# CHAPTER 3: COMBAT RULES

AREA EFFECTS

All **Powers** that have an area of effect, whether it be: a **Cone**, **Line**, or **Square** will have a lot of choice in how they can affect an area. This section helps describe how you may experience some Area of Effects (AOEs) in the game.

> In each example image the "O" is the user or point of origin, the highlighted Units are the affected areas, and each X represents a Target. If the Target is within the area then they would be affected, or not if outside of it.
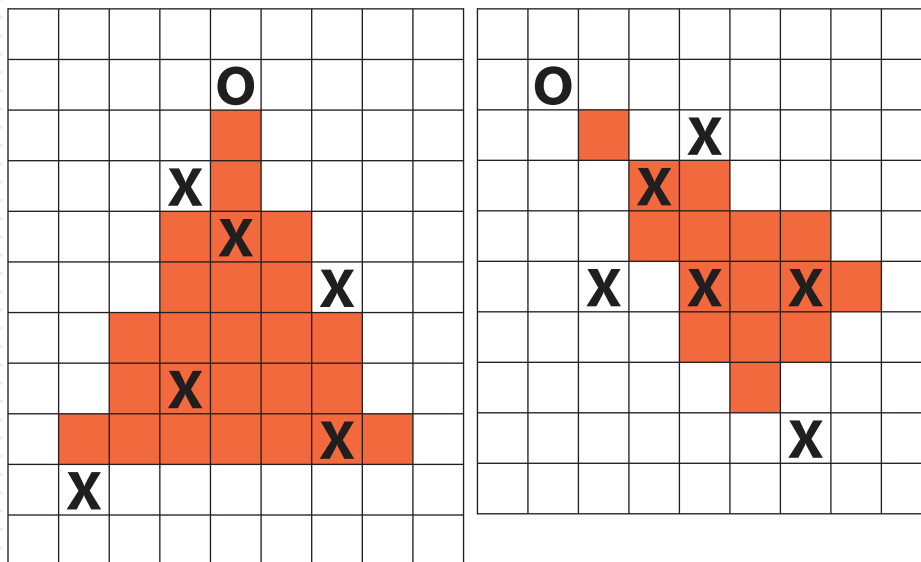
CONES

Cone based Area of Effects come in three sizes: **Standard**, **Half**, or **Wide**. **Cones** can only be fired in the four Cardinal Directions (North, South, East, West), and diagonal directions (North-East, South-East, South-West, North-West). The following sections define these **Cone** sizes, how to determine affected areas, and how to visualize these **Cones** on a battle-map and examples of how they might be described in a Power or effect.
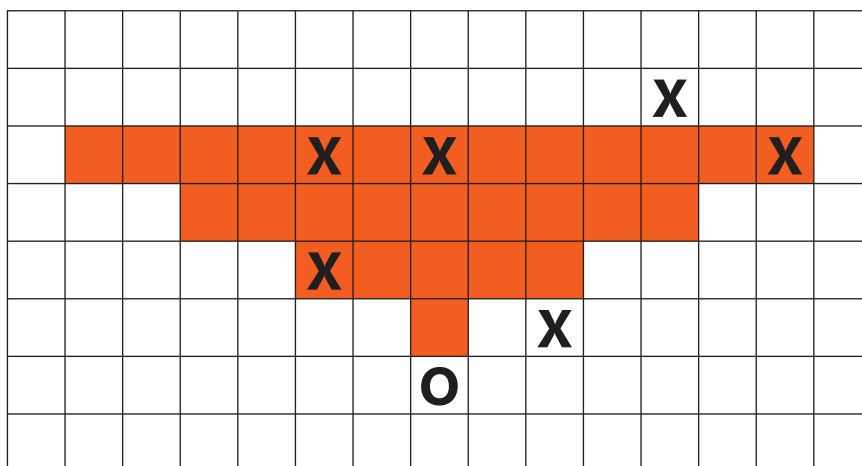
STANDARD CONE - **Standard Cones** have a 1 Unit out, 1 Unit wider repeating expansion pattern until the Range of the power or effect as described has been met. Another way to reference this expansion pattern is 1-1. Below would be a "Standard Cone. Range of 4 Units."
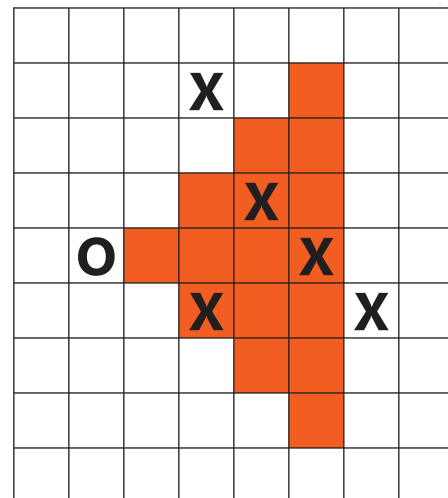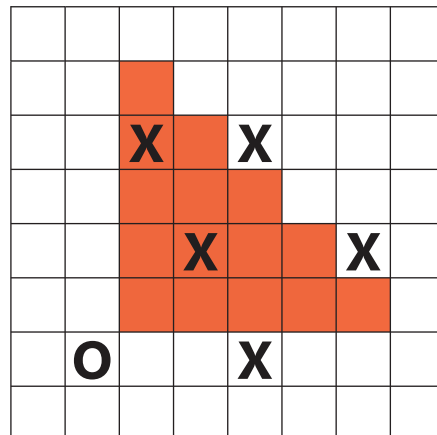
HALF CONE - *Half Cones* have a 2 Units out, 1 Unit wider repeating expansion pattern until the Range of the power or effect as described as met. Another way to reference this expansion pattern is 2-1. Below would be a "Half Cone. Range of 7 Units.":


WIDE CONE - *Wide Cones* have a 1 Units out, 2 Unit wider repeating expansion pattern until the Range of the power or effect as described as met. Another way to reference this expansion pattern is 1-2. Below would be a "Wide Cone. Range of 4 Units.":

LINES

Lines are Area Effects that only effect areas in a straight pathway from the user or point of origin. Unlike **Cones**, **Lines** can be projected in any given direction, and they can never effect more than 2 consecutive Units in a perpendicular, or close to perpendicular angle to their pathway. **Lines** at certain angles can get a bit difficult and confusing, but best practice is that if there were a **Medium** sized Target in the Unit that the **Line** passes through and the line does not actually intercept the Target then it would be unaffected by that Power. See the below examples of a "Line. Range of 4 Units." where the black line represents the pathway of the effect, and the "X"s represent Targets.
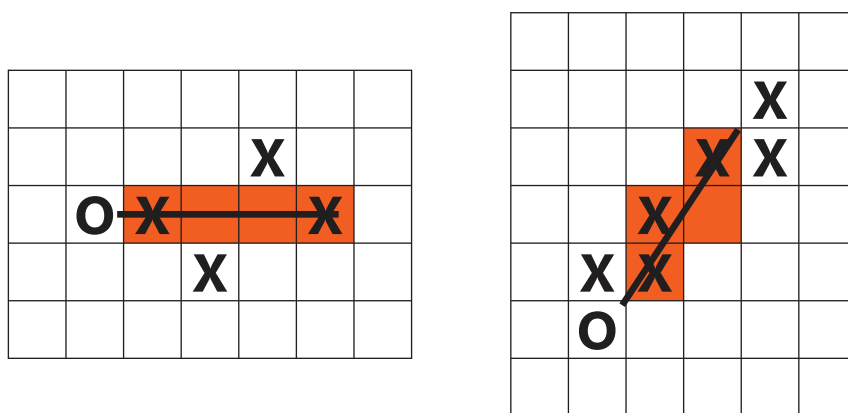
SQUARES

Squares and their relatives **Rectangles** function the same way, though **Rectangles** are highly uncommon in **INDOMINANT**. All **Squares** are described in a #x# format, for **Rectangles** the first number determines the width (East-West directional width) and the second number determines the height (North-South directional width). See the below example of a **Square** for "Area of 5x5 Units." Squares cannot be rotated in any other direction or layout.