

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. Now includes full integration of magic via [TAGS], spell effects, and ritual positioning.

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, cast, 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.
- **Magic:** Magic is expressed via [TAGS] (e.g., [WARD], [BANISH], [CONJURE]) and is deeply tied to positioning, range, and ZOC. See §14.

3 Turn Structure

1. **Start:** Resolve start-of-turn effects (ongoing tags, summon leash ticks, etc.).
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 Magic and Tags

Magic in Fate's Edge is expressed via [TAGS]—effects that gate specific actions and costs. These tags are placed on Talents, Spells, and Rites. Below are key tags and their interaction with positioning and ZOC.

14.1 Common Magic Tags

- [WARD]: Blocks Outsiders or enemies. DV = Cap or Spirit. Test to cross. On hit, add +DV segments to Leash/Exit Tally.
- [BANISH]: Drives Outsiders out. DV = Cap. On hit, add +DV segments to Leash/Exit Tally.
- [CONJURE]: Creates a temporary object or hazard. Integrity = 2/4/6. Duration = Scene.
- [MARK]: Tags a target for tracking or synergy. Allies gain +1 die once/scene vs. Marked target.
- [VEIL]: Hides a person or object. DV by fiction. Resisted by [REVEAL].
- [REVEAL]: Exposes hidden or disguised targets. DV by fiction.
- [PASSAGE]: Declares a route as safe or fast. Allies gain Position/Effect bump.
- [TRANSPORT]: Relocates a target. DV by fiction. May require open ZOC or specific range.

14.2 Magic and Positioning

- **Casting in Melee:** Casting a spell while engaged worsens Position by 1 unless the spell is [INSTANT] or you have a Talent.
- **Line of Sight:** Spells requiring LoS must trace from caster to target. Blocked by walls or heavy cover.
- **Range:** Spells use standard range bands (Close, Near, Far). Off-band casting may impose -1 die or -1 Effect.

- **Backlash:** On a Partial or Miss, GM spends SB to trigger Element-colored backlash (e.g., Fire → singed; Fate → narrowing options).

14.3 Rituals and Zones

- **Ritual Casting:** Requires a clear space and open display of Symbols. If interrupted or ZOC entered, the ritual fails or requires a test.
- **Crack the Seal:** Instant cast at the cost of +2 Obligation. GM may spend 1 SB immediately for instability (e.g., burst of flame, backlash).
- **Zone Effects:** Spells like [WARD] or [CONJURE] may occupy zones. Units moving through them may trigger tests or effects.

14.4 Spell Examples in Play

- [WARD] on a doorway: Enemy must test DV = Spirit or Cap. On hit, they cross but gain +DV Leash ticks.
- [TRANSPORT] to move an ally: Must be Near and not in ZOC. On success, target arrives safely; on Partial, off-balance.
- [CONJURE] a wall: Blocks LoS and ZOC. Enemies cannot move through unless they test or destroy it.

15 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.

16 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.
- Magic uses [TAGS] and interacts with ZOC, range, and Position.

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. Now magic, too, is shaped by where you stand.