

Fate's Edge — Miniatures Guide

Kon'reh-inspired Zones of Control for Square and Hex Grids

1 Scope

This guide bolts a fast, positioning-forward miniatures layer onto Fate's Edge. It keeps SRD cadence (actions, BOONS, DV tests) and works on both **square** and **hex** maps without tables.

2 Core Concepts

- **Square or Hex:** Declare the grid type at setup. Distances and arcs adapt automatically (see §12).
- **Base Sizes:** Small (1 cell), Medium (2×1 or 2 hexes long), Large (2×2 or 3-hex footprint), Huge (custom). Large+ project wider control; see Reach below.
- **Facing:** Miniatures have a facing. Rear and side arcs matter for flanking.
- **Actions:** On your turn you may **Move** and **Act** (attack, test, assist, etc.). You may swap order.
- **Checks:** When a rule calls for a test, roll per SRD using the most fitting approach/skill vs a listed DV.

3 Turn Structure

1. **Start:** Resolve start-of-turn effects.
2. **Move:** Up to your Speed; you must obey Zones of Control (§5).
3. **Act:** Attack, interact, cast, rally, shove, guard, etc.
4. **End:** End effects; optional BOON spends; reactions from enemies you engaged this turn.

4 Movement

Squares Orthogonal steps cost 1. Use either *Alternating Diagonals* (1,2,1,2,...) or *Manhattan Only*. Default: **Alternating**. Diagonals cannot pass between two blocking corners.

Hexes Every adjacent hex costs 1. No diagonals exist.

Difficult Terrain Costs +1 per cell (stacks once). Impassable cannot be entered.

Elevation Moving up costs +1 per level; down is free but may cause tests if steep (DV 3–5).

5 Zone of Control (ZOC)

Kon'reh principle: **you cannot move through another piece's Zone of Control**. You may enter it but must **stop**.

5.1 What is ZOC?

- **Squares:** By default, a unit's ZOC is the 4 orthogonally adjacent squares. Optional: Full ZOC includes diagonals (8). Choose at setup.
- **Hexes:** A unit's ZOC is **all 6 adjacent hexes**.
- **Reach:** Weapons or traits may extend ZOC by +1 ring (Reach 2). Large/Huge creatures project ZOC from each edge cell of their footprint.
- **Friendly Units:** Ignore friendly ZOC for movement; they still occupy space.

5.2 ZOC Rules

- **Entering:** You may enter enemy ZOC, but **your movement immediately ends**. You are now *engaged*.
- **Passing Through: Prohibited.** You cannot move *through* any enemy ZOC, even if you have movement remaining.
- **Shifting Inside:** While engaged, you may shift to another cell still inside the *same enemy's* ZOC (to change facing/position) by spending your Action or passing a DV 4 test.
- **Leaving:** To leave enemy ZOC, take the **Disengage** action (DV 4-6) or spend **1 Boon** to *Disengage automatically*. On a failed test you remain and end your movement.
- **Multiple ZOCs:** If you are in more than one enemy ZOC, increase Disengage DV by +1 per additional controller.

5.3 ZOC Reactions

Enemies you leave may take a **Guarded Strike** if they have a ready melee option: make an immediate attack at **-1 die** (or apply SRD "worse position"). This does not trigger on Shifts that remain inside their ZOC.

6 Facing, Flanking, and Rear Arcs

Facing Choose a primary facing when you finish moving.

- **Squares (default 4-facing):** Front arc = the 3 cells directly ahead (center + two forward diagonals if using Full ZOC); Sides = adjacent flanks; Rear = the opposite 3.
- **Hexes (6-facing):** Front arc = the 3 hexes in front (center line and two front-adjacent); Sides = the two lateral hexes; Rear = the single back hex.

Flanking Bonuses

- If two allies threaten a target from opposite arcs (any combination that includes a Rear or two different Sides), attackers gain **+1 die**.
- If you attack solely from the Rear arc, gain **+1 die and +1 effect**.
- Creatures with *All-Around Sense* ignore rear penalties and deny flanking.

7 Shoves, Pulls, and Placement

- **Shove/Pull 1:** On a hit with sufficient effect, move the target 1 cell. Cannot push through impassable or off the map. Shoving out of ZOC provokes *from the destination controllers*, not

the origin.

- **Swap:** Spend your Action to trade places with a willing ally; both must pass simple DV 3 coordination.
- **Pin:** If you and an ally each project ZOC into the target's cell from different arcs, target's Disengage DV +2.

8 Ranged, Line of Sight, and Cover

Line of Sight (LoS) Draw a straight line center-to-center. Corners/walls block. For hexes, corners are the hex edges.

Cover

- **Light Cover:** -1 die to attackers or +1 DV to defend.
- **Heavy Cover:** -2 dice or +2 DV; no Rear-arc bonuses through heavy cover.
- **Body Cover:** A Large ally grants Light Cover to you against ranged.

9 Terrain and Elevation Examples

- Rubble: difficult; blocks Shove.
- Foliage: light cover; difficult only when running.
- Ledges: entering down-slope requires a DV 4 balance or fall prone.
- Water: shallow = difficult; deep = impassable unless amphibious.

10 Special Actions

- **Guard:** Ready to strike the first enemy that leaves your ZOC; your reaction is at normal dice.
- **Dash:** Gain +2 movement this turn; you still cannot pass through enemy ZOC.
- **Brace:** Until your next turn, Shoves/Pulls against you are at -1 die; your ZOC counts as Reach +1 for opportunity only.
- **Tackle:** Attempt to knock down a target in your ZOC (contested test, DV per foe). Prone targets cannot Disengage without first standing (costs Act or BOON).

11 SRD Integration: Boons and DV

- Spend **1 Boon** to Disengage automatically *or* ignore ZOC for **one step** this turn (you must end outside enemy ZOC).
- Spend **1 Boon** to change facing for free at the end of your move.
- Spend **2 Boons** to perform a **Heroic Rush**: move up to Speed, ignoring ZOC for the path, but you end *engaged* with one enemy of your choice.
- Suggested DVs: Disengage 4; Shove/Pull 4; Tackle 4-6; Balance 3-5; Guarded Strike uses standard attack DV.

12 Adapters: Square vs Hex

Squares

- Default ZOC = 4 orthogonals (clean lanes). Use Full ZOC (8) for tighter control scenarios.
- Diagonals: use Alternating cost to prevent diagonal speed exploits.
- Facing: 4 directions; optional 8-facing for granular cones.

Hexes

- ZOC = 6 adjacents; movement always 1 per hex.
- Facing: 6 directions; front arc = 3 hexes; rear = 1 hex.

13 Large and Multi-Hex Footprints

- Occupy all cells of the base; you cannot squeeze through gaps smaller than your footprint.
- Project ZOC from every edge cell; Rear arc is opposite your primary facing edge.
- Shove/Pull against Large costs +1 effect threshold.

14 Optional Modules

Control Lanes

On squares, paint 2-wide lanes between objectives. Units with ZOC block lanes unless Disengaged; promotes shield-wall play.

Skirmish Fog

At long ranges, attackers without a spotter count targets as Light Cover.

Command Auras

Leaders project a non-stacking aura (2 cells) that lets allies ignore ZOC *once per turn* when moving *toward* an objective.

15 Quick Reference (One Page)

- Entering enemy ZOC ends movement. You cannot move through enemy ZOC.
- Disengage: Action (DV 4–6) or spend 1 BOON.
- Flank: +1 die; Rear: +1 die and +1 effect.
- Squares: ZOC 4 (orth); Hexes: ZOC 6.
- Difficult +1; Elevation up +1.
- Guard to punish leaving; Brace to resist Shoves and extend ZOC.

Design Intent: Position should decide fights. ZOCs shape lanes, facing rewards planning, and BOONS let heroes break rules *once*—exactly when the story demands it.