their separate conditions for making an attack.

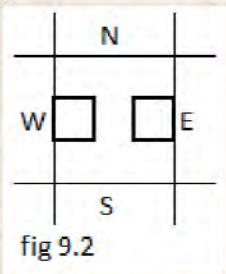
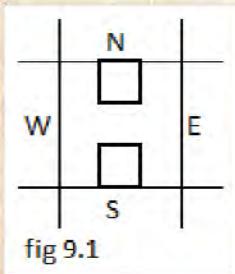


Defending

Defending is where the Unit Team really makes a difference. An Opponent making a Melee Attack on a Unit Team may only be able to hit one of the Units in the Unit Team if the Units are orientated in such a way that only one Unit is exposed to the side of the incoming Melee. If both Units are exposed to that side, then the attacking Player may choose one of the Units from the Unit Team to be attacked.

Against an opponent making a Ranged Attack on the Unit Team the Defending Player must choose which of the two Units within the Unit Team is to receive the incoming Ranged Attack.

Only one Unit in a Unit Team is ever Attacked by an Attack which has an Attack Area greater than one Grid Space.



In Figure 9.1 An Opponent making a Melee Attack from the West or East would be able to choose which of the two Units in the Unit Team to Attack.

However, if the Units were Orientated like in Figure 9.2 the Opponent would not be able to choose which Unit in the Unit Team to attack.

Other Rules for Unit Teams

Units in a Unit Team are never subject to Combat Lock. If one of the Units within the Unit Team acquires the Dead Status the Player must attempt to move the other Unit into another Grid Space at their first opportunity to do so – this Unit also acquires the Fearful Status if 1 D6 Roll is less than 5.

Items

Items are useful things to have during a battle, but in order to make them useful they must be equipped to a Unit on the Battlefield. Certain Items may grant certain Abilities to the Unit it is equipped to. Other items may be “one-time use” Items where after being used by the Unit they are discarded and placed at the bottom of the Item Deck. Always follow the instruction on how to use Items as described on the Item card. During a battle Items may be placed in an Item Deck where Player’s may eventually acquire more Items from.

There are three types of Items: Weapon, Accessory, and Expendable. A Unit may only equip at most one of each type of Item.

Status Affects

During the course of the game Units may become afflicted with a multitude of various Ailments or Buffs. Ailments refer to a Status Affect which has a negative effect on a Unit while Buffs refer to a Status Affect which has a more positive effect. Units who become afflicted will be immediately marked by a Status Card. A Unit can be afflicted with more than one Ailment or Buff, but only ever one of each kind.

The different Status Affects are as follows:

Paralyzed: The Unit may be unable to move that turn. On Unit Engagement, if 1 D6 Roll < 3 the Unit is immediately Disengaged.

Blinded: The Unit may have a hard time seeing. On Unit Engagement if, 1 D6 Roll < 3 the Unit may not enter the Combat Phase that Turn.

Poisoned: The Unit is battling a harsh toxin within their body. On Unit engagement, if 1 D6 Roll < 2 the Unit succumbs to the poison and immediately acquires the Dead Status. Ethereal Units are immune.

Burned: The Unit is in extreme pain from burns. The Unit's Base Strength Ratings are half of what they normally are. Ethereal units are immune.

Frozen: The Unit is becoming frigid and frosty. The Unit's base Movement Rating is half of what it normally is and the Unit may not perform a Charge Procedure.

Fearful: The Unit fears for its life. On Unit Engagement, if 1 D6 Roll < 3 the Unit must perform a Charge Procedure in the direction of the nearest ally Unit or an Escape Procedure followed by a Charge Procedure in the direction of the nearest ally Unit if the Unit is in Combat Lock, if a Charge Procedure may not be performed due to other circumstances a Movement Procedure must be performed instead. If the 1 D6 Roll = 4 or 5 the Unit may act normally. If the 1 D6 Roll = 6 the Unit overcomes its fear, may discard the Fear Status card, and may act normally. A Unit which discards their Fear Status may not acquire it again in the same Turn. If a Unit who already has the Fearful Status acquires the Enraged Status they must discard the Fearful Status.

Crippled: The Unit is totally gimped up man. Only Physical Units may be afflicted by this Status. Physical Units afflicted with this Status may not make a Physical Attack. If 1 D6 roll before Disengagement is equal to 5 or 6 this Unit discards the Crippled Status.

Pumped: The Unit is ready to bring it on. Only Physical Units may be afflicted by this Status. Physical Units afflicted with this status gain +1 to their Base Strength Ratings.

Silenced: The Unit is totally unable to speak their mind. Only Magical Units may be afflicted by this Status. Magical Units afflicted with this Status may not make a Magical Attack. If 1 D6 roll before Disengagement is equal to 5 or 6 this Unit discards the Silenced Status.

Enchanted: The Unit is being powered by a magical force. Only Magical Units may be afflicted by this Status. Magical Units afflicted with this Status gain +1 to their Base Strength Ratings.

Banished: The Unit is being forced away from this realm. Only Ethereal Units may be afflicted by this Status. Ethereal Units afflicted with this Status may not make an Ethereal Attack. If 1 D6 roll before Disengagement is equal to 5 or 6 this Unit discards the Ethereal Status.

Summoned: The Unit is being called into a firmer form of existence. Only Ethereal Units may be afflicted by this Status. Ethereal Units afflicted with this Status gain +1 to their Base Strength Ratings.

Dead: The Unit is a slain and is now a lifeless corpse. The Unit may not be engaged or enter any Phases. Units who acquire the Dead Status immediately discard all other Status cards. Dead Units may not be Locked in Combat.

Haste: The Unit is late for a very important date. On Unit Engagement, Roll 1 D3 and add the result to the Unit's Base Movement Rating for that turn.

Lucky: The gods seem to smile upon this Unit. The Unit may choose to reroll, once during the owning Player's Turn, any roll called to be made in one Procedure of their choosing. Ethereal Units may not be Lucky.

Enraged: The Unit is filled with a bloodthirsty rage. The Unit must perform a Movement or Charge Procedure in the direction of the closest enemy Unit. If the Unit comes into contact with an enemy Unit it must attack the Unit with either an Attack Procedure or a Ranged Melee Procedure. If a Unit who already has the Enraged Status causes an enemy Unit to acquire the Dead Status the Unit may discard their Enraged Status. If a Unit who already has the Enraged Status acquires the Fearful Status they must discard the Enraged Status.

Feared: The Unit strikes fear into its enemies. Enemy Units in direct Grid Space Contact at the end of either Player's Turn acquire the Fearful Status.

Petrified: The Unit has been turned to solid granite. The Unit is immediately Disengaged and may not enter the Movement, Combat, or Item Phase. The Unit has two times their Base Strength Ratings. On Unit Engagement if 1 D6 roll = 6 the Unit breaks free, may discard the Petrified Status card, and act normally that Turn. Ethereal Units are immune. Petrified Units may not be Locked in Combat.

Reflective: The Unit is coated with a reflective energy. Any Magical attacks made on the afflicted Unit are reflected back upon the attacking Unit immediately after its Combat Phase. The attacking Unit must now defend itself against the reflected attack which will be of the same Strength Rating and against the same side as the attack which was initially made. The Duel Procedure may not be entered as a result of a reflected attack.

Confused: The Unit is severely confused. On Unit Engagement if 1 D6 Roll is greater than or equal to 4 nothing happens. Otherwise, rotate the Unit clockwise a number of times equal to the rolled result. The Unit counts as having moved and immediately ends its Movement Phase.

TACTICS DAVID

Unit and Item Book V3.2

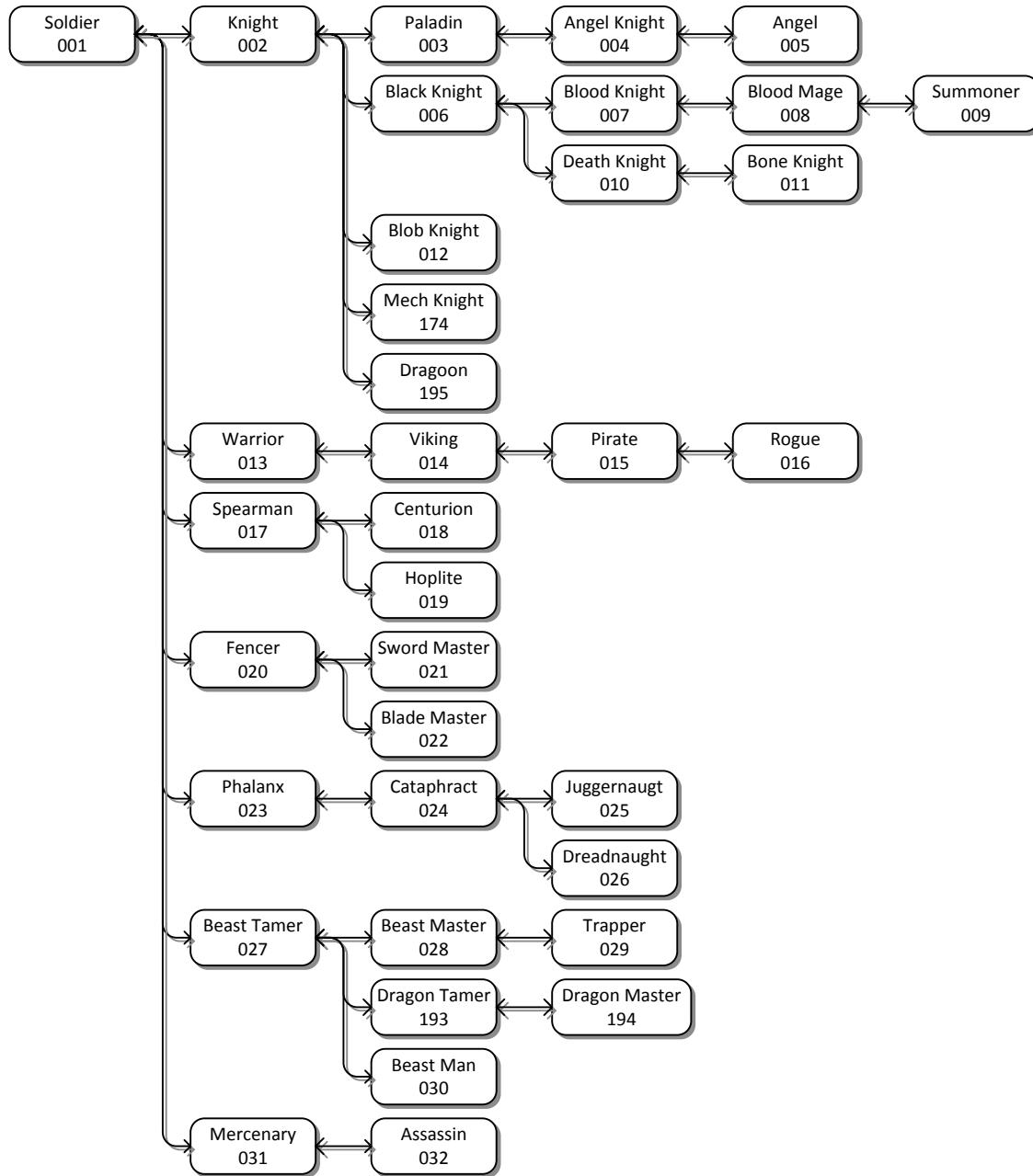
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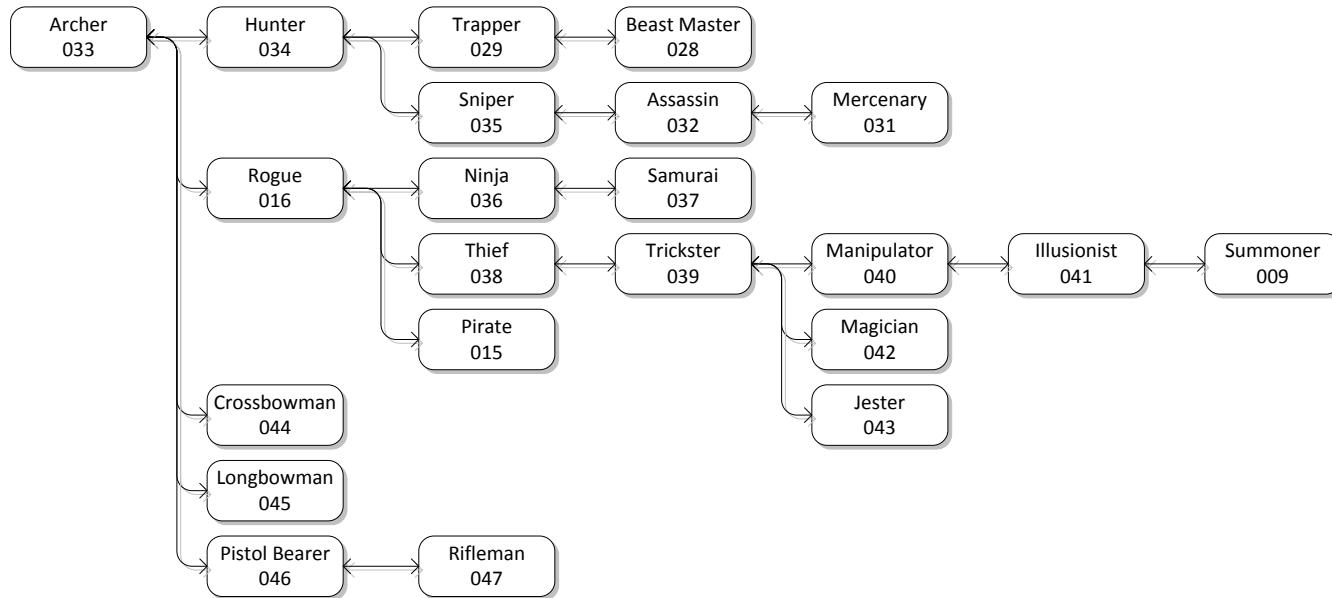
UNIT TREE

The following pages contain the Unit Trees of the various Units within Tactics David. The far left Unit in the Unit Tree is considered to be the Root Unit. In this chart are the Unit Names and Unit Numbers which can be used with the Unit List within this book to quickly find various Units.

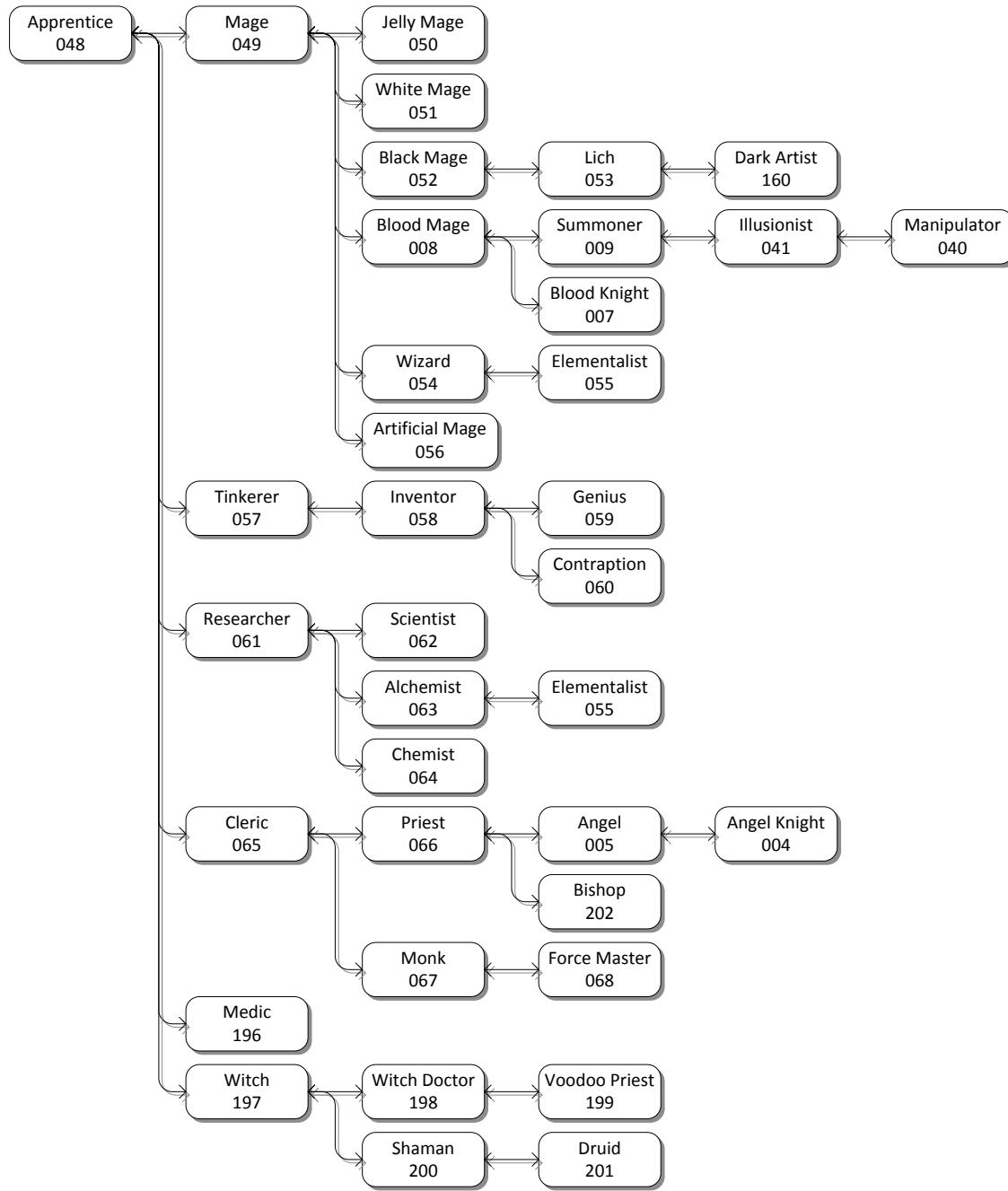
Soldier Root



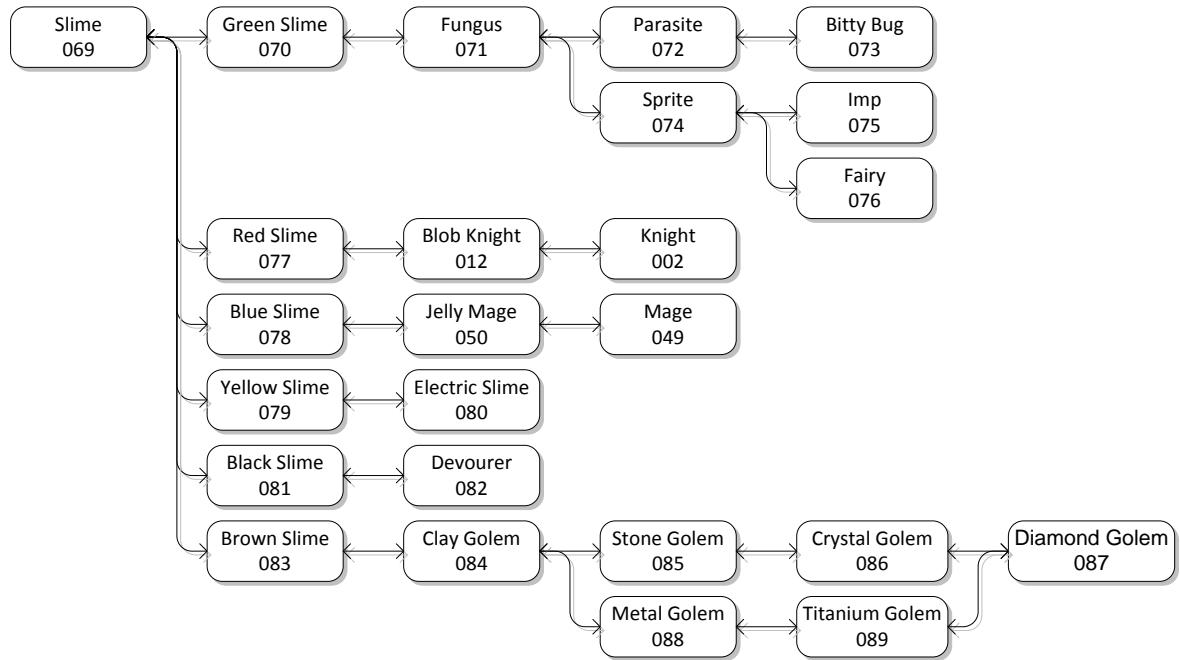
Archer Root



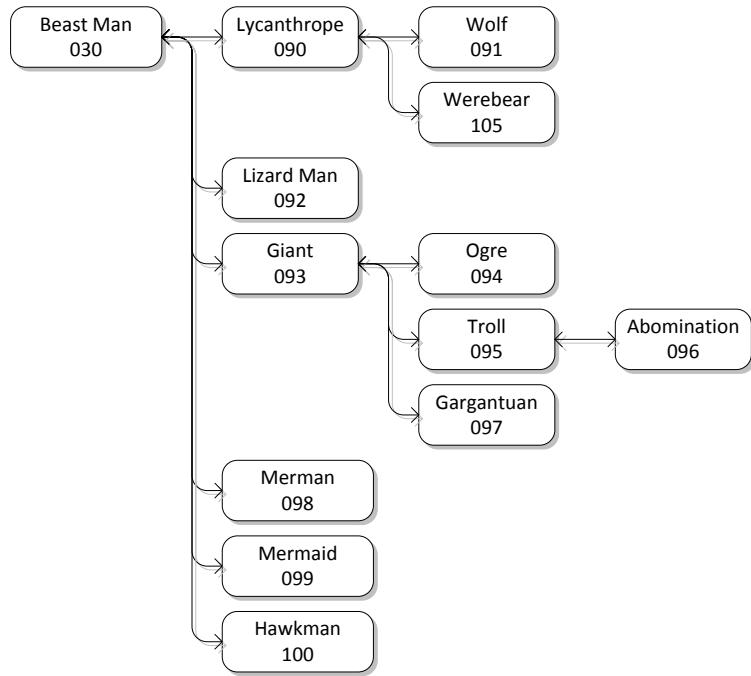
Apprentice Root



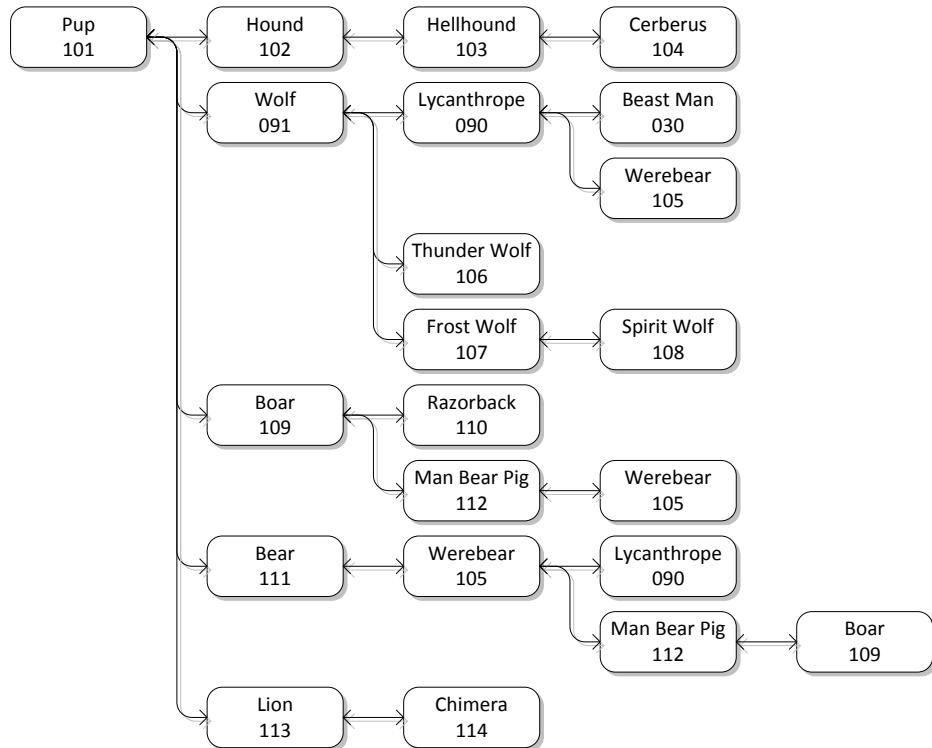
Slime Root



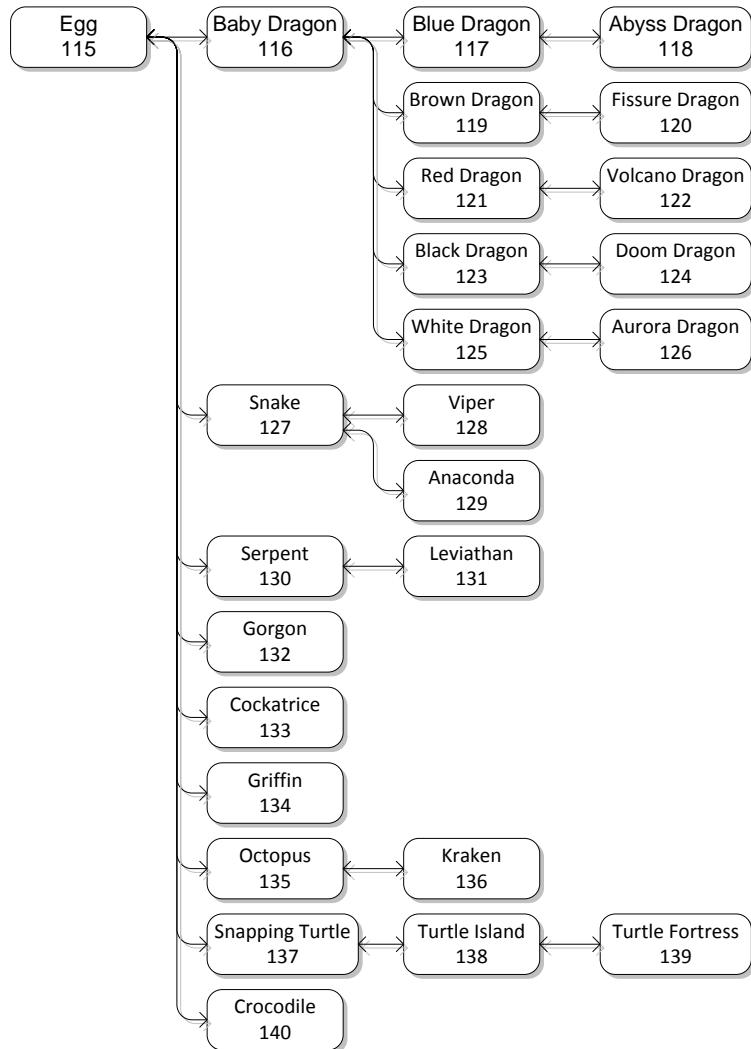
Beast Man Root



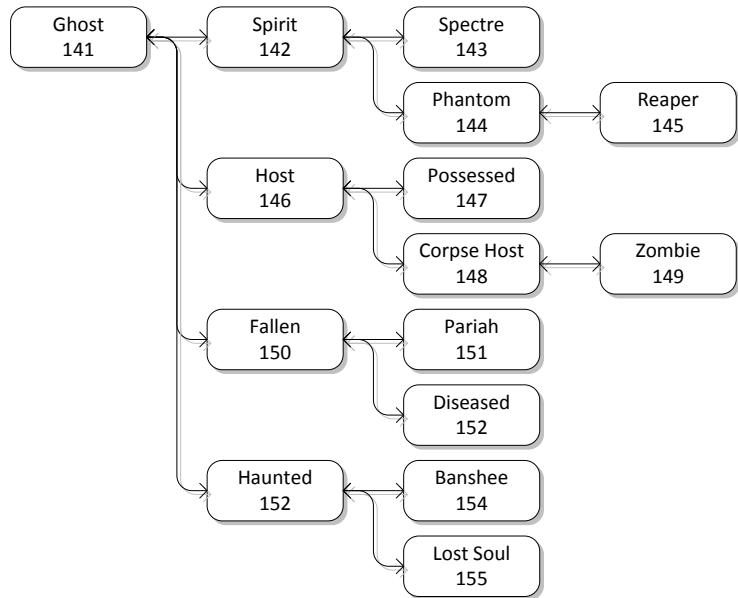
Pup Root



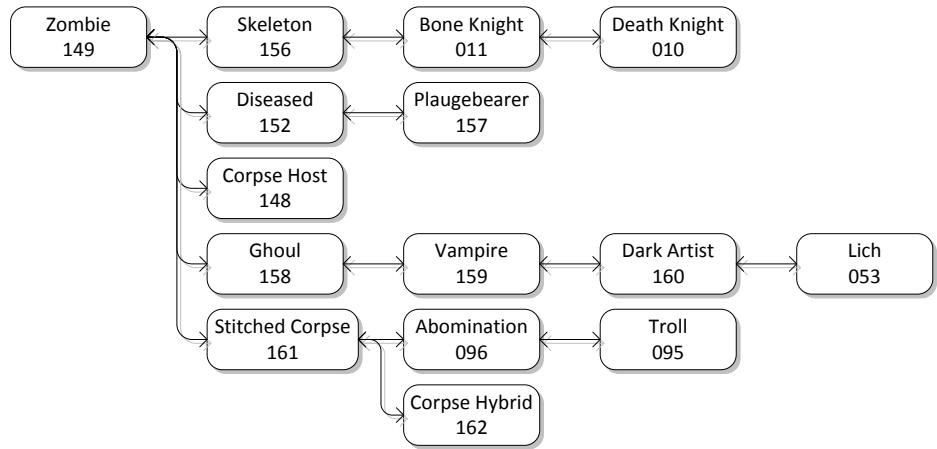
Egg Root



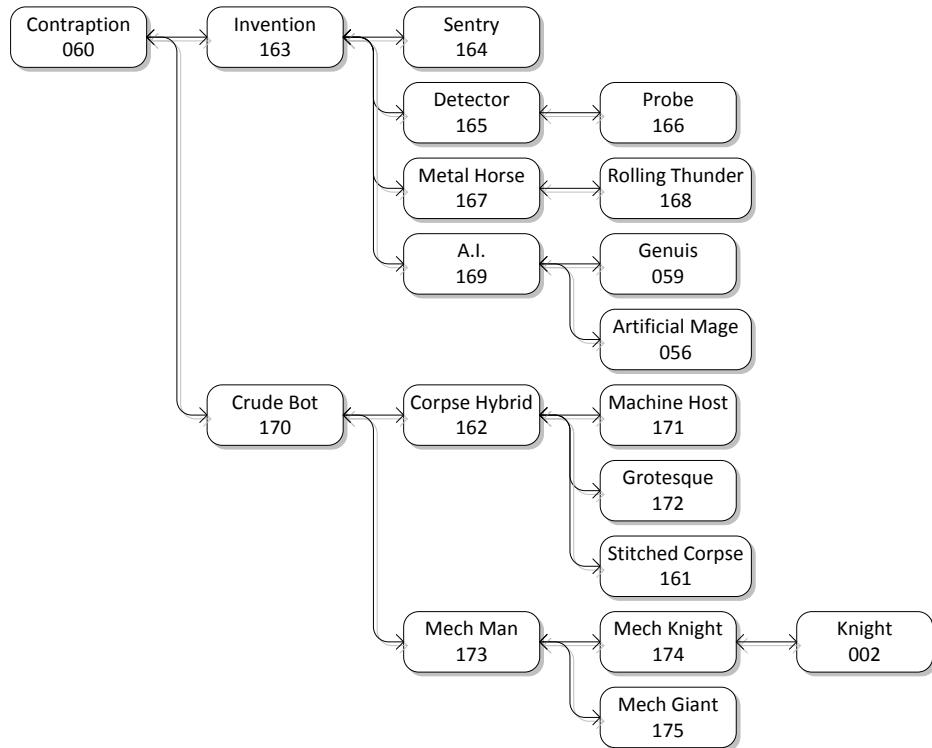
Ghost Root



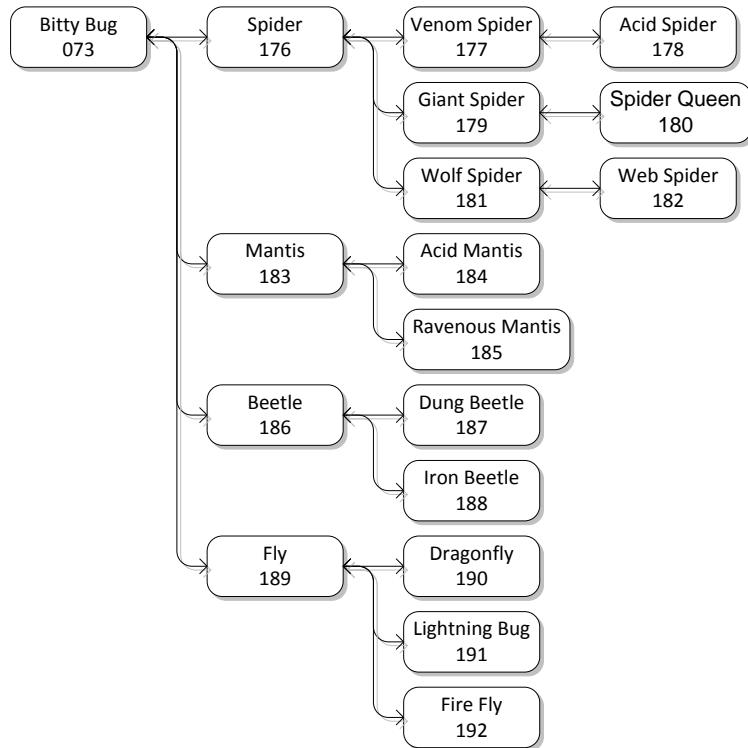
Zombie Root



Contraption Root



Bitty Bug Root





UNIT LIST

The following pages contain a list of the various Units within the world of Tactics David. Use the following text to help read the list.

- Unit #:** Indicates the index number of the Unit. This number also matches the index number of the Unit's Ability.
- Name:** The Name of the Unit
- Class:** Indicates the Class of the Unit. L is a Light Unit, M is a Medium Unit, and H is a Heavy Unit.
- Unit T.:** Indicates the Unit Type of the Unit. P is a Physical Unit Type, M is a Magical Unit Type, and E is an Ethereal Unit Type.
- Attack M.:** Indicates the Attack Mode of the Unit. M is a Melee Attack Mode, and R is a Ranged Attack Mode.
- Strength R.:** Indicates the Strength Rating of the Unit on its various sides as well as its Core Strength or overall.
- Move. R.:** Indicates the Movement Rating of the Unit.
- Move. T.:** Indicates the Movement Type of the Unit.
- Range R.:** Indicates the Range Rating of the Unit.
- Range M.:** Indicates the Range Modifier of the Unit.
- Attack Area:** Indicates the Attack Area of the Unit.
- Special:** Indicates the Special of the Unit.
- Ability:** Indicates the Ability of the Unit.
- Purchase Cost:** Indicates the Purchase Cost of the Unit when building your Army.

The Bar on the end is a visual representation of the Unit's Core Strength.



Unit #	Name	Class	Unit T.	Attack M.	Strength R.					Move. T.	Range R.	Range M.	Attack A.	Special	Ability	Purch. Cost	
					Front	Left	Right	Back	Core								
001	Soldier	L	P	M	2	2	2	1	7	3	Land			MA	Swarm	Cry For Help	6
002	Knight	L	P	M	4	3	3	2	12	4	Land			MA		Vigor	8
003	Paladin	H	P	M	7	5	5	3	20	4	Land			MB		Holy Might	22
004	Angel Knight	M	E	M	5	4	3	3	15	6	Hover			MA		Divine Justice	19
005	Angel	L	E	M	2	3	1	1	7	5	Hover			MA		Deus Ex Machina	11
006	Black Knight	M	P	M	5	3	4	2	14	4	Land			MA		Maneuver	14
007	Blood Knight	H	M	M	4	6	5	5	20	5	Land			MC		Blood Frenzy	23
008	Blood Mage	M	M	R	3	5	3	3	14	4	Land	6	RA			Blood Sacrifice	20
009	Summoner	H	M	R	3	7	5	6	21	4	Land	7	1	RA		Summon	27
010	Death Knight	H	E	M	7	4	5	5	21	6	Land			MD	Relentless	Deathly Miasma	26
011	Bone Knight	M	E	M	5	3	5	3	16	4	Land			MB		Bone Snap	18
012	Blob Knight	M	P	M	4	4	4	4	16	3	Land			MH		Blob Wall	18
013	Warrior	L	P	M	3	1	2	2	8	3	Land			MC		Battle Cry	8
014	Viking	L	P	M	3	2	1	3	9	3	Land			MD		Ninjacute	7
015	Pirate	L	P	M	2	1	3	2	8	4	Land			MA		Vikingcide	6
016	Rogue	L	P	M	2	3	3	2	10	5	Land			MA		On The Run	7
017	Spearman	L	P	M	5	2	2	1	10	3	Land			MB		Skewer	11
018	Centurion	M	P	M	7	3	3	3	16	4	Land			MA		Unwavering	14
019	Hoplite	H	P	M	8	4	6	3	21	5	Land			MB		Sure Strike	23
020	Fencer	L	P	M	4	3	2	1	10	4	Land			MA		Parry	8
021	Sword Master	M	P	M	6	4	4	4	18	4	Land			MA		Duel Striker	14
022	Blade Master	M	M	M	4	6	4	4	18	4	Land			MA		Duel Defender	16
023	Phalanx	M	P	M	4	4	4	2	14	4	Land			MB		Reinforce	14
024	Cataphract	M	P	M	6	4	4	3	17	3	Land			MB		Fortify	16
025	Juggernaught	H	P	M	6	6	6	3	21	3	Land			MH		Steamroller	23
026	Dreadnaught	M	P	M	6	5	5	3	19	3	Land			ME		Hit The Wall	20
027	Beast Tamer	L	P	M	2	3	2	1	8	4	Land			MC		Beast Friend	10
028	Beast Master	M	P	M	4	5	4	1	14	4	Land			MB		Beast Whisperer	20
029	Trapper	L	P	M	2	1	1	1	5	5	Land			MA		Trapped!	8
030	Beast Man	L	P	M	3	3	2	1	9	5	Land			MA		Gone Wild	7
031	Mercenary	M	P	M	5	3	4	4	16	4	Land			MA		Hired Hit	15
032	Assassin	H	P	M	6	2	2	7	17	7	Hover			MA		Assassinate	22
033	Archer	L	P	R	2	2	2	1	7	3	Land	5	-1	RA	Swarm	Target Practice	9

Unit #	Name	Class	Unit T.	Attack M.	Strength R.					Move. T.	Range R.	Range M.	Attack A.	Special	Ability	Purch. Cost
					Front	Left	Right	Back	Core							
034	Hunter	L	P	R	4	2	2	1	9	4	Land	5		RA	Beast Slayer	10
035	Sniper	M	P	R	5	3	3	3	14	5	Land	9	2	RA	Headshot	20
036	Ninja	L	P	M	2	3	3	1	9	8	Land			MA	Piratecide	7
037	Samurai	M	P	M	5	4	4	4	17	5	Land			ME	Sword Dance	17
038	Thief	L	P	M	1	2	2	2	7	5	Land			MA	Steal	7
039	Trickster	M	P	R	4	5	5	2	16	4	Hover	4		RA	Tricked	19
040	Manipulator	L	M	M	1	2	2	4	9	3	Hover			MA	Manipulation	12
041	Illusionist	M	M	R	3	6	5	3	17	3	Land	6	1	RB	Mind's Eye	23
042	Magician	M	M	R	2	4	5	4	15	4	Hover	5	1	RA	Enchanting	21
043	Jester	L	P	R	2	2	2	2	8	3	Land	4		RA	Fit of Laughter	11
044	Crossbowman	L	P	R	4	2	2	1	9	3	Land	5		RA	Pierce	10
045	Longbowman	M	P	R	6	3	3	2	14	4	Land	6		RA	Perfect Shot	16
046	Pistol Bearer	L	P	R	3	1	2	2	8	4	Land	5	-2	RA	Reckless	9
047	Rifleman	M	P	R	5	2	5	3	15	4	Land	7	1	RB	Exit Wound	20
048	Apprentice	L	M	R	1	2	2	2	7	3	Land	5	-1	RA	Swarm	12
049	Mage	L	M	R	1	3	2	3	9	4	Land	5		RA	Supervised	12
050	Jelly Mage	L	M	R	2	2	2	3	9	3	Land	5	1	RA	Preservatives	12
051	White Mage	L	M	R	1	1	1	3	6	4	Land	5	1	RA	Soothe	12
052	Black Mage	L	M	R	1	2	3	3	9	3	Land	5		RC	Black Magic	16
053	Lich	H	M	R	4	7	5	6	22	4	Land	8		RH	Raise Dead	33
054	Wizard	L	M	R	2	2	4	3	11	4	Land	6		RD	Summoning Spell	16
055	Elementalist	M	M	R	3	3	5	4	15	5	Hover	6	1	RE	Natural Fury	26
056	Artificial Mage	L	M	R	2	3	2	3	10	4	Hover	7	-2	RB	Bio Re-Engineering	19
057	Tinkerer	L	P	M	2	3	3	2	10	4	Land			MA	Work Belt	9
058	Inventor	L	P	M	1	1	1	2	5	3	Land			MA	Inventory Invention	7
059	Genius	M	M	R	3	3	3	5	14	4	Land	6	1	RA	Outsmart	21
060	Contraption	L	P	M	3	1	1	1	6	4	Land			MA	Swarm	8
061	Researcher	L	P	M	1	1	2	1	5	3	Land			MA	Research	5
062	Scientist	L	P	M	1	2	1	1	5	3	Land			MA	Doing Science	6
063	Alchemist	M	M	R	4	3	3	4	14	4	Land	5		RF	Alchemy	25
064	Chemist	M	P	M	4	2	2	6	14	4	Land			MB	Chemistry	17
065	Cleric	L	M	R	1	1	2	2	6	4	Land	5		RA	Rectify	14
066	Priest	M	M	R	3	5	4	4	16	4	Land	5		RA	Recover	24

Unit #	Name	Class	Unit T.	Attack M.	Strength R.					Move. R.	Move. T.	Range R.	Range M.	Attack A.	Special	Ability	Purch. Cost
					Front	Left	Right	Back	Core								
067	Monk	M	M	M	5	6	3	3	17	4	Land	ME	Phase Shift	21	<div style="width: 21%;"></div>		
068	Force Master	H	M	R	6	5	6	5	22	5	Hover	5	1	RE	Force Field	31	<div style="width: 31%;"></div>
069	Slime	L	M	M	1	1	1	1	4	3	Land	MA	Swarm	7	<div style="width: 7%;"></div>		
070	Green Slime	L	M	R	1	2	1	1	5	3	Land	5	RA	Mucous Trail	12	<div style="width: 12%;"></div>	
071	Fungus	L	P	M	1	1	1	1	4	3	Land	MH	Growth	10	<div style="width: 10%;"></div>		
072	Parasite	L	P	M	1	1	1	1	4	4	Land	MA	Host	9	<div style="width: 9%;"></div>		
073	Bitty Bug	L	P	M	2	1	1	1	5	5	Soar	MA	Swarm	11	<div style="width: 11%;"></div>		
074	Sprite	L	M	R	1	2	2	1	6	4	Soar	4	RA	Sprite Spirit	15	<div style="width: 15%;"></div>	
075	Imp	L	M	R	1	1	2	2	6	4	Soar	4	RA	Fairy Flame	15	<div style="width: 15%;"></div>	
076	Fairy	L	M	R	1	2	2	1	6	4	Soar	4	RA	Impish Bulk	15	<div style="width: 15%;"></div>	
077	Red Slime	L	P	M	2	1	1	1	5	4	Land	MA	Stainy Trail	7	<div style="width: 7%;"></div>		
078	Blue Slime	L	M	R	1	1	1	3	6	3	Land	5	RA	Icy Trail	12	<div style="width: 12%;"></div>	
079	Yellow Slime	L	P	M	2	1	1	1	5	3	Land	MA	Stinging Trail	7	<div style="width: 7%;"></div>		
080	Electric Slime	M	P	M	4	3	3	4	14	4	Land	MH	Static Wave	18	<div style="width: 18%;"></div>		
081	Black Slime	L	E	R	2	3	3	2	10	3	Land	5	RA	Toxic Trail	13	<div style="width: 13%;"></div>	
082	Devourer	M	E	M	6	3	3	2	14	3	Land	MJ	Feast	17	<div style="width: 17%;"></div>		
083	Brown Slime	L	P	M	1	1	2	1	5	4	Land	MA	Brown Nosing	7	<div style="width: 7%;"></div>		
084	Clay Golem	L	P	M	4	3	3	2	12	3	Land	MA	Just Mud	8	<div style="width: 8%;"></div>		
085	Stone Golem	M	P	R	5	4	4	3	16	3	Aqua	7	-3	RB	Lob	22	<div style="width: 22%;"></div>
086	Crystal Golem	M	E	R	4	5	5	3	17	4	Land	6	-1	MH	Crystal Power	25	<div style="width: 25%;"></div>
087	Diamond Golem	H	M	M	6	6	6	6	24	2	Land	MB	Hulking	Indestructable	25	<div style="width: 25%;"></div>	
088	Metal Golem	M	P	M	5	4	4	5	18	3	Land	MA	Resilient	16	<div style="width: 16%;"></div>		
089	Titanium Golem	H	P	M	7	6	5	5	23	3	Land	MA	Titan Armor	20	<div style="width: 20%;"></div>		
090	Lycanthrope	M	P	M	5	5	5	2	17	5	Land	MA	Moon Rage	16	<div style="width: 16%;"></div>		
091	Wolf	L	P	M	3	3	2	2	10	5	Land	MA	Rabies	9	<div style="width: 9%;"></div>		
092	Lizard Man	M	P	M	4	4	5	4	17	4	Land	MJ	Cold Blooded	16	<div style="width: 16%;"></div>		
093	Giant	M	P	M	6	4	4	2	16	3	Land	MD	Make Bread	18	<div style="width: 18%;"></div>		
094	Ogre	H	P	M	8	6	4	3	21	3	Land	MA	Stoopid Strong	18	<div style="width: 18%;"></div>		
095	Troll	M	P	M	5	3	4	3	15	3	Land	MC	Ignore Consequence	17	<div style="width: 17%;"></div>		
096	Abomination	H	P	M	7	4	4	5	20	3	Land	MH	Hulking	Unholy Strength	22	<div style="width: 22%;"></div>	
097	Gargantuan	H	P	M	9	5	4	3	21	3	Land	MA	Oversized	19	<div style="width: 19%;"></div>		
098	Merman	L	P	M	3	4	2	2	11	4	Aqua	MB	Flash Flood	12	<div style="width: 12%;"></div>		
099	Mermaid	L	P	R	3	3	3	2	11	4	Aqua	7	-1	RB	Tidal Shield	15	<div style="width: 15%;"></div>

Unit #	Name	Class	Unit T.	Attack M.	Strength R.					Move. T.	Range R.	Range M.	Attack A.	Special	Ability	Purch. Cost	
					Front	Left	Right	Back	Core								
100	Hawkman	L	P	M	3	2	3	3	11	5	Soar			MA	Flock	13	
101	Pup	L	P	M	1	1	1	1	4	3	Land			MA	Swarm	Cute and Cuddly	7
102	Hound	L	P	M	3	2	3	1	9	4	Land			MA	Alerted	9	
103	Hellhound	M	P	M	4	4	4	2	14	5	Land			ME	Guard	17	
104	Cerberus	H	P	M	6	5	5	3	19	6	Land			ME	Three Heads	22	
105	Werebear	H	P	M	7	5	6	3	21	3	Land			MC	Harvest Moon Rage	21	
106	Thunder Wolf	M	M	M	3	5	4	4	16	5	Land			MD	Lightning Cry	21	
107	Frost Wolf	M	P	R	4	4	3	2	13	4	Land	6	-2	RA	Blizzard	20	
108	Spirit Wolf	H	E	R	6	5	4	5	20	5	Hover	8	-1	RA	Spirits Cry	27	
109	Boar	L	P	M	3	2	2	1	8	3	Land			MA	Forager	6	
110	Razorback	M	P	M	5	3	3	5	16	4	Land			MB	Razor's Charge	18	
111	Bear	M	P	M	6	4	5	3	18	3	Land			MD	Climb Tree	16	
112	Man Bear Pig	H	P	M	7	8	6	2	23	4	Land			ME	Super Serial	26	
113	Lion	M	P	M	5	4	4	3	16	5	Land			MA	Sprint	14	
114	Chimera	M	M	M	4	6	3	4	17	4	Land			MJ	Chimaeric Reaction	18	
115	Egg	L	P	M	1	1	1	1	4	1	Land			MA	Hatch	5	
116	Baby Dragon	L	P	M	3	3	3	1	10	3	Land			MA	Whiptail	7	
117	Blue Dragon	M	M	M	3	5	4	3	15	4	Aqua			MF	Frost Breath	24	
118	Abyss Dragon	H	M	M	5	5	7	6	23	5	Aqua			MF	Glacial Breath	31	
119	Brown Dragon	M	P	M	4	4	4	3	15	4	Land			MF	Sandstorm Breath	20	
120	Fissure Dragon	H	P	M	6	6	6	4	22	4	Land			MF	Erosion Breath	27	
121	Red Dragon	M	P	R	5	4	3	3	15	6	Land	6	1	RF	Flame Breath	24	
122	Volcano Dragon	H	P	R	6	7	5	3	21	7	Land	8	2	RF	Magma Breath	32	
123	Black Dragon	M	M	R	3	4	6	3	16	4	Hover	6	1	RF	Toxic Breath	29	
124	Doom Dragon	H	M	R	4	8	6	4	22	5	Hover	7	1	RF	Nightmare Breath	36	
125	White Dragon	M	E	M	4	5	5	2	16	5	Soar			MF	Bright Breath	27	
126	Aurora Dragon	H	E	M	7	5	5	4	21	6	Soar			MF	Radiant Breath	32	
127	Snake	L	P	M	2	1	1	1	5	4	Land			MA	Swarm	8	
128	Viper	M	P	R	4	3	4	2	13	5	Land	6	-1	RA	Venom	17	
129	Anaconda	H	P	M	6	6	4	5	21	4	Land			MK	Squeeze	23	
130	Serpent	M	P	M	4	4	4	3	15	4	Aqua			MB	Slither	17	
131	Leviathan	H	P	M	7	4	5	5	21	4	Aqua			MH	Floodplains	28	
132	Gorgon	L	M	R	2	2	2	3	9	4	Land	2	-6	RI	Gorgon Gaze	21	

Unit #	Name	Class	Unit T.	Attack M.	Strength R.					Move. T.	Range R.	Range M.	Attack A.	Special	Ability	Purch. Cost		
					Front	Left	Right	Back	Core									
133	Cockatrice	M	M	M	4	4	5	4	17	4	Land			MA	Petrifying Peck	20	<div style="width: 40%;"></div> <div style="width: 60%;"></div>	
134	Griffin	M	P	M	5	4	3	2	14	5	Soar			MA	Carry	18	<div style="width: 30%;"></div> <div style="width: 70%;"></div>	
135	Octopus	M	P	M	4	4	4	4	16	4	Aqua			MH	Ink Shot	21	<div style="width: 20%;"></div> <div style="width: 80%;"></div>	
136	Kraken	H	P	M	7	5	6	4	22	3	Aqua			MH	Hulking	27	<div style="width: 70%;"></div> <div style="width: 30%;"></div>	
137	Snapping Turtle	L	P	M	3	2	2	1	8	2	Aqua			MA	Vicious Snapper	8	<div style="width: 10%;"></div> <div style="width: 90%;"></div>	
138	Turtle Island	M	P	M	4	5	5	4	18	3	Aqua			MA	Island Spring	19	<div style="width: 40%;"></div> <div style="width: 60%;"></div>	
139	Turtle Fortress	H	P	M	5	6	6	6	23	3	Aqua			MA	Hulking	20	<div style="width: 70%;"></div> <div style="width: 30%;"></div>	
140	Crocodile	M	P	M	5	3	3	2	13	4	Aqua			MA	Tail Whip	14	<div style="width: 20%;"></div> <div style="width: 80%;"></div>	
141	Ghost	L	E	R	1	1	2	2	6	3	Hover	5	-2	RA	Swarm	Haunt	12	<div style="width: 5%;"></div> <div style="width: 95%;"></div>
142	Spirit	L	E	R	2	2	1	2	7	3	Hover	5		RA	Swarm	Chill	14	<div style="width: 10%;"></div> <div style="width: 90%;"></div>
143	Spectre	M	E	R	3	4	5	3	15	4	Hover	7	-3	RE	Dispel	23	<div style="width: 30%;"></div> <div style="width: 70%;"></div>	
144	Phantom	M	E	M	4	5	4	3	16	5	Hover			MB	Counter Clause	21	<div style="width: 40%;"></div> <div style="width: 60%;"></div>	
145	Reaper	H	E	M	7	4	4	5	20	5	Hover			ME	Relentless	Soul Reap	29	<div style="width: 70%;"></div> <div style="width: 30%;"></div>
146	Host	L	E	M	1	1	1	1	4	6	Hover			MA	Curse	12	<div style="width: 60%;"></div> <div style="width: 40%;"></div>	
147	Possessed	M	E	R	3	4	3	4	14	5	Hover	6	2	RA	Possess	23	<div style="width: 20%;"></div> <div style="width: 80%;"></div>	
148	Corpse Host	L	E	M	2	3	2	1	8	3	Land			MA	Swarm	Oblivious	7	<div style="width: 10%;"></div> <div style="width: 90%;"></div>
149	Zombie	L	P	M	2	1	2	1	6	3	Land			MA	Relentless	Infect	8	<div style="width: 5%;"></div> <div style="width: 95%;"></div>
150	Fallen	L	E	M	3	2	1	2	8	4	Hover			MA	Transpose	9	<div style="width: 10%;"></div> <div style="width: 90%;"></div>	
151	Pariah	H	E	M	5	6	7	5	23	4	Hover			MC	Overwhelm	25	<div style="width: 70%;"></div> <div style="width: 30%;"></div>	
152	Diseased	M	P	M	3	5	4	4	16	4	Land			MA	Black Disease	15	<div style="width: 40%;"></div> <div style="width: 60%;"></div>	
153	Haunted	L	E	R	1	3	2	2	8	4	Hover	8	-3	RA	Swarm	Nightmare	16	<div style="width: 10%;"></div> <div style="width: 90%;"></div>
154	Banshee	L	E	R	2	1	3	2	8	5	Hover	7	-2	RA	CURSE	16	<div style="width: 10%;"></div> <div style="width: 90%;"></div>	
155	Lost Soul	L	E	M	1	1	2	2	6	4	Hover			MA	False Guide	11	<div style="width: 5%;"></div> <div style="width: 95%;"></div>	
156	Skeleton	L	P	M	2	2	2	2	8	3	Land			MA	Relentless	Grave Riser	9	<div style="width: 10%;"></div> <div style="width: 90%;"></div>
157	Plaguebearer	M	P	M	3	4	3	4	14	4	Land			MA	Plague	15	<div style="width: 30%;"></div> <div style="width: 70%;"></div>	
158	Ghoul	L	E	M	1	2	2	2	7	4	Land			MA	Ghoul Blight	10	<div style="width: 10%;"></div> <div style="width: 90%;"></div>	
159	Vampire	M	M	M	4	5	5	3	17	7	Hover			MA	Vampiric Aura	22	<div style="width: 40%;"></div> <div style="width: 60%;"></div>	
160	Dark Artist	M	M	R	3	4	5	4	16	6	Land	6		RA	Polymorph	23	<div style="width: 20%;"></div> <div style="width: 80%;"></div>	
161	Stitched Corpse	L	P	M	2	2	3	2	9	3	Land			MA	Picking up the Pieces	7	<div style="width: 10%;"></div> <div style="width: 90%;"></div>	
162	Corpse Hybrid	L	P	M	3	2	2	1	8	4	Land			MA	Downgrade	9	<div style="width: 10%;"></div> <div style="width: 90%;"></div>	
163	Invention	L	P	M	1	3	2	2	8	3	Land			MA	Micro Shine	8	<div style="width: 10%;"></div> <div style="width: 90%;"></div>	
164	Sentry	L	P	R	3	2	2	3	10	4	Land	4	1	RA	Autofire	13	<div style="width: 20%;"></div> <div style="width: 80%;"></div>	
165	Detector	L	P	M	1	2	3	2	8	4	Hover			MA	Warning Signs	11	<div style="width: 5%;"></div> <div style="width: 95%;"></div>	

Unit #	Name	Class	Unit T.	Attack M.	Strength R.					Move. R.	Move. T.	Range R.	Range M.	Attack A.	Special	Ability	Purch. Cost
					Front	Left	Right	Back	Core								
166	Probe	L	P	R	2	2	2	3	9	5	Soar	5	2	RA	Learn	17	<div style="width: 15%;"></div> <div style="width: 35%; background-color: #d9e1f2;"></div>
167	Metal Horse	M	P	M	3	4	5	5	17	6	Land		MB	Ride	17	<div style="width: 25%;"></div> <div style="width: 25%; background-color: #d9e1f2;"></div>	
168	Rolling Thunder	H	P	M	5	7	5	5	22	7	Land		MK	Ride the Lightning	26	<div style="width: 30%;"></div> <div style="width: 20%; background-color: #d9e1f2;"></div>	
169	A.I.	M	M	R	2	5	5	5	17	4	Land	6	-1	RA	Ctrl Alt Del	20	<div style="width: 20%;"></div> <div style="width: 20%; background-color: #d9e1f2;"></div>
170	Crude Bot	L	P	M	2	2	3	3	10	4	Land		MA	Oil Spurt	9	<div style="width: 10%;"></div> <div style="width: 15%; background-color: #d9e1f2;"></div>	
171	Machine Host	L	E	M	2	3	2	3	10	4	Land		MA	Alter	12	<div style="width: 5%;"></div> <div style="width: 10%; background-color: #d9e1f2;"></div>	
172	Grotesque	M	P	M	5	4	2	3	14	5	Land		MA	Circumvent	12	<div style="width: 15%;"></div> <div style="width: 15%; background-color: #d9e1f2;"></div>	
173	Mech Man	L	P	M	3	4	2	3	12	4	Land		MA	Repair	9	<div style="width: 10%;"></div> <div style="width: 10%; background-color: #d9e1f2;"></div>	
174	Mech Knight	M	P	R	5	5	4	4	18	5	Land	8	-2	RB	Random Cannon	22	<div style="width: 20%;"></div> <div style="width: 20%; background-color: #d9e1f2;"></div>
175	Mech Giant	H	P	M	8	4	6	6	24	4	Land		MB	Pulverize	23	<div style="width: 30%;"></div> <div style="width: 20%; background-color: #d9e1f2;"></div>	
176	Spider	L	P	M	1	1	1	2	5	4	Hover		MA	Swarm	Bite	10	<div style="width: 5%;"></div> <div style="width: 15%; background-color: #d9e1f2;"></div>
177	Venom Spider	L	P	R	3	1	2	1	7	5	Hover	5	1	RA	Venom Web	15	<div style="width: 5%;"></div> <div style="width: 10%; background-color: #d9e1f2;"></div>
178	Acid Spider	M	P	R	4	3	3	3	13	5	Hover	6	1	RD	Acid Web	25	<div style="width: 15%;"></div> <div style="width: 15%; background-color: #d9e1f2;"></div>
179	Giant Spider	M	P	M	5	4	5	3	17	4	Land		ME	EEK!	21	<div style="width: 15%;"></div> <div style="width: 10%; background-color: #d9e1f2;"></div>	
180	Spider Queen	H	M	M	5	5	5	7	22	5	Land		ME	Dissolve Composure	27	<div style="width: 25%;"></div> <div style="width: 20%; background-color: #d9e1f2;"></div>	
181	Wolf Spider	L	P	M	2	2	1	2	7	6	Hover		MA	Swarm	Spider Pack	11	<div style="width: 5%;"></div> <div style="width: 10%; background-color: #d9e1f2;"></div>
182	Web Spider	L	M	R	2	1	3	2	8	4	Hover	7	2	RA	Web	17	<div style="width: 5%;"></div> <div style="width: 15%; background-color: #d9e1f2;"></div>
183	Mantis	L	P	M	1	2	1	2	6	4	Land		MA	Swarm	Teamwork?	8	<div style="width: 5%;"></div> <div style="width: 5%; background-color: #d9e1f2;"></div>
184	Acid Mantis	M	P	R	3	4	3	5	15	4	Land	6		RB	Acid Shock	19	<div style="width: 15%;"></div> <div style="width: 15%; background-color: #d9e1f2;"></div>
185	Ravenous Mantis	M	P	M	4	3	3	6	16	5	Land		MA	Partners?	16	<div style="width: 15%;"></div> <div style="width: 10%; background-color: #d9e1f2;"></div>	
186	Beetle	L	P	M	2	4	3	2	11	4	Land		MA	Swarm	Loss of Kin	10	<div style="width: 10%;"></div> <div style="width: 10%; background-color: #d9e1f2;"></div>
187	Dung Beetle	M	P	M	2	4	5	4	15	3	Land		MA	Dungball	13	<div style="width: 15%;"></div> <div style="width: 10%; background-color: #d9e1f2;"></div>	
188	Iron Beetle	M	M	M	4	5	5	4	18	4	Land		MA	Carapace	17	<div style="width: 15%;"></div> <div style="width: 10%; background-color: #d9e1f2;"></div>	
189	Fly	L	P	M	1	1	1	1	4	5	Soar		MA	Swarm	Swarm Call	12	
190	Dragonfly	M	P	M	2	4	5	4	15	6	Soar		MF	Incineration	23	<div style="width: 15%;"></div> <div style="width: 15%; background-color: #d9e1f2;"></div>	
191	Lightning Bug	L	M	M	2	3	3	3	11	8	Soar		MA	Swarm	Bug Zapper	18	<div style="width: 10%;"></div> <div style="width: 10%; background-color: #d9e1f2;"></div>
192	Fire Fly	L	M	R	1	2	2	3	8	7	Soar	7	1	RC	Fire Flight	23	<div style="width: 5%;"></div> <div style="width: 15%; background-color: #d9e1f2;"></div>
193	Dragon Tamer	L	P	M	3	2	2	1	8	4	Land		MA	Dragon Might	9	<div style="width: 5%;"></div> <div style="width: 5%; background-color: #d9e1f2;"></div>	
194	Dragon Master	M	P	M	5	4	4	2	15	5	Land		MB	Dragon Flight	18	<div style="width: 15%;"></div> <div style="width: 10%; background-color: #d9e1f2;"></div>	
195	Dragoon	H	P	M	7	5	6	5	23	5	Land		MC	Dragon Rage	24	<div style="width: 25%;"></div> <div style="width: 20%; background-color: #d9e1f2;"></div>	
196	Medic	L	P	M	1	3	2	3	9	4	Land		MA	Bandages	7	<div style="width: 10%;"></div> <div style="width: 10%; background-color: #d9e1f2;"></div>	
197	Witch	L	M	R	2	1	3	2	8	4	Land	6	1	RA	Hex	15	<div style="width: 5%;"></div> <div style="width: 5%; background-color: #d9e1f2;"></div>
198	Witch Doctor	M	M	R	2	5	3	4	14	5	Land	7		RA	Weird Cloud Bomb	22	<div style="width: 15%;"></div> <div style="width: 15%; background-color: #d9e1f2;"></div>

Unit #	Name	Class	Unit T.	Attack M.	Strength R.					Move. T.	Range R.	Range M.	Attack A.	Special	Ability	Purch. Cost
					Front	Left	Right	Back	Core							
199	Voodoo Priest	H	M	R	3	5	7	5	20	5	Hover	8	-1	RB	Voodoo Doll	32
200	Shaman	L	M	R	2	2	3	3	10	5	Hover	6	1	RA	Chant	19
201	Druid	M	M	M	4	4	4	4	16	6	Land			MA	Nature Shape	18
202	Bishop	M	P	R	3	3	3	5	14	4	Land	6	2	RA	Holy Guidance	19



ABILITY LIST

The following pages contain a list of the various Abilities Units within the world of Tactics David may have. Use the following text to help read the list.

#: Indicates the index number of the Ability. This number also matches the index number of the Unit's Unit Number.

Name: The Name of the Ability

Occurs:

A: Indicates After

B: Indicates Before

D: Indicates During

R: Indicates Replaces

All: Indicates Always

Instructions: Indicates what the Player is to do in order to perform that Unit's Ability.



#	Name	Occurs	Instructions
001	Cry For Help	B: Defend Pro.	If 1 D6 Roll is greater than or equal to 3 this Unit gains +1 to all Strength Ratings during its Defend, and resulting Duel Procedure.
002	Vigor	D: Attack, Defend, Duel Pro.	If the opposing Unit has a greater Base Strength Rating than this Unit, this Unit gains +1 to all Strength Ratings this Procedure.
003	Holy Might	All (Not with Dead Status)	This Unit and Allied Units within 2 Grid Spaces gain +1 to their Base Front Strength Rating during their Attack Procedure.
004	Divine Justice	A: Acquiring Dead Status	If the sum of 2 D6 is greater than or equal to 6 the Unit causing this Unit to receive the Dead Status also acquires the Dead Status upon that Unit's Disengagement.
005	Deus Ex Machina	A: Acquiring Dead Status	If the sum of 2 D6 is greater than or equal to 8 this Unit discards the Dead Status.
006	Maneuver	A: Charge Pro.	This Unit may perform another Facing Procedure before ending their Movement Phase.
007	Blood Frenzy	D: Duel Pro.	This Unit gains an extra D3 when performing a Duel Procedure.
008	Blood Sacrifice	R: Attack Pro.	The Player may force an Allied Light Unit within 6 Grid Spaces to acquire the Dead Status and force an Enemy Light Unit within this Unit's Range Area in Line of Sight to acquire the Dead Status.
009	Summon	R: Attack Pro.	The Player may move any Light or Medium Unit within 7 Grid Spaces of this Unit who is not in Combat Lock, does not have the Dead Status and has not yet been Engaged this Turn into this Unit's Range Area in Line of Sight. The Unit being moved may not be placed in Direct or Diagonal Grid Space contact with an Enemy Unit and counts as having moved that Turn. If the Unit being moved is Ethereal it acquires the Summoned Status.
010	Deathly Miasma	All (Not with Dead Status)	Any Enemy Unit in Direct Grid Space Contact with this Unit at the End of either Player's Turn acquires the Fearful Status.
011	Bone Snap	A: Attack Pro.	Any Unit who does not acquire the Dead Status as a result of this Unit's Attack Procedure acquires the Crippled Status if applicable.
012	Blob Wall	D: Defend Pro.	The Unit Type of this Unit always matches the Attack Type of the Attacking Unit. This Unit also acquires an extra D3 during its Defend Procedure.
013	Battle Cry	B: Attack Pro.	If 1 D6 Roll is greater than or equal to 3 this Unit gains +1 to its Base Strength Ratings until Disengaged.
014	Ninjacute	D: Attack Pro.	If this Unit Attacks a "Ninja" Unit, this Unit gains an extra D3 in their Attack Procedure.
015	Vikingcide	D: Attack Pro.	If this Unit Attacks a "Viking" Unit, this Unit gains an extra D3 in their Attack Procedure.
016	On The Run	B: Escape Pro.	If 1 D6 Roll is greater than or equal to 2 this Unit automatically wins the next Escape Procedure.
017	Skewer	D: Attack Pro.	If this Unit forces a Unit to acquire the Dead Status then any other Unit within this Unit's Attack Area also acquires the Dead Status. If this Unit's Attack Area is modified in any way this Ability will not work.
018	Unwavering	All (Not with Dead Status)	This Unit may never acquire the Fearful Status. Allied Units within 3 Grid Spaces of This Unit may Roll 1 D6 when acquiring the Fearful Status. If the Roll is greater than or equal to 3 the Unit does not acquire the Fearful Status.
019	Sure Strike	D: Attack, Duel Pro.	This Unit gains an extra D6 and discards their lowest D6.
020	Parry	D: Duel Pro.	This Unit automatically wins any Duel Procedure when they are the Defending Unit.
021	Duel Striker	D: Duel Pro.	This Unit gains an extra D6 when performing a Duel Procedure when they are the Attacking Unit.
022	Duel Defender	D: Duel Pro.	This Unit gains an extra D6 when performing a Duel Procedure when they are the Defending Unit.
023	Reinforce	B: Defend Pro.	This Unit gains +1 to its Base Strength Ratings during its next Defend, and resulting Duel Procedure.
024	Fortify	B: Defend Pro.	This Unit gains D3 to its Base Strength Ratings during its next Defend, and resulting Duel Procedure.
025	Steamroller	B: Attack Pro.	If this Unit has performed a Charge Procedure this Turn it gains 1 D6 to its Base Strength Ratings until Disengaged.
026	Hit The Wall	B: Defend Pro.	This Unit gains D6 to its Base Strength Ratings during its next Defend, and resulting Duel Procedure.
027	Beast Friend	All (Not with Dead Status)	Allied Units within 3 Grid Spaces of this Unit who are of the Pup Root gain +1 to their Base Strength Ratings. This Ability is not accumulative with other Units who possess it.
028	Beast Whisperer	All (Not with Dead Status)	Allied Units within 3 Grid Spaces of this Unit who are of the Pup Root may perform an Attack and any resulting Duel Procedure twice in their Combat Phase. This Ability is not accumulative with other Units who possess it.
029	Trapped!	All (Not with Dead Status)	Units with the Melee Attack Type who Attack this Unit acquire the Paralyzed Status.

#	Name	Occurs	Instructions
030	Gone Wild	A: Attack Pro.	If this Unit causes an enemy Unit to acquire the Dead Status this Unit acquires the Enraged, Pumped, and Haste Status.
031	Hired Hit	All (Not with Dead Status)	At the beginning of the Player's first Turn they must declare a Root. This Unit gains +3 to its Strength Ratings when performing an Attack Procedure against a Unit of that Root.
032	Assassinate	D: Attack Pro.	If this Unit Attacks a Physical Unit this Unit will have an Ethereal Attack Type. If this Unit Attacks an Ethereal Unit this Unit will have a Magical Attack Type. If this Unit Attacks a Magical Unit this unit will have a Physical Attack Type.
033	Target Practice	A: Ranged Hit Pro.	If this Unit misses in their Ranged Hit Procedure they may retry and perform the Ranged Hit Procedure again.
034	Beast Slayer	D: Attack, Defend, Duel Pro.	Enemy Units of the Pup Root -1 to their Base Strength Ratings when Defending or Attacking against this Unit.
035	Headshot	D: Ranged Hit Pro.	If the sum of the dice rolled (no modifiers) is greater than or equal to 10 the targeted Unit acquires the Dead Status.
036	Piratecide	D: Attack Pro.	If this Unit Attacks a "Pirate" Unit, this Unit gains an extra D3 in their Attack Procedure.
037	Sword Dance	B: Defend Pro.	This Unit may perform a Facing Procedure if being Attacked by a Melee attack.
038	Steal	D: Combat Pha.	This Unit may perform a Loot Procedure on any Unit, and successfully loots the Unit on a D6 roll greater than or equal to 2.
039	Tricked	R: Attack Pro.	This Unit may target an Enemy Unit within it's Range Area in Line of Sight. The targeted Unit must rotate clockwise a number of times equal to 1 D4 roll.
040	Manipulation	D: Combat Pha.	This Unit may target an Enemy Unit who is in Direct Grid Space contact with this Unit. If 1 D6 Roll is greater than or equal to 3 the targeted Unit acquires the Silenced Status.
041	Mind's Eye	D: Combat Pha.	This Unit may target an enemy Unit within it's Range Area. If 1 D6 Roll is greater than or equal to 5 the targeted Unit acquires the Blinded Status.
042	Enchanting	R: Attack Pro.	This Unit may target a Unit within 5 Grid Spaces. If 1 D6 Roll is greater than or equal to 4 the Unit acquires the Enchanted Status.
043	Fit of Laughter	D: Combat Pha.	Enemy Units within this Unit's Range Area in Line of Sight must Roll 1 D6. If the result is greater than or equal to 5 the Enemy Unit acquires the Crippled Status. Roll Separately for each Enemy Unit.
044	Pierce	D: Attack Pro.	If this Unit forces a Unit to acquire the Dead Status then any Unit behind that Unit must also perform a Defend Procedure against another Attack Procedure. This effect only occurs once.
045	Perfect Shot	D: Ranged Hit Pro.	This Unit gains 1 D3.
046	Reckless	All	This Unit may perform an Attack Procedure in the Combat Phase even if having moved in the Movement Phase.
047	Exit Wound	A: Attack Pro.	If this Unit did not force an Enemy Unit to acquire the Dead Status the targeted Unit instead acquires the Poisoned Status.
048	Study	A: Unit Engagement	If this Unit does not have the Dead Status or Petrified Status the Player may look at the top two cards of the Item Deck and rearrange them however they want.
049	Supervised	B: Attack Pro.	If 1 D6 Roll is less than or equal to the number of Allied Units within 3 Grid Spaces of this, this Unit gains +1 to its Base Strength Ratings until Disengaged.
050	Preservatives	R: Attack Pro.	This Unit may target a Unit within it's Range Area in Line of Sight. If 1 D6 Roll is greater than or equal to 4 the targeted Unit acquires the Frozen Status.
051	Soothe	D: Combat Pha.	This Unit may target a Unit within it's Range Area in Line of Sight. If 1 D6 Roll is greater than or equal to 3 the targeted Unit may ignore the affect of any or all Status's they may have during this Player's Turn.
052	Black Magic	R: Attack Pro.	This Unit may target up to 2 Units within it's Range Area in Line of Sight. If 1 D6 Roll is equal to 6 the targeted Unit acquires the Confused Status. If the Roll is equal to 4 or 5 the targeted Unit acquires the Poisoned Status.
053	Raise Dead	R: Attack Pro.	This Unit may target a Unit within it's Range Area which has the Dead status. If 1 D6 Roll is equal to or greater than 4 the targeted Unit is replaced with a "Zombie" Unit facing the same direction under this Player's control. The "Zombie" Unit may not be Engaged the same Turn this Ability is used.
054	Summoning Spell	R: Attack Pro.	This Unit may target each Unit within it's Range Area. If 1 D6 Roll is greater than or equal to 4 the targeted Unit acquires the Summoned Status.
055	Natural Fury	R: Attack Pro.	This Unit may target up to 2 Units within it's Range Area in Line of Sight. If 1 D6 Roll is equal to 6 the targeted Unit acquires the Frozen Status. If the Roll is equal to 4 or 5 the targeted Unit acquires the Burned Status.

#	Name	Occurs	Instructions
056	Bio Re-Engineering	R: Attack Pro.	This Unit may target up to 2 Units within its Range Area. If 1 D6 Roll is greater than or equal to 4 the targeted Unit acquires the Haste Status.
057	Work Belt	All	This Unit may hold up to 2 of each Type of Item at any given time.
058	Inventory Invention	All (Not with Dead Status)	If this Unit has not acquired the Dead Status or is not in Combat Lock then at the end of this Player's Turn they may perform the Item Acquisition as though having killed 3 Units this Turn.
059	Outsmart	B: Defend Pro.	If 1 D6 Roll is greater than or equal to 4 this Unit automatically wins its next Defend Procedure with no possibility of a Duel Procedure and is not considered to be in Combat Lock.
060	Synchronize	All (Not with Dead Status)	Allied Units within 2 Grid Spaces of this Unit upon their Unit Engagement gain +1 to their Movement Rating for this Turn. This Ability is not accumulative with other Units who posses it.
061	Research	All (Not with Dead Status)	A Unit upon their Unit Engagement in Direct Grid Space Contact with this Unit may discard their Petrified or Frozen Status. This Unit may not be Petrified or Frozen.
062	Doing Science	All (Not with Dead Status)	Units within 3 Grid Spaces of this Unit upon their Unit Engagement may either, a) Gain +1 to their Movement Rating until Disengaged; or b) Gain +1 to their Base Strength Ratings until Disengaged. This Unit may take the affect of its own ability.
063	Alchemy	R: Attack Pro.	This Unit may swap an equipped Item for one of the same Type in the Item Deck. The Item Deck is then shuffled.
064	Chemistry	D: Combat Pha.	This Unit may take an Item from the Item Deck which is of the Expendable Item Type. The Item Deck is then shuffled.
065	Rectify	R: Attack Pro.	This Unit may target a Unit within its Range Area in Line of Sight. If 1 D6 Roll is greater than or equal to 3 the targeted Unit must discard Status Cards of the Player's choice, except the Dead or Petrified Status.
066	Recover	R: Attack Pro.	This Unit may target a Unit within its Range Area in Line of Sight. If 1 D6 Roll is greater than or equal to 4 the targeted Unit may discard the Dead Status. If the Roll is equal to 5 or 6 the Unit may discard the Petrified Status.
067	Phase Shift	B: Defend Pro.	If 1 D6 Roll is greater than or equal to 4 this Unit may move to any side of the Attacking Unit and face that Unit.
068	Force Field	All (Not with Dead Status)	Units within 2 Grid Spaces of this Unit gain +1 to their Strength Ratings during their Defend and Duel Procedure.
069	Slip	B: Defend Pro.	If this Unit is attacked by a Unit in Direct Grid Space contact Roll 1 D6. If the Roll is greater than or equal to 4 this Unit may move directly behind the Attacking Unit and face that Unit.
070	Mucous Trail	D: Movement, Charge Pro.	Every Grid Space this Unit passes over gets a marker placed on it. These markers remain on those Grid Spaces until the next time this Unit is Engaged. Any Unit moving past a Grid Space with this marker must immediately end their Movement Phase. This does not affect Units with the Soar or Hover Movement Type.
071	Growth	All (Not with Dead Status)	This Unit gains Strength to their Base Strength Ratings equal to the number of Units within 2 Grid Spaces of this Unit, excluding this Unit.
072	Host	R: Attack Pro.	If 1 D6 Roll is greater than or equal to 4 Stack this Unit under an Enemy Unit in Direct Grid Space contact. The newly Stacked Unit is under this Player's Control, has its Base Strength Ratings halved, and does not acquire any Stacking bonuses.
073	Manuever	D: Charge Pro.	This Unit is not restricted to moving in a straight line in its Charge Procedure and may perform a second Facing Procedure during this Movement Phase.
074	Sprite Spirit	R: Attack Pro.	This Unit may target a Unit within its Range Area. That Unit acquires the Summoned Status.
075	Fairy Flame	R: Attack Pro.	This Unit may target a Unit within its Range Area. That Unit acquires the Enchanted Status.
076	Impish Bulk	R: Attack Pro.	This Unit may target a Unit within its Range Area. That Unit acquires the Pumped Status.
077	Stainy Trail	D: Movement, Charge Pro.	Every Grid Space this Unit passes over gets a marker placed on it. These markers remain on those Grid Spaces until the next time this Unit is Engaged. Any Unit moving past a Grid Space with this marker acquires the Blinded Status at the end of their Movement or Charge Procedure. This does not affect Units with the Soar or Hover Movement Type.
078	Icy Trail	D: Movement, Charge Pro.	Every Grid Space this Unit passes over gets a marker placed on it. These markers remain on those Grid Spaces until the next time this Unit is Engaged. Any Unit moving past a Grid Space with this marker acquires the Frozen Status at the end of their Movement or Charge Procedure. This does not affect Units with the Soar or Hover Movement Type.

#	Name	Occurs	Instructions
079	Stinging Trail	D: Movement, Charge Pro.	Every Grid Space this Unit passes over gets a marker placed on it. These markers remain on those Grid Spaces until the next time this Unit is Engaged. Any Unit moving past a Grid Space with this marker acquires the Paralyzed Status at the end of their Movement or Charge Procedure. This does not affect Units with the Soar or Hover Movement Type.
080	Static Wave	All	Any Units in Direct Grid Space Contact with this Unit at the End of either Player's Turn acquires the Paralyzed Status if 1 D6 Roll is less than or equal to 2. Roll separately for each Unit.
081	Toxic Trail	D: Movement, Charge Pro.	Every Grid Space this Unit passes over gets a marker placed on it. These markers remain on those Grid Spaces until the next time this Unit is Engaged. Any Unit moving past a Grid Space with this marker acquires the Poisoned Status at the end of their Movement or Charge Procedure. This does not affect Units with the Soar or Hover Movement Type.
082	Feast	B: Combat Lock	If 2 D6 Roll is greater than or equal to 7 the Enemy Unit is removed from the game.
083	Brown Nosing	All (Not with Dead Status)	An Allied Unit in Direct Grid Space Contact with this Unit's Front Facing gain +2 to their Base Strength Ratings.
084	Just Mud	All	This Unit may never acquire the Dead Status as a result of an Attack from a Unit Locked in Combat with it. Units Locked in Combat with this Unit performing an Escape Procedure have half their Base Strength Ratings.
085	Lob	D: Combat Pha. (Facing)	This Unit may target a Unit within its Range Area in Line of Sight. Send one Item Equipped to this Unit to the bottom of the Item Deck. If the Item is an Expendable Type the targeted Unit acquires the Paralyzed Status. If the Item is an Accessory Type the targeted Unit acquires the Confused Status. If the Item is a Weapon Type the target Unit acquires the Dead Status.
086	Crystal Power	D: Combat Pha.	This Unit may target a Unit within 5 Grid Spaces who has acquired a Status. This Player chooses one Status to discard from that Unit. Target another Unit within this Unit's Range Area in Line of Sight and that Unit acquires the Status which was discarded from the other Unit.
087	Indestructable	All	This Unit may not acquire the Dead Status as a result of a Physical Attack.
088	Resilient	All (Not with Dead Status)	This Unit may not acquire a Status except for the Dead Status.
089	Titan Armor	D: Defend Pro.	This Unit gains an extra D6 in its Defend Procedure and the resulting Duel Procedure.
090	Moon Rage	A: Unit Engagement	If 1 D6 Roll is greater than or equal to 5 this Unit acquires the Enraged Status. If the Roll is greater than or equal to 4 this Unit gains +1 to its Base Movement Rating until Disengaged. If the Roll is less than or equal to 2 this Unit discards the Enraged Status.
091	Rabies	A: Attack, Defend Pro.	Enemy Units acquire the Poisoned Status.
092	Cold Blooded	B: Movement, Charge Pro.	If 1 D6 Roll is greater than or equal to 3 this Unit gains +2 to its Base Movement Rating until Disengaged, otherwise this Unit subtracts 1 from its Base Movement Rating until Disengaged.
093	Make Bread	R: Attack Pro.	If 1 D6 Roll is greater than or equal to 3 each Unit within this Unit's Attack Area acquires the Crippled Status. If a Unit acquires the Crippled Status as a result of this Ability this Unit may Equip "Giant's Bread."
094	Stoupid Strong	D: Attack Pro.	This Unit gains an extra D6 in its Attack Procedure and the resulting Duel Procedure if the Defending Unit has a Back Strength Rating greater than this Unit's Back Strength Rating.
095	Ignore Consequence	B: Attack Pro.	If 2 D6 Roll is greater than or equal to 10 the next Defending Unit acquires the Dead Status. If the Roll is between or equal to 6 and 9 the next Defending Unit acquires the Paralyzed Status. If the Roll is equal to 4 or 5 this Unit acquires the Paralyzed Status. If the Roll is less than or equal to 3 this Unit acquires the Dead Status.
096	Unholy Strength	B: Attack, Defend Pro.	This Unit gains +1 Strength to its Base Strength Ratings until Disengaged for each Enemy Unit within its Attack Area.
097	Oversized	All (Not with Dead Status)	Enemy Unit's may not Attack this Unit while in Direct Grid Space contact with this Unit.
098	Flash Flood	All (Not with Dead Status)	Allied Units within 2 Grid Spaces of this Unit upon Unit Engagement gain +1 to their Movement Rating until Disengaged.
099	Tidal Shield	All (Not with Dead Status)	This Unit and Units within 2 Grid Spaces who have the Aqua Movement Type gain +1 to their Base Strength Ratings during their Defend, and resulting Duel Procedure.
100	Flock	All (Not with Dead Status)	Units within 2 Grid Spaces of this Unit who have the Soar Movement Type gain +1 to their Base Strength Ratings during their Defend, and resulting Duel Procedure.
101	Cute and Cuddly	B: Defend Pro.	If 2 D6 Roll is greater than or equal to 8 the Enemy Unit about to Attack this Unit may not Attack this Unit.

#	Name	Occurs	Instructions
102	Alerted	All (Not with Dead Status)	Enemy Units within 4 Grid Spaces of this Unit may be targeted by Ranged Attacks from Allied Units regardless of their Range Rating.
103	Guard	All (Not with Dead Status)	Allied Units within 2 Grid Spaces of this Unit who would otherwise acquire the Dead Status may instead have this Unit acquire either the Paralyzed or Frozen Status. If this Unit can not acquire either Status this Ability may not be used.
104	Three Heads	D: Attack, Defend, Pro.	This Unit may Roll 3 D6 and discard 2 of the 3 D6.
105	Harvest Moon Rage	A: Unit Engagement	If 1 D6 Roll is greater than or equal to 5 this Unit acquires the Enraged Status. If the Roll is greater than or equal to 4 this Unit gains +2 to its Base Strength Ratings until Disengaged. If the Roll is less than or equal to 2 this Unit discards the Enraged Status.
106	Lightning Cry	R: Attack Pro.	Units within an Attack Area MF acquire the Paralyzed Status if 1 D6 Roll is greater than or equal to 4. Roll separately for each Unit.
107	Blizzard	All (Not with Dead Status)	Enemy Units within 3 Grid Spaces of this Unit acquire the Frozen Status if 1 D6 Roll is greater than or equal to 5. Roll separately for each Unit.
108	Spirits Cry	All (Not with Dead Status)	Units within 3 Grid Spaces of this Unit acquire the Summoned Status if 1 D6 Roll is greater than or equal to 3. Roll separately for each Unit.
109	Forager	All (Not with Dead Status)	This Unit is not affected by Forest Terrain Type Grid Spaces and gains +1 to its Movement Rating when occupying a Forest Terrain Type Grid Space on Unit Engagement.
110	Razor's Charge	B: Attack Pro.	If this Unit performed a Charge Procedure this Turn then after declaring an Attack on an Enemy Unit if 1 D6 Roll is greater than or equal to 4 that Unit acquires the Dead Status.
111	Climb Tree	All (Not with Dead Status)	While this Unit occupies a Forest Terrain Type Grid Space it may not be Attacked by a Physical Melee Unit.
112	Super Serial	All (Not with Dead Status)	This Unit permanently has the Feared Status and Units within 2 Grid Spaces of this Unit acquire the Enraged Status.
113	Sprint	A: Unit Engagement	This Unit gains +1 to its Base Movement Rating until Disengaged when occupying a Field Terrain Type Grid Space.
114	Chimaeric Reaction	B: Defend Pro.	If 1 D6 Roll is equal to 5 or 6 this Unit becomes a Physical Unit Type. If the Roll is equal to 3 or 4 this Unit becomes a Magical Unit Type. If the Roll is equal to 1 or 2 this Unit becomes an Ethereal Unit Type.
115	Hatch	A: Unit Engagement	This Unit starts the game with 2 Counters. Each time this Unit is Disengaged remove one Counter. When a Counter can no longer be removed from this Unit replace it with a Baby Dragon and it acquires the Pumped and Haste Status.
116	Whiptail	B: Defend Pro.	If this Unit is Attacked on its Back Strength Rating from a Unit in Direct Grid Space contact with this Unit Roll 1 D6. If 1 D6 Roll is greater than or equal to 5 the Attacking Unit acquires the Dead Status.
117	Frost Breath	R: Attack Pro.	This Unit may perform an Attack Procedure with a Base Strength Rating of 1 and may not enter the Duel Procedure as a result of this Attack. After the Attack Procedure if 1 D6 Roll is greater than or equal to 4 Units Attacked acquire the Frozen Status. Roll separately for each Unit.
118	Glacial Breath	R: Attack Pro.	This Unit may perform an Attack Procedure with a Base Strength Rating of 2 and may not enter the Duel Procedure as a result of this Attack. After the Attack Procedure if 1 D6 Roll is greater than or equal to 4 Units Attacked acquire the Frozen and Silenced Status. Roll separately for each Unit.
119	Sandstorm Breath	R: Attack Pro.	This Unit may perform an Attack Procedure with a Base Strength Rating of 1 and may not enter the Duel Procedure as a result of this Attack. After the Attack Procedure if 1 D6 Roll is greater than or equal to 4 Units Attacked acquire the Blinded Status. Roll separately for each Unit.
120	Erosion Breath	R: Attack Pro.	This Unit may perform an Attack Procedure with a Base Strength Rating of 2 and may not enter the Duel Procedure as a result of this Attack. After the Attack Procedure if 1 D6 Roll is greater than or equal to 4 Units Attacked acquire the Blinded and Crippled Status. Roll separately for each Unit.
121	Flame Breath	R: Attack Pro.	This Unit may perform an Attack Procedure with a Base Strength Rating of 1 and may not enter the Duel Procedure as a result of this Attack. After the Attack Procedure if 1 D6 Roll is greater than or equal to 4 Units Attacked acquire the Burned Status. Roll separately for each Unit.
122	Magma Breath	R: Attack Pro.	This Unit may perform an Attack Procedure with a Base Strength Rating of 2 and may not enter the Duel Procedure as a result of this Attack. After the Attack Procedure if 1 D6 Roll is greater than or equal to 4 Units Attacked acquire the Burned and Banished Status. Roll separately for each Unit.

#	Name	Occurs	Instructions
123	Toxic Breath	R: Attack Pro.	This Unit may perform an Attack Procedure with a Base Strength Rating of 1 and may not enter the Duel Procedure as a result of this Attack. After the Attack Procedure if 1 D6 Roll is greater than or equal to 4 Units Attacked acquire the Poisoned Status. Roll separately for each Unit.
124	Nightmare Breath	R: Attack Pro.	This Unit may perform an Attack Procedure with a Base Strength Rating of 2 and may not enter the Duel Procedure as a result of this Attack. After the Attack Procedure if 1 D6 Roll is greater than or equal to 4 Units Attacked acquire the Fearful Status. Roll separately for each Unit.
125	Bright Breath	R: Attack Pro.	This Unit may perform an Attack Procedure with a Base Strength Rating of 1 and may not enter the Duel Procedure as a result of this Attack. After the Attack Procedure if 1 D6 Roll is greater than or equal to 4 Units Attacked acquire the Confused Status. Roll separately for each Unit.
126	Radiant Breath	R: Attack Pro.	This Unit may perform an Attack Procedure with a Base Strength Rating of 2 and may not enter the Duel Procedure as a result of this Attack. After the Attack Procedure if 1 D6 Roll is greater than or equal to 5 Units Attacked acquire the Petrified Status. Roll separately for each Unit.
127	Shed	D: Escape Pro.	This Unit automatically wins its Escape Procedure and may, once moving to another Grid Space, leave a Marker where it had been. The Enemy Unit is still considered to be in Combat Lock with this Marker. The Marker is removed if it is Attacked. A Unit performing an Escape Procedure while in Combat Lock with this Marker automatically wins.
128	Venom	R: Attack Pro.	This Unit may target a Unit within its Range Area in Line of Sight. If 1 D6 is greater than or equal to 3 the targeted Unit acquires the Poisoned Status.
129	Squeeze	All (Not with Dead Status)	Enemy Units in Direct Grid Space contact with this Unit replace their Defend and Duel Procedure D6 Rolls with D3 Rolls. This does not replace any Dice the Unit gains from other Abilities.
130	Slither	D: Charge Pro.	This Unit may perform a Charge Procedure through Water Terrain Type Grid Spaces and onto other Terrain Type Grid Spaces.
131	Floodplains	All (Not with Dead Status)	This Unit counts as occupying a Water Terrain Type Grid Space. Actual Water Terrain Type Grid Spaces this Unit occupies and those connected to it force Terrain Type Grid Spaces in Direct and Diagonal Grid Space Contact to become Water Terrain Type.
132	Gorgon Gaze	R: Attack Pro.	If 1 D6 Roll is greater than or equal to 5, Units in this Units Attack Area acquire the Petrified Status. Roll separately each Unit.
133	Petrifying Peck	D: Attack Pro.	If this Unit Rolls a 5 or 6 the Enemy Unit acquires the Petrified Status after this Unit's Combat Phase.
134	Carry	All (Not with Dead Status)	Units in a Unit Team with this Unit acquire the Soar Movement Type as long as they remain in a Unit Team with this Unit.
135	Ink Shot	D: Escape Pro.	This Unit automatically wins its Escape Procedure and Enemy Units in Direct Grid Space contact with this Unit acquire the Blinded Status.
136	Grapple Tentacle	D: Combat Pha.	During this Unit's Combat Phase Units within 3 Grid Spaces of this Unit must move into Direct and Diagonal Grid Space contact with this Unit on the closest side of this Unit. Units keep their facing. Units may be removed from Combat Lock. All Units within 3 Grid Spaces must be affected up to a maximum of 8 Units in any order this Player chooses.
137	Vicious Snapper	A: Unit Engagement	If this Unit does not occupy a Water Terrain Type Grid Space it acquires the Haste and Pumped Status. If this unit does occupy a Water Terrain Type Grid Space it must discard the Haste and Pumped Status.
138	Island Spring	D: Combat Pha.	This Unit may target a Unit within 3 Grid Spaces. The targeted Unit discards all Status Cards except for the Dead Status.
139	Impenetrable	All (Not with Dead Status)	This Unit and Allied Units within 2 Grid Spaces of this Unit may negate any Ranged Attack if 1 D6 Roll is greater than or equal to 3.
140	Tail Whip	B: Defend Pro.	If 1 D6 Roll is greater than or equal to 4 this Unit gains +1 to its Base Strength Rating on its Left, Right, and Back Strength Ratings during its next Defend, and resulting Duel Procedure.
141	Haunt	A: Acquiring Dead Status	The Unit causing this Unit to acquire the Dead Status acquires the Fearful Status if 1 D6 Roll is greater than or equal to 4.
142	Chill	A: Unit Engagement	Units not of the Ethereal Unit Type within 3 Grid Spaces of this Unit acquire the Frozen Status if 1 D6 Roll is greater than or equal to 5. Roll separately for each Unit.
143	Dispel	D: Combat Pha.	This Unit may target a Unit within its Range Area. If 1 D6 Roll is greater than or equal to 4 the targeted Unit discards the Summoned, Enchanted, and Haste Status if applicable.

#	Name	Occurs	Instructions
144	Counter Clause	A: Defend Pro.	If this Unit wins its Defend Procedure the Attacking Unit acquires the Dead Status.
145	Soul Reap	All	Units this Unit forces to acquire the Dead Status are removed from the game.
146	Curse	R: Attack Pro.	If 1 D6 Roll is greater than or equal to 3 Stack this Unit under an Enemy Unit in Direct Grid Space contact. The newly Stacked Unit may not use any Unit Abilities, is still under the opposing Player's control, and may not acquire any Stacking bonuses.
147	Possess	R: Attack Pro.	This Unit may target an Enemy Unit within its Range Area in Line of Sight. If 1 D6 Roll is greater than or equal to 4 the Enemy Unit comes under this Player's control during this Turn. Control returns to the original Player after this Player's Turn.
148	Oblivious	All	This Unit may never receive the Dead Status as a result of a Unit's Ability or other Affects.
149	Infect	All	Units this Unit forces to acquire the Dead Status are replaced with a "Zombie" Unit under this Player's control if 1 D6 Roll is greater than or equal to 4. New "Zombie" Units acquire the Dead Status.
150	Transpose	All	This Unit may move through, but not occupy, Grid Spaces which contain a Terrain Piece. This Unit may also perform a Charge Procedure.
151	Overwhelm	D: Attack Pro.	Enemy Units this Unit Attacks who have a Unit in Direct Grid Space contact on the opposite Grid Space side of this Attack have half their Base Strength Ratings during this Attack, and resulting Duel Procedure.
152	Black Disease	All	Units in Direct Grid Space contact with this Unit at the end of either Player's Turn acquire the Poisoned Status if 1 D6 Roll is greater than or equal to 5. Roll separately for each Unit.
153	Nightmare	R: Attack Pro.	This Unit may target an Enemy Unit within its Range Area in Line of Sight. If 1 D6 Roll is greater than or equal to 4 the Enemy Unit acquires the Confused Status.
154	CURSE	R: Attack Pro.	This Unit may target an Enemy Unit within its Range Area in Line of Sight. If 1 D6 Roll is equal to 5 or 6 the targeted Unit acquires the Poisoned Status. If the Roll is equal to 3 or 4 the targeted Unit acquires the Blinded Status. If the Roll is equal to 2 the targeted Unit acquires the Crippled Status.
155	False Guide	D: Combat Pha.	This Unit may target an Enemy Unit within 3 Grid Spaces. If 1 D6 Roll is greater than or equal to 3 this Player may perform a Movement and Facing Procedure with the targeted Unit. This Unit may not Attack the targeted Unit this Turn.
156	Grave Riser	A: Unit Engagement	If 1 D6 Roll is greater than or equal to 5 Units within 3 Grid Spaces of this Unit who have the Dead Status are replaced with a "Skeleton" Unit under this Player's control. New "Skeleton" Units acquire the Dead Status.
157	Plague	All (Not with Dead Status)	Melee Attack Mode Unit's Attacking this Unit acquire the Poisoned Status if 1 D6 Roll is greater than or equal to 3.
158	Ghoul Blight	R: Attack Pro.	This Unit may target a Unit within 3 Grid Spaces in Line of Sight from any side. The targeted Unit's Ability is disabled until it is Engaged by the opposing Player.
159	Vampiric Aura	All	This Unit and Allied Units within 3 Grid Spaces of this Unit acquire the Lucky Status if they force an Enemy Unit to acquire the Dead Status.
160	Polymorph	R: Attack Pro.	This Unit may target a Unit within its Range Area in Line of Sight. If 1 D6 Roll is equal to 6 the targeted Unit is replaced with a Slime Unit. If the Roll is equal to 5 the targeted Unit is replaced with a Pup Unit. If the Roll is equal to 4 the targeted Unit is replaced with an Egg Unit. Replaced Units remain under the original Player's control. Replaced Units acquire the Confused Status.
161	Picking up the Pieces	D: Combat Pha.	If this Unit is in Direct Grid Space contact with a Unit who has acquired the Dead Status this Unit may discard a Status Card.
162	Downgrade	A: Acquiring Dead Status	If 1 D6 Roll is greater than or equal to 3 this Unit may discard the Dead Status and be replaced with a "Skeleton" Unit.
163	Micro Shine	R: Attack Pro.	This Unit may target a Unit in Direct Grid Space contact with this Unit. The targeted Unit acquires the Reflective Status.
164	Autofire	All (During Opponents Turn)	Enemy Units ending their Movement Phase in this Unit's Range Area are immediately Attacked by this Unit regardless of this Unit's Facing. Attacks from this Unit during your Opponent's Turn may not start a Duel Procedure, but a Defending Unit may start it.
165	Warning Signs	All (Not with Dead Status)	This Unit and Allied Units within 3 Grid Spaces of this Unit receiving a Ranged Attack may perform a Facing Procedure before their Defend Procedure.

#	Name	Occurs	Instructions
166	Learn	A: Unit Engagement	This Unit may target a Unit within its Range Area. This Unit acquires the Ability of the targeted Unit until the end of this Player's Turn.
167	Ride	All (Not with Dead Status)	Units in a Unit Team with this Unit have the same Movement Rating as this Unit.
168	Ride the Lightning	All (Not with Dead Status)	Units in a Unit Team with this Unit have the same Movement Rating as this Unit. While in a Unit Team this Unit Team is not restricted to moving in a straight line during a Charge Procedure.
169	Ctrl Alt Del	A: Unit Engagement	This Unit may be Engaged even after acquiring the Dead Status. If 1 D6 Roll is greater than or equal to 5 while this Unit has acquired the Dead Status it may discard the Dead Status, otherwise immediately Disengage this Unit.
170	Oil Spurt	A: Attack, Defend, Duel Pro.	If 1 D6 Roll is greater than or equal to 4 the Enemy Unit must acquire the Blinded Status.
171	Alter	R: Attack Pro.	If 1 D6 Roll is greater than or equal to 3 Stack this Unit under an Enemy Unit in Direct Grid Space contact. The newly Stacked Unit becomes a new Unit Type of this Player's choosing, is still under the opposing Player's control, and does not acquire Stacking bonuses.
172	Circumvent	B: Attack Pro.	When this Unit Attacks a Unit Team it may choose which Unit to Attack in its next Attack Procedure.
173	Repair	D: Combat Pha.	This Unit may target a Unit in Direct Grid Space contact with this Unit who is not in Combat Lock. The targeted Unit may discard one of any Status Card except the Dead Status.
174	Random Cannon	R: Attack Pro.	This Unit may target a Unit within its Range Area in Line of Sight. If 1 D6 Roll is equal to 6 the targeted Unit acquires the Dead Status. If the Roll is equal to 5 the targeted Unit acquires the Frozen Status. If the Roll is equal to 4 the targeted Unit acquires the Burned Status. If the Roll is equal to 3 the Unit acquires the Poisoned Status.
175	Pulverize	A: Unit Engagement	If 1 D6 Roll is greater than or equal to 5 this Unit gains +2 to all Strength Ratings until Disengaged.
176	Bite	R: Attack Pro.	This Unit may target a Unit in Direct Grid Space contact. If 1 D6 Roll is greater than or equal to 3 the targeted Unit must discard either their Weapon Item or Accessory Item of this Player's choosing.
177	Venom Web	D: Combat Pha.	This Unit may target a Unit within its Range Area in Line of Sight. If 1 D6 Roll is greater than or equal to 4 the targeted Unit acquires the Poisoned Status.
178	Acid Web	D: Combat Pha.	This Unit may target a Unit within its Range Area in Line of Sight. If 1 D6 Roll is greater than or equal to 4 the targeted Unit acquires the Crippled, Silenced, or Banished Status.
179	EEK!	R: Attack Pro.	This Unit may target a Unit in Direct Grid Space contact. If the targeted Unit's Core Strength is lower than this Unit's Core Strength then if 1 D6 Roll is greater than or equal to 3 the targeted Unit acquires the Petrified Status. If the targeted Unit's Core Strength is greater than or equal to this Unit's Core Strength then if 1 D6 Roll is greater than or equal to 5 the targeted Unit acquires the Petrified Status.
180	Dissolve Composure	A: Unit Engagement	Enemy Units within 3 Grid Spaces of this Unit who have acquired the Crippled, Silenced, Banished, or Posioned Status also acquire the Fearful Status if 1 D6 Roll is greater than or equal to 4.
181	Spider Pack	All (Not with Dead Status)	A Unit in a Unit Team with this Unit may combine this Unit's Strength Ratings with their own during that Unit's Combat Phase.
182	Web	D: Combat Pha.	This Unit may target a Unit within its Range Area in Line of Sight. If 1 D6 Roll is greater than or equal to 5 the targeted Unit acquires the Frozen Status.
183	Teamwork?	All (Not with Dead Status)	A Unit in a Unit Team with this Unit gains +1 to its Base Strength Ratings. Before both Units in this Unit Team are Disengaged if 1 D6 Roll is greater than or equal to 5 the other Unit in this Unit Team acquires the Poisoned Status.
184	Acid Shock	R: Attack Pro.	This Unit may target a Unit within its Range Area in Line of Sight. If 1 D6 Roll is greater than or equal to 4 the targeted Unit acquires the Blinded Status.
185	Partners?	All (Not with Dead Status)	A Unit in a Unit Team with this Unit gains +2 to its Base Strength Ratings. Before both Units in this Unit Team are Disengaged if 1 D6 Roll is greater than or equal to 6 the other Unit in this Unit Team acquires the Dead Status.
186	Loss of Kin	A: Acquiring Dead Status	Units within 3 Grid Spaces of this Unit from the Bitty Bug Root acquire the Pumped Status.
187	Dungball	D: Attack Pro.	This Unit gains Strength to their Front Base Strength Rating equal to the number of Grid Spaces it moves until Disengaged.
188	Carapace	D: Defend Pro.	If Attacked by a Ranged Attack This Unit gains an extra D3 when performing its Defend Procedure.
189	Swarm Call	A: Acquiring Dead Status	Units within 3 Grid Spaces of this Unit from the Bitty Bug Root acquire the Haste Status.
190	Incineration	A: Attack Pro.	If 1 D6 Roll is equal to 4 the previously attacked Unit must discard an Item. If the Roll is equal to 5 they discard 2 items. If the Roll is equal to 6 they discard 3 items.

#	Name	Occurs	Instructions
191	Bug Zapper	A: Duel Pro.	Enemy Units who perform a Duel Procedure with this Unit acquire the Paralyzed Status.
192	Fire Flight	A: Duel Pro.	Enemy Units who perform a Duel Procedure with this Unit acquire the Burned Status.
193	Dragon Might	All (Not with Dead Status)	Allied Units of the Egg Root within 3 Grid Spaces of this Unit gain +1 to their Strength Ratings.
194	Dragon Flight	All (Not with Dead Status)	Allied Units of the Egg Root within 3 Grid Spaces of this Unit on their Engagement may add 1 D3 to their Movement Rating until Disengaged.
195	Dragon Rage	D: Attack, Defend, Duel Pro.	This Unit gains +1 to its Strength Ratings against an Enemy Unit of the Beast Man, Pup, and Egg Roots.
196	Bandages	D: Combat Pha.	This Unit may target a Unit in Direct Grid Space contact with this Unit. The targeted Unit discards one Status Card, except the Dead or Petrified Status.
197	Hex	R: Attack Pro.	This Unit may target a Unit within its Range Area in Line of Sight. If 1 D6 Roll is equal to or greater than 4 the targeted Unit acquires a Status Card of this Player's choosing. If the Roll is greater than or equal to 5 the targeted Unit acquires another Status Card of this Player's choosing. The Player may not choose the Dead or Petrified Status.
198	Weird Cloud Bomb	R: Attack Pro.	This Unit may target a Unit within its Range Area in Line of Sight. If 1 D6 Roll is greater than or equal to 2 the targeted Unit acquires the Haste Status. If the Roll is greater than or equal to 4 the Unit acquires the Lucky Status. If the Roll is greater than or equal to 5 the Unit acquires the Poisoned Status.
199	Voodoo Doll	D: Combat Pha.	This Unit may target a Unit within its Range Area. If 1 D6 Roll is greater than or equal to 5 the targeted Unit must perform a Defend Procedure against an Attack Procedure with a Base Strength Rating equal to the targeted Unit's Front Strength Rating against the targeted Unit's Front Strength Rating. The Duel Procedure may be entered.
200	Chant	D: Combat Pha.	Allied Units within 5 Grid Spaces of this Unit may discard one Status Card. A Ranged Hit Procedure with a Range Modifier of -2 must be performed on each targeted Unit. A maximum of three Status Cards may be removed this way this Turn.
201	Nature Shape	A: Unit Engagement	This Unit may act as a "Hound," "Wolf," or "Bear" Unit until the next time this Unit is Engaged.
202	Holy Guidance	R: Attack Pro.	This Unit may target a Unit within its Range Area. The targeted Unit gains 1 D3 to its Range Rating this Turn and gains 1 D4 to its Range Modifier this Turn.

SPECIAL LIST

The following pages contain a list of the various Specials Units within the world of Tactics David may have. Use the following text to help read the list.

#: Indicates the index number of the Special

Name: The Name of the Special

Instructions: Indicates what the Player is to do in order to use that Unit's Special.

#	Name	Instructions
001	Swarm	When a Stacked Unit, made up of Units who all have this Special, acquire the Dead Status the Player must only remove one of the Units from the Unit Stack and from Gameplay. The rest of the Units in the Unit Stack may remain in play and do not acquire the Dead Status.
002	Relentless	This Unit may still be Engaged if it acquires the Dead Status. This Unit must permanently acquire the Paralyzed and Frozen Status as well as keep their Dead Status after receiving the Dead Status.
003	Hulking	If this Unit performs a Charge Procedure it may never move more than its base Movement Rating.



ATTACK AREA LIST

The following pages contain a list of the various Attack Area Units within the world of Tactics David may have. Use the following text to help read the list.

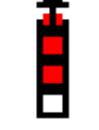
#: Indicates the index number of the Attack Area.

Attack Area Code: Indicates the Code of the Attack Area which is listed for each Unit in the Unit List.

Picture: Indicates visually what the Unit's Attack Area looks like. Each square represents a Grid Space on the Battlefield. The Blank Grid Space indicates the Grid Space the Unit would currently occupy, while the Red Grid Spaces indicate the Grid Spaces that Unit would Attack if Units occupied them. The Grid Space with a Black Dot within it indicates the Target Grid Space the Unit must target in order to perform their Attack Procedure or draw a Line of Sight to. An arrow indicates that the Attack Area continues forever in that direction.



#	Attack Area Code	Picture
001	MA	
002	MB	
003	MC	
004	MD	
005	ME	

#	Attack Area Code	Picture
006	MF	
007	MG	
008	MH	
009	MI	
010	MJ	

#	Attack Area Code	Picture
011	MK	
012	RA	 
013	RB	 
014	RC	 
015	RD	 

#	Attack Area Code	Picture
016	RE	 
017	RF	 
018	RG	 
019	RH	 
020	RI	 



ITEM LIST

The following pages contain a list of the various Items Units within the world of Tactics David may use. Use the following text to help read the list.

Item No.: Indicates the index number of the Item.

Name: Indicates the Name of the Item.

Type: Indicates the Type of the Item. There are Expendable Items, which are used once then discarded, Accessory Items, and Weapon Items.

Instructions: Indicates how the Player and Unit are to use the Item.

Users: Indicates the types of Units allowed to use or equip the Item. L refers to Light Units, M refers to Medium Units, and H refers to Heavy Units.

Purchase Cost: Indicates the Cost of the Item to equip it to a Unit while creating your Army.



Item No.	Name	Type	Instruction	Users	Purchase Cost
001	Potion	Expendable	This Unit may Use this Item to remove one of any Status Card except the Dead or Petrified Status from this Unit or a Unit in Direct Grid Space contact.	L, M, H	3
002	Super Potion	Expendable	This Unit may Use this Item to remove two of any Status Card except the Dead or Petrified Status from this Unit or a Unit in Direct Grid Space contact.	L, M, H	5
003	Mega Potion	Expendable	This Unit may Use this Item to remove three of any Status Card except the Dead or Petrified Status from this Unit or a Unit in Direct Grid Space contact.	M, H	7
004	Pheonix Down	Expendable	This Unit may Use this Item to remove the Dead Status from a Unit in Direct Grid Space contact.	L, M, H	5
005	Revival Stone	Expendable	If a Unit equipped with this Item acquires the Dead Status it may discard the Dead Status at the start of the owning Player's Turn.	L, M, H	4
006	Elixir	Expendable	This Unit may Use this Item to remove as many of any Status Card except the Dead or Petrified Status from this Unit or a Unit in Direct Grid Space contact.	M, H	7
007	Giant's Bread	Expendable	This Unit may Use this Item at any time to immediately discard a Status Card it acquires.	L, M, H	4
008	Shield	Accessory	This Unit gains +1 to its Base Strength Ratings during it's Defend, and resulting, Duel Procedure.	L, M, H	3
009	Boots	Accessory	This Unit gains +1 to its Movement Rating.	L, M, H	3
010	Binoculars	Accessory	This Unit gains +1 to its Range Rating.	L, M, H	3
011	Necklace of Negativity	Accessory	Enemy Units within 2 Grid Spaces of this Unit reduce any rolled result by 1.	L, M, H	8
012	Amulet of Shifting	Accessory	This Unit may change its Unit Type to either Physical, Magical, or Ethereal at any time for the remainder of the game.	L, M, H	5
013	Mask of Fear	Accessory	This Unit counts as having acquired the Feared Status.	L, M, H	8
014	Gauntlets	Accessory	This Unit has a Physical Attack Type.	L, M, H	3
015	Talisman	Accessory	This Unit has a Magical Attack Type.	L, M, H	3
016	Ring of the Dead	Accessory	This Unit has an Ethereal Attack Type.	L, M, H	3
017	Sword	Weapon	This Unit gains +1 to its Base Strength Ratings during it's Attack, and resulting, Duel Procedure. This Unit has an Attack Area MA.	L, M, H	4
018	Axe	Weapon	This Unit gains +1 to its Base Strength Ratings during it's Attack, and resulting, Duel Procedure. This Unit has an Attack Area MD.	L, M, H	5
019	Spear	Weapon	This Unit gains +1 to its Base Strength Ratings during it's Attack, and resulting, Duel Procedure. This Unit has an Attack Area MB.	L, M, H	5
020	War Hammer	Weapon	This Unit gains +2 to its Base Strength Ratings during it's Attack, and resulting, Duel Procedure. This Unit has an Attack Area MA.	L, M, H	6
021	Whip	Weapon	This Unit may allow the Player to perform an extra Movement Procedure with one Allied Unit of the Pup Root within 2 Grid Spaces.	L, M, H	6
022	Flail	Weapon	This Unit gains +1 to its Base Strength Ratings during it's Attack, and resulting, Duel Procedure. This Unit has an Attack Area MC.	L, M, H	5
023	Rod of Hailfire	Weapon	This Unit has an Attack Area RH.	Magical Ranged Unit	8

TACTICS DAVID

Battlefield Book V3.2



CONTENTS

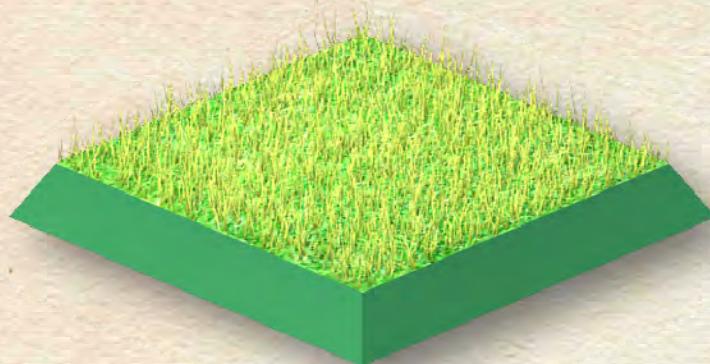
Terrain Types

Terrain Pieces

Battlefields



Terrain Types



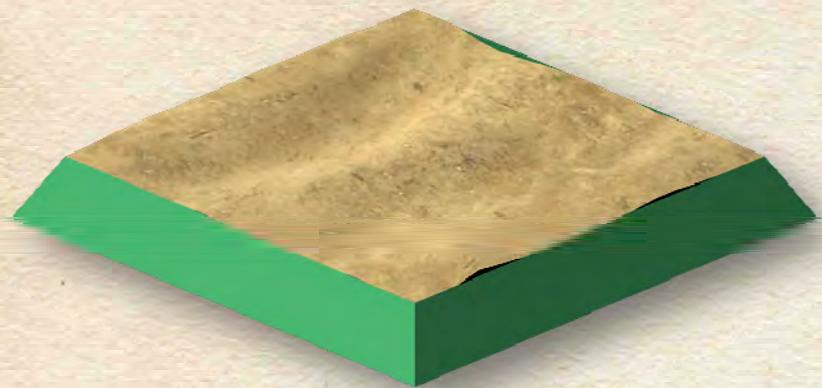
Field Terrain Type

Grid spaces with the Field Terrain Type have no affect on units. Empty spaces not designated as any other kind of Terrain Type are assumed to be Field.



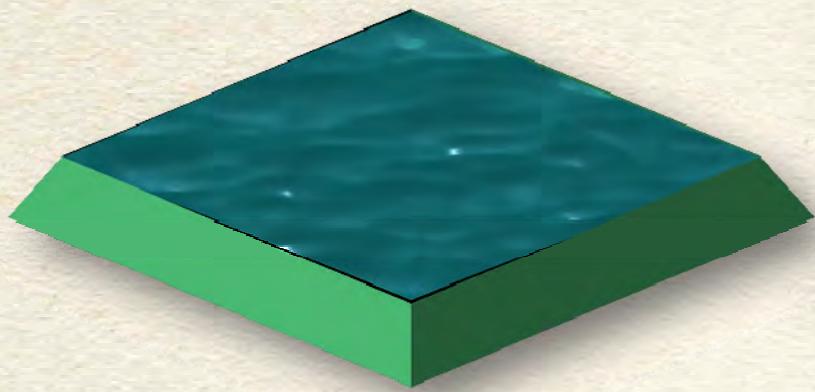
Forest Terrain Type

Grid Spaces with the Forest Terrain Type -1 to Movement Rating, and grant the occupying unit an extra D3 for their base defending roll. Forest Terrain Type Grid Spaces count as Slow Terrain. Ranged Units may only make a Ranged Attack while occupying a Forest Grid Space if it lies on the outermost edge. Ranged Attacks only penetrate a single Forest Grid Space and may not pass through or over it. Units may not charge into or out of a Forest Grid Space, and may not make charges, while occupying a Forest Grid Space.



Road Terrain Type

Grid spaces with the Road Terrain Type +1 to Movement Rating, but also decrease the occupying unit's base defending roll to D4.



Water Terrain Type

Grid spaces with the Water Terrain Type -1 to Range Rating, grant the Unit an extra D3 for their base defending roll. Water Terrain Type Grid Spaces count as Slow Terrain for Units excluding Hover and Aqua Movement Type Units. Units may not charge into or out of a Water Grid Space, but may make charges while remaining in the same Terrain Type. Units with the Soar Movement Type ending their Movement Phase on such a Grid Space must Roll 1 D6, if the roll is less than or equal to 2 the Unit acquires the Dead Status.

Terrain Pieces



House 1

Height Level: 2

A simple House found in various villages or on farms.



House 2

Height Level: 2

A slightly more stylish House usually belonging to more wealthy individuals.



House 3

Height Level: 2

A simple Adobe House usually found in areas of extreme heat or poverty.



Shack

Height Level: 2

A Shack. Yup.

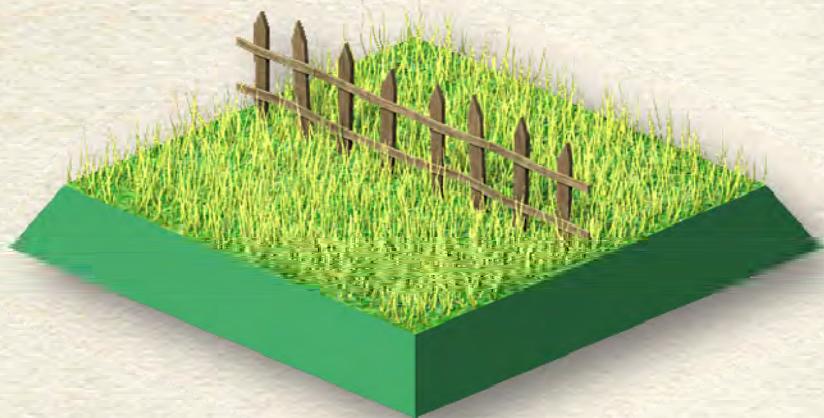




Bridge

Height Level: 0, 1 on the sides.

A simple Bridge for gapping waterways. Often counts as Road Terrain Type. Consider the sides to count as Height Level 1 meaning certain Units may only access it from the entry points.



Fence

Height Level: 1

A simple Fence used for keeping warring people out – unfortunately it doesn't stop all Units...



Well

Height Level: 2

A Well often found near or in villages. Don't fall into it.



Bush

Height Level: 1

This Bush doesn't have any thorns... but it's all tangly!



Tree 1

Height Level: 2

A Tree.



Tree 2

Height Level: 2

Another Tree.



Tree 3

Height Level: 2

And another Tree.



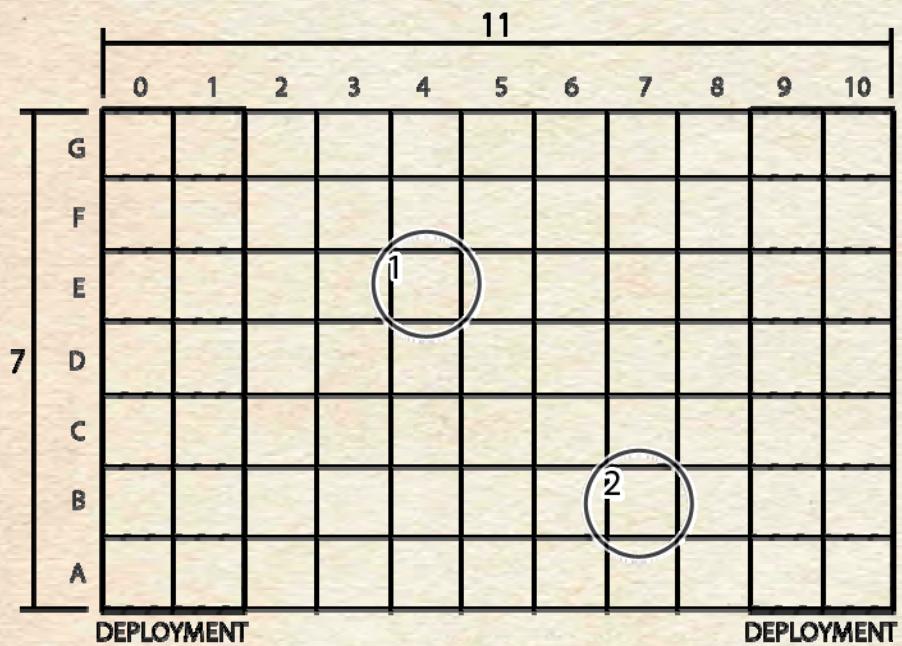
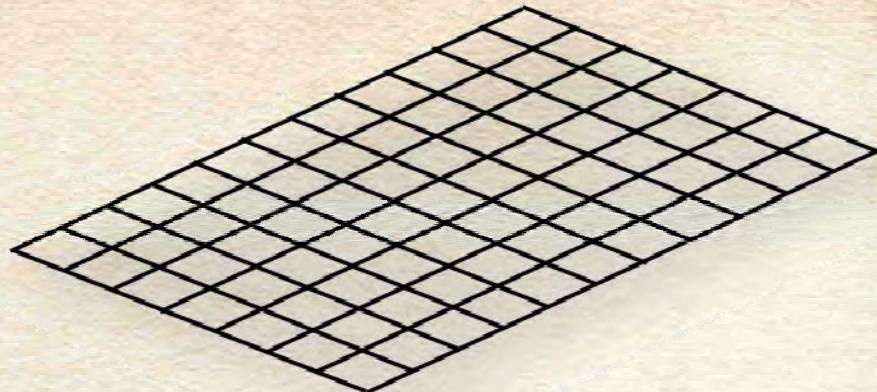
Tree 4

Height Level: 2

Palm Tree!

Battlefields

Each Battlefield page will look slightly like this page. An orthographic view and a plan view of the Battlefield will be provided. On the plan view certain information will be labelled or called up as well as being dimensioned. There's often a suggested number of Players or Teams and a suggested Purchase Limit for the Battlefield, but Players are, of course, free to do whatever they want!



1 - SAMPLE CALL UP 1

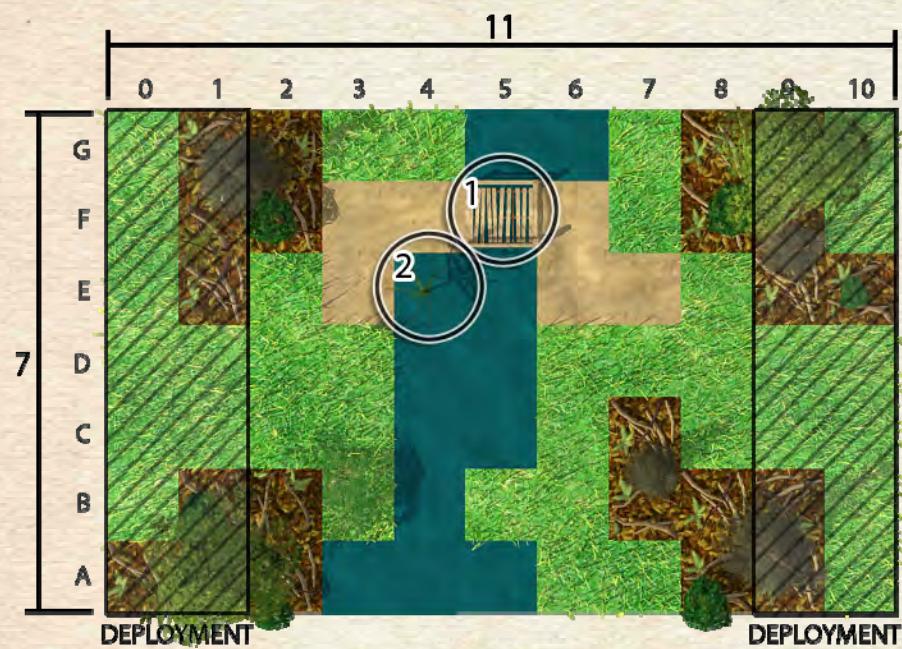
2 - SAMPLE CALL UP 2

~BRAMBLE CREEK CROSSING~

Suggested Players: 2 Players / 2 Teams

Suggested Purchase Limit: 50 - 100

Sometimes the calmest of locations can become a heated battlefield. Set in a lightly forested area, this seemingly peaceful creek crossing is a hotbed for death and destruction.



~DEATH'S HIGHWAY~

Suggested Players: 2 Players / 2 Teams

Suggested Purchase Limit: 50 - 100

This highway, once controlled, is now contested by various nations. It is often used by military forces for the movement of troops and the transportation of supplies. The people call it "Death's Highway" because warring nations often don't give a second thought about the nationality of a lonely traveler...

