



OpenTactics

COMMUNITY-DRIVEN MINIATURE GAMING



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Welcome to **OpenTactics**, a fast, simple, and open-sourced miniature gaming engine! To play, each player will need a handful of models, 3 red d6s, 3 blue d6s, a d20, a d10, and a number of reference cards correlating to your model selection. You can use our 3D printed models and terrain, or you can adapt these rules to fit miniatures drawn from any scale or manufacturer

BUILDING YOUR FORCES: To custom build a force, each player should agree on a set number of points. This could be any number (though between 200-1,000 points is a good place to start). Each unit a player selects to battle for them has a point value which is deducted from this total.

The units name. Beneath that, the various "types" that will be referenced to determine eligibility for special game effects

The four skills used primarily in assaults; Melee (sword), Ballistic (bow), Arcane (flaming hand), and Technical (circuit).

Each of the four skills have 0-3 OFF (red) dice and DEF (blue) dice as shown here. Bumps (+ and - values) may be shown under appropriate dice pools.

Range values for each skill determine how far away an attack using that skill may be made.

Each unit may have up to three Special Abilities. These abilities further define the units tactical capabilities and provided interesting ways to "break" the rules.

The unit's point value determines how much it deducts from your total force point allowance.

The Athletics value (boot) determines how far a unit may move and is used to jump, climb, et cetera.

The wing icon means that the unit has flight. The icon will only appear if the unit is capable of flying.

Handy reference image.

STEAM WITCH 49 POINTS
Cavalry, Human, Living, Mage

Melee: -1, Ballistic: +1, Arcane: +1, Technical: +1

RANGE: 1, 0, 6, 1

HEX: Whenever an enemy unit within your Arcane range makes a test you may choose a single OFF or DEF die result and re-roll it at the end of the bump phase.

WEAKEN: Living enemy units reduce their Melee OFF dice pools by 1 while within your Arcane range.

SETTING UP THE MAP: Players should agree on battlefield construction before the game begins. Taking your terrain elements (default being a minimum of nine 3x3 increment tiles and 2-12 loose terrain components), each player should take turns placing a tile or component or otherwise agree upon a pre-built map that represents a place in an ongoing story campaign. Once the map is built, each player will need to choose an opposing map or tile edge (up to the players) from which their forces may be deployed.

PLAYING THE GAME: Once the map is set up, players will roll off to determine play order. Each turn, a player may spend up to five activation counters (mark these with dice, coins, or anything you prefer). Each counter may be used to activate a single unit. You may use a different number of activation counters if all players agree. When activating a unit, they may be used to either **Move**, be **Deployed** (a form of movement), or make an **Assault**. Some special abilities or scenario-specific actions may be taken in lieu performing one of these three types of activations, and will be worded appropriately in the ability text. A player may pass on using an activation counter, though discards one all the same. Once a player has used all of their activation counters, the next player's turn begins, repeating this process clockwise.

MOVEMENT/DEPLOYMENT

When activating a unit to move, they may do so a number of increments (squares on a grid or inches/centimeters if you're using a manual measurement system) equal to their Athletics value (the boots).

Provided the increments the unit moves through/into are open and level, the unit does so at a 1-1 value. Rough terrain costs two points of Athletics for each increment the unit moves through, while pits, elevation, or aquatic terrain may cost extra and may require a special Athletics test (see Climbing, Jumping, and Swimming below). Assuming that you are using the default grid system, a unit may move diagonally, though when doing so counts any negative effects of the two orthogonal increments they are bypassing to do so. Units may move through allied units, but not enemies.

When attempting to traverse elevated terrain, a unit may need to **climb**. First, turn the unit model horizontally and compare their base width with the height of the elevation. If the elevation is equal or lower than the base width, the unit may climb automatically, expending an additional Athletics point as though traversing rough terrain. If the terrain is taller than the base width, the unit must make an Athletics test (roll a d6 and add the remaining Athletics value after subtracting the movement to get there) and get an 8 or higher. A character that rolls a 1 and fails when making this test falls and is defeated. A character may attempt to climb down from elevated terrain as well, though is defeated on any failed test, not just on a roll of 1.

When attempting to **swim**, each increment moved costs an extra point of Athletics and the character must attempt an Athletics test (roll a d6 and add the remaining Athletics value after subtracting the movement to get there) and get a 4 or higher. If a unit fails this test, it is defeated.

Whenever a character wishes to bypass drops/pits or impeding or potentially deadly terrain (through which they would normally be allowed to move) they may attempt to **jump** over the terrain, ignoring its effects. Doing so simply requires an Athletics test, rolling a d6 and adding the unit's Athletics value. The DV (Difficulty Value) of the test is equal to 5 per consecutive increment the unit is attempting to jump (and this movement must be done in a straight line). The jumping unit gains a +1 bonus to this test for each increment moved before the jump test is made. If this test is failed, the unit is defeated. Multiple jump tests may be made during the same movement.

Flying units (signified by a wing icon beneath the Athletics value) ignore the negative effects of terrain when moving (including elevation).

Deployment: In place of activating one of your units already on the map, you may choose a unit from your reserves. When doing so, the unit moves in from your table edge (or similar deployment zone as dictated by the scenario you're playing). In all other respects, a deployment move is treated as a normal movement.

ASSAULTS

When activating a unit to attack an enemy, the two units become engaged in an assault and adhere to the following rules.

When targeting an enemy for an assault, they must be within range for an attack. Each unit has a **range** value for their four assault skills (Melee, Ballistic, Arcane, and Technical). To determine if the target is within range, simply count the intervening tiles (counting horizontally only, though the effects of elevation will be explained below) in the most direct possible path. If the target is within range, the attacking unit may test the OFF values of their chosen attack skill against the target's DEF value in that same skill. If the attacker is also within range of the target for that same attack skill, the target may **retaliate**, testing their OFF value against the attacker's DEF value simultaneously. A unit must have OFF dice and a 1+ range value to make an assault using that skill. During an assault, a unit will have between zero and three of each kind of dice as shown on their rules cards. The assault occurs in four phases:

1) Roll Phase– All dice are rolled simultaneously.

2) Bump Phase– Some units have “bumps,” a numeric value with a + or – listed under either their OFF or DEF dice. Starting with the player initiating the assault, each player may take turns using a single bump. Each bump may adjust a single die result up by its value, though a single die may not go higher than 6 or lower than a 1. + bumps are optional, though – bumps must be used, and a + and – bump may be used on the same die when applicable.

3) Re-Roll Phase– Starting with the player initiating the assault, each player takes turns using any re-rolls they are afforded, either by special abilities or terrain/unit placement. Each re-roll allows the player to re-roll one of their die results (OFF or DEF).

4) Tally Phase– Each player checks their OFF result against the opponent's DEF result. Starting with the highest OFF die, compare it to the highest enemy DEF die. If the results are a tie, move on to the next highest. If a single OFF die can't be matched or beaten by value from the enemy's DEF, that enemy is “defeated” and is removed from the map and placed in the victorious player's captures (a space to the side of the map on that player's side). If the OFF cannot beat the enemy DEF values, that unit is safe. Note that, because all dice are rolled at once, it is possible for both units to defeat one another simultaneously.

Saves: Some unit types, abilities, or special circumstances may grant a character a save. A save is a single d6 roll (not considered to be a “test” for purposes of special ability wording) that, if equal to or under the save value, saves a unit from being defeated. The most common source of saves comes from opposing unit types. The following table illustrates which types are granted saves from one another, though are only applicable to **Melee** and **Ballistic** assault results:

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SAVE VALUES					
DEFEATED	INFANTRY	CAVALRY	MONSTER	VEHICLE	BEHEMOTH
INFANTRY	N/A	N/A	N/A	N/A	N/A
CAVALRY	2	N/A	N/A	N/A	N/A
MONSTER	3	2	N/A	N/A	N/A
VEHICLE	5	4	3	N/A	N/A
BEHEMOTH	5	5	4	3	N/A

Flying units (signified by a wing icon beneath the Athletics value as well as the “Flier” type) may attempt to evade attackers through flight. If a non-flying unit assaults and defeats a flying unit, the flying unit gains a bonus save equal to the amount by which the flying unit's Athletics exceeds the range of the attack, though the flying unit will not benefit from this save if it chose to retaliate during the assault.

Using Special Abilities: Many special abilities will be used during the various phases of an assault. If both units are using an ability that would go off at the same time, resolve the abilities of the unit that initiated the assault first.

OTHER ASSAULT CONSIDERATIONS...

Allied Support: During an assault, each adjacent allied unit grants a re-roll of a DEF die during the re-roll phase. If an allied unit is adjacent to the enemy, they grant the re-roll of an OFF die during the re-roll phase. If an allied unit is both adjacent to you and the enemy, you must choose whether it grants its re-roll to OFF or DEF.

Higher Ground: If one unit is occupying a higher point of elevation during an assault, they may re-roll a single OFF or DEF die during the re-roll phase. Additionally, a unit attacking or retaliating against a unit on higher ground must reduce their OFF dice pool by one (though it may not be reduced below a single die).

Cover: If a unit is benefiting from cover during an assault it may re-roll a single DEF die during the re-roll phase. To determine if a unit is benefiting from cover, use a ruler, book, piece of paper, or other straight implement and draw a straight line from the center of the bases of both units in the assault. If the line goes through any increment occupied by an impassible or hindering object (such as a large rock, pillar, corner of a building, another unit, et cetera) the unit is considered to be benefiting from cover. This usually goes both ways, though if only one unit is directly adjacent to the cover in question, they are considered to be “attacking from cover” and the enemy unit does not count as benefiting from it.

Charging: A unit that ends a movement within Melee range of an eligible target may make a free Melee assault at the end of that move.

Technical Assaults: Technical assaults may only be made against units with the **Construct**, **Fortification**, **Tech**, or **Vehicle** types unless an ability states otherwise.

BASES AND MAP INCREMENTS

Some model's bases (such as that of a horse or a well-sized giant) will not fit in a single increment tile. This will often be the case with Cavalry, Monster, Vehicle, and Behemoth type units (Infantry will always take up one space). When placing and moving a large model, "snap" it into the center of as many tiles as it takes to fully accommodate the unit. When moving, many large models will move into two or more tiles at once. This does not take up any extra movement value, though the unit may still only advance the distance of one increment at a time. A unit may be placed on elevation or partially over water or other hazardous terrain. You may count it as occupying whatever type of terrain you choose as long as half or more of the increments it is occupying are of that type.

Large models may not move through openings (such as doors or passes between elevated terrain) if it's base is more than an increment wider than necessary to occupy that space. Otherwise, a large model may pass, though does so at the cost of an extra movement point and may not end their turn there.

ELEMENTAL TYPES

Certain types will have special effects on the unit and the way they interact with other units and terrain features. These abilities should be marked in a different color or with an asterisk to bring attention to them and the rules that may be in play. These types are usually associated with mythical beings such as elementals and giants. Some units may possess multiple elemental types. In situations where multiple types would conflict, you may choose to use the most favorable effect.

EARTH: Units with this type may count all DEF die results twice against assaults and hazards with the Fire or Lightning type, though assaults and hazards with the Water type count all OFF die results twice against targets with the Earth type.

FIRE: Units with this type may always choose to add the Fire type to any assaults they make. Assaults and hazards with the Fire type count all OFF die results twice against targets with the Frost or Wood type, though assaults and hazards with the Water type count all OFF die results twice against targets with the Fire type. Whenever a unit with this type spends any part of their activation moving through aquatic terrain they must make a Melee DEF test (DV 6/4) at the end of their activation or be defeated.

FROST: Units with this type may always choose to add the Frost type to any assaults they make. Assaults and hazards with the Frost type count all OFF die results twice against targets with the Water type, though assaults and hazards with the Fire type count all OFF die results twice against targets with the Frost type. Living units that survive a Frost type assault may not be activated in their following round if they did not win by at least one uncontested 6 in DEF.

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LIGHTNING: Units with this type may always choose to add the Lightning type to any assaults they make. Assaults and hazards with the Lightning type count all OFF die results twice against targets with the Tech or Water type. Living units that survive a Lightning type assault or hazard are returned directly to reserves if they did not win by at least one uncontested 6 in DEF.

WATER: Units with this type may always choose to add the Water type to any assaults they make. Assaults and hazards with the Water type count all OFF die results twice against targets with the Fire type, though assaults and hazards with the Lightning type count all OFF die results twice against targets with the Water type. Units with this type may be deployed directly from any aquatic terrain and treat all aquatic terrain as open ground when moving.

WOOD: Units with this type may count all DEF die results twice against assaults and hazards with the Frost or Water type, though assaults and hazards with the Fire type count all OFF die results twice against targets with the Wood type.

VICTORY CONDITIONS

If one side wipes the other (or all others, in case of a multiplayer game) out completely, they have won. However, victory may often be determined by **morale**.

Morale: Representing the ebb and flow of tactical advantage and the troops' will to keep fighting, morale is tracked using a d20 and a d10. At the start of the match, each player places their d20 so that it reads $10 + \frac{1}{2}$ the number of units in their force (rounding down) up to a maximum of 20. At the end of a full round (after all players have used their activation counters), each player tallies up the number of their own units that were defeated and compares that with the number of enemy units they added to their captures during the round. If the number of losses exceeds the number of captured enemies, reduce the value of the d20 by that amount and roll the d10. If the d10 result is equal to or lower than the value on the d20, morale is stable and the force fights on. If the result is higher, the force routes (or tactically withdraws, in the case of a fearless fighting force) and loses the battle.

Objectives: You may wish to set objectives, such as resources, a bridge or similar terrain point, or innocent bystanders. Generally, these objects should be placed centrally in the map. At the end of a full turn, when calculating for morale, count each objective that is adjacent to one of your units but not adjacent to an enemy in the way that you count captured enemy units. Holding objectives can mean turning the tide of a battle.

BUILDING YOUR OWN UNITS

We supply plenty of 3D-printable models and stat cards for OpenTactics (and will continue to add to that growing library) though, whether you model your own pieces or want to adapt your own rules to model you like, you might want to try your hand at creating your own custom characters for your own games or to share online.

A character unit will have a number of dice pool values for their skills (0-3 dice per skill) and bump modifiers to those skills (-1-+4 per bump) as well as an Athletics value, a number of appropriate types, and up to a maximum of three special abilities which may be pulled from the unit's species, occupation, or equipment they carry. When making a character, you'll want to follow these steps:

STEP ONE: SKILL DICE POOLS

The first step is to attribute your unit with dice pools in the offensive and defensive skills (Melee, Ballistics, Arcane, and Technical). When doing so, follow this chart to determine where you think your character is likely to fit for each skill. If you don't allocate dice to a skill, the unit will not be able to pass tests with that skill. This is okay with offensive skills, though keep in mind the, with defensive skills, this means the unit will automatically lose during such battles.

DICE	SKILL LEVEL
0	The character may not test this skill.
1	The character is not very skilled.
2	The character is moderately skilled.
3	The character is well-skilled.

STEP TWO: SKILL BUMPS

Next, for each skill in which the unit possesses at least one die, apply a bump that you feel is appropriate. For reference, normal human characters do not receive a bump in any skill.

BUMP	INNATE ABILITY
-1	Sub-human ability.
+0	Human ability.
+1	Slightly superhuman ability.
+2	Superhuman ability.
+3	Extremely superhuman ability.
+4	Legendarily superhuman ability.

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STEP THREE: SKILL RANGE

Next, determine the base ranged value for each skill. In general, ranges will be 0-1. A 0 in a skill range means that the character has no offensive capability (no OFF dice or bumps in that skill). A skill of 1 means that the character may attack units in adjacent tiles. **Range values always cost a number of points equal to their total value.**

Melee Range: For a human or human-sized character, this value is 1, provided the unit has at least one Melee OFF die. For large characters (such as giants or dragons) that occupy four or more increments on the map, this value should be increased by 1.

Ballistic Range: For nearly any unit, base Ballistic range (without adding a Ballistic weapon) will be 0. If a Ballistic weapon is applicable, you may add the value granted by that weapon type and choose to increase it according to the inherent ability of the character. For reference, a human character should add up to 1 to Ballistic range, while an elf (or similarly dexterous/keen-sighted being) might add from 1-3.

Arcane Range: Inherent Arcane range is difficult to gauge, but as a guideline, consider Arcane range a reflection of the unit's magical (or psionic) potency. As such, consider base range for a human Mage type character to be somewhere between 1 and the number of dice they possess in Arcane OFF x2 (so anywhere between 1 and 6). For a more potent Arcane-wielding being (such as an intelligent dragon or psionic alien) try using a multiplier of x3 as the range.

Technical Range: Technical range should always be similar to the unit's Melee range (when applicable), as the Technical skill tends to encompass the use of gadgetry and interfacing directly with technology. Certain equipment (such as a high-tech digital assistant or swarm of nano-drones) may grant a higher range value.

STEP FOUR: ATHLETICS

To determine a unit's athleticism, select a value that makes the most sense to you. In general, an un-augmented human character will have an Athletics value between 3 and 5. A slower, less agile character (such as a dwarf) may have between 2 and 3. A fast, super-humanly agile character (such as an elf or insectoid alien) might have between 5 and 8. As another point of reference, a horse should have between 8 and 10 (and may likely possess the Fleet or Swift special ability). **Athletics costs a number of points equal to its total value.**

STEP FIVE: EQUIPMENT

If your unit would benefit from equipment (basically, if its anything other than a feral beast), you may consider modifying its abilities further based on what the unit model carries and wields. The possibilities for equipment modifiers are vast, and many effects of equipment can be summated in the selection of a special ability. However, the following table shows a number of highly common items and gives suggestions on ways in which their use can modify a unit's bumps, range values, athletics, and special abilities. In general, you shouldn't stack modifiers from weapons or armor, choosing the best available from multiple selections. Any additional bumps or

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changes to range or Athletics values from equipment stack with the initial values assigned based on the unit's inherent abilities. Additionally, special abilities selected count against the maximum of three per unit. In the case of equipment granting bumps, you may choose to either add the bump as a bonus bump to that skill or increase an existing bump by that value (up to a maximum of 4).

EQUIPMENT	EFFECTS
Hand Weapon	Duelist, Cleave, Smash
Great Weapon	+1 Melee OFF bump,
Polearm	+1 Melee Range, Cleave, Impale
Shield	+1 Melee and Ballistic DEF bumps
Thrown Weapon	+1-4 Ballistic Range
Bow or Crossbow	+5-10 Ballistic Range
Primitive Handgun	+1 Ballistic OFF bump, +1-5 Ballistic Range
Primitive Longarm	+1 Ballistic OFF bump, +5-9 Ballistic Range
Modern Handgun	+2 Ballistic OFF bump, +3-6 Ballistic Range, Burst 1
Modern Longarm	+2 Ballistic OFF bump, +5-12 Ballistic Range, Burst 1-3
Advanced Handgun	+2 Ballistic OFF bump, +3-9 Ballistic Range, Burst 1-2
Advanced Longarm	+3 Ballistic OFF bump, +7-14 Ballistic Range, Burst 1-5
Heavy Weapon	+4 Ballistic OFF bump, -1 Athletics, Blast 1-3, Burst 1-6
Light Armor	+1 Melee and Ballistic DEF bumps
Heavy Armor	+2 Melee and Ballistic DEF bumps, -1 Athletics
Advanced Armor	+3 Melee and Ballistic DEF bumps, -1 Athletics
Power Armor	+1 Melee OFF bump, +4 Melee and Ballistics DEF bumps
Magic Wand/Staff	+1 Arcane OFF bump, +1-4 Arcane Range
Enchanted Amulet	+1 Arcane DEF bump
Digital Assistant	+1-8 Technical Range
Nano-Drone Swarm	+1 Technical OFF bump, +1-6 Technical Range

STEP SIX: SPECIAL ABILITIES

Now it's time to choose up to three (but you can have zero) special abilities. These abilities will dramatically change the way a unit plays, and you'll want to keep tactical synergies in mind as you select these. The following compendium shows a number of basic special abilities, though you should feel free to come up with your own abilities and we'll be introducing plenty more as we generate our own content.

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Each ability also has a cost, which will be used in Step Eight (Tally Cost). Costs with an “R” mean that this cost is per rank with ranked abilities (such as Stealth). Some abilities' costs are bases on an abbreviated skill value (such as AR for Arcane Range). In the case this references an OFF or DEF stat, use the number of dice granted as the value. Keep in mind that, as will be detailed in the Step Eight, the more abilities you take, the more you will have to pay for your unit's overall cost.

ABILITY	EFFECT	COST
Adaptive	When activated, you may choose a single ability granted by occupation possessed by an adjacent allied unit and benefit from that ability for the duration of the action.	1
Aim	When activated to make a Ballistic assault you may discard an additional activation counter and double your effective range.	1
All Seeing	Your line of sight may not be blocked for the purposes of counting range for Arcane assaults or for ability effects that reference Arcane range.	5
Ambush	You gain a bonus +2 bump to OFF when making an assault against a unit that could not draw line of sight to you at the start of the current activation.	1
Amphibious	You may be deployed from any aquatic terrain and treat aquatic terrain as open ground.	1
Anti-Armor	Vehicle units that you defeat in an assault count their save values as being 1 lower.	1
Arc-Strike (2+)	In place of making a Melee assault, you may choose a number of targets within Melee range that are adjacent to one another equal to the value of this ability and make a Melee OFF test, forcing the targets to either succeed at a Melee DEF test or be defeated.	Rx2
Aurora	In place of making a regular Arcane assault you may double your Arcane range, reduce your OFF dice pool by 1 and make a Light type assault that treats each OFF die result as two identical results against enemies with the Dark, Troll, or Undead types.	2
Bio-Hack	You may make Technical assaults against Living targets.	5
Blast (1+)	In place of making a regular Ballistic assault you may choose a single target and make a Ballistic OFF test, forcing the target and all units within a number of increments equal to the value of this ability to either succeed at a Ballistic DEF test made against your OFF	BOx4

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	result or be defeated.	
Blaze	In place of making an Arcane assault you may choose a single target and make an Arcane OFF test, forcing the target and all other targets within a number of increments equal to the value of this ability to either succeed at their choice of an Arcane or Ballistic DEF test made against your OFF result or be defeated by a Fire type hazard.	RxAR
Blinding Light	Units within your Arcane range that assault you or an allied unit between you and them reduce their OFF dice pool by 1.	2
Breath of Fire (1+)	In place making a regular Arcane assault you may choose a number of targets who are both within 1 increment of one another and within Arcane range and make an Arcane OFF test, forcing each target to either succeed at a DEF test made against your OFF result or be defeated by a Fire type hazard.	Rx2
Burning Aura	Units without the Fire type that are activated while adjacent to you must succeed first succeed at a DV 6 Melee DEF test or be defeated by a Fire-type hazard.	3
Burst (1+)	When activated to make a Ballistic assault you may make an bonus assault per rank in this ability, though these bonus assaults must be made against the same target or one adjacent to the previous target.	Rx2
Bodyguard	When an adjacent allied unit becomes the target of an assault you may trade places with them and become the new target of the assault before tests are made.	2
Challenge	After moving you may choose an enemy unit for whom you are within charging range, make an opposed Arcane DEF test with that unit and, if you win, force the unit to charge you.	2
Cleave	After defeating an opponent in a Melee assault and surviving you may immediately make a free Melee assault against an adjacent enemy unit if possible.	2
Command	When testing for Morale, you may roll an additional die and choose which to use provided this unit is on the map.	2
Coordinate	After moving, you may trade places with a single adjacent ally or allow two allies adjacent to you to trade places.	1
Crowd Fighter	Enemy units may not benefit from support re-rolls	2

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	during Melee assaults with you.	
Cypher (1-3)	Adjacent units reduce their Arcane OFF dice pool by the value of this ability.	Rx2
Degrade	When an enemy unit is activated while adjacent to you you may choose a single ability they possess and negate it's effects for the duration of the action.	2
Disguise	In place of being deployed normally you may return an enemy unit with whom you share three types to reserves and begin your deployment in their place.	2
Dominate	In place of moving you may choose a single Living or Undead enemy unit within line of sight and make an Arcane OFF test, forcing the unit to either succeed at an Arcane DEF test opposing your result or be under your control for the duration of the round.	AOx2
Draft	Allied Infantry units count as possessing the Soldier type while they are adjacent to or in reserves with you.	1
Drop	You may be deployed anywhere on the map, though must roll a d6 and, on a 1-2 you are deployed into a random adjacent increment instead, returning to reserves if that increment is occupied.	4
Duelist	During Melee assaults with enemy units that have no adjacent allies you may choose a single enemy OFF or DEF result and re-roll it at the end of the roll phase.	2
Enchant Armory	Allied Soldiers and Warriors may increase existing bumps in Melee OFF, Melee DEF, Ballistic OFF, and Ballistic DEF by one while within your Arcane range and gain a +1 bump if they do not already possess one.	6
Exploit	While adjacent to you, enemy units reduce their Melee and Ballistic DEF dice pools by one, to a minimum of one die.	3
Fate Weaver	Whenever a skill or die test is made by a unit within your Arcane range, you may choose a single die result and re-roll it at the end of the roll phase.	ARx2
Fleet	When activated to move or charge you may roll a d6 and add the result to your Athletics.	2
Forced March	In place of activating this unit to move you may discard three activation counters and reduce your Morale counter by 1 then move any number of your deployed units up to $\frac{1}{2}$ their movement value (rounding down).	5

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Freeze	In place of making a regular Arcane assault you may add the Frost type and add a -1 penalty bump to OFF and if the target survives the assault without rolling a 6 they may not be activated during their following turn.	2
Frenzy	During Melee assaults you may choose to re-roll all of your OFF dice once at the end of the roll phase.	1
Grapple (1-4)	Enemy Infantry units activated while adjacent to you must first make an opposed Melee DEF test with you and succeed or their action is negated.	Rx1
Guerrilla	You gain a bonus +1 bump to Melee and Ballistic DEF when benefiting from cover.	2
Hordemaster	Adjacent, allied units testing for the One of Many ability may roll an additional d6 and choose which to use.	2
Horrrifying	Living enemy units on smaller bases that are activated while adjacent to you must first succeed at an opposed Arcane DEF test or be returned to reserves.	2
Hex	Whenever an enemy unit within your Arcane range makes a skill test you may choose a single OFF or DEF die result and re-roll it at the end of the bump phase.	4
Impale	When an enemy unit without this ability charges you you may make a free Melee assault against them before their assault occurs, reducing their OFF dice pool to zero for the duration of this assault.	2
Infiltrate	In place of deploying this unit normally you may place them anywhere on the map that is outside of enemy line of sight, though they may not move afterward.	2
Inspire	Allied Soldiers that are adjacent to you gain a bonus +1 bump to either OFF or DEF at the start of the bump phase.	2
Lightning Bolt	In place of making an Arcane assault you may draw a stright line from yourself a number of increments equal to your Arcane Range and make an Arcane OFF test, forcing all targets within those increments to either succeed at their choice of an Arcane or Ballistic DEF test made against your OFF result or be defeated by a Lightning type hazard.	RxAR
Medic (1-4)	Whenever an adjacent Living unit would be defeated and sent to enemy captures, you may roll a d6 and if the result is equal to or lower than the value of this trait they are returned to reserves instead.	Rx1

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Monster Slayer	Monster units that you defeat in an assault count their save values as being 1 lower.	1
Necromancer	Allied Undead units may be deployed from this unit, and may also do so as a free action immediately after this unit defeats a Living unit.	2
Nimble	When moving, you may move through enemy units as though they were allies.	2
One of Many	Whenever you would be defeated and sent to enemy captures, roll a d6 and on 5+ you are sent back to reserves instead. <i>(A unit selecting this ability may not exceed 20 points in cost.)</i>	1
Outflank	As long as you are on the map, allied Soldiers may be deployed from any map edge at the cost of an additional activation counter.	4
Phalanx	Multiple units with this ability may be deployed or moved (though may not charge) with the same activation, though must end their movement adjacent to another unit with this ability or they are returned directly to reserves.	1
Phase	You may ignore the effects of rough terrain and move through obstacles and enemy units (though must end your move in an open increment) and you may make a special save (3) when defeated by a hazard or during a non-Arcane assault with a unit that does not possess this ability.	10
Pin Down	Whenever an enemy unit survives a Ballistic assault you initiated, they must succeed at an Arcane DEF test (5) or count as though they have already been activated at the start of the following round.	2
Powerful Charge	You gain a bonus +1 bump to OFF when charging.	1
Rally	In place of activating this unit to move you may discard two activation counters and make a DV 6 Arcane DEF test and, if successful, you may turn your Morale counter up by 1.	2
Regeneration	You may make a special save (3) when defeated in a Melee or Ballistic assault or by a hazard without the Fire type.	5
Reinforcements	In place of activating this unit to move you may discard five activation counters and force an opponent to choose 1d10 Soldiers from their captures and return them to the controlling player's reserves.	10

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Repair (1-4)	Whenever an adjacent Tech or Vehicle unit would be defeated and sent to enemy captures, you may roll a single die and if the result is equal to or lower than the value of this trait they are returned to reserves instead.	Rx1
Replicate	This unit may be deployed directly fro any identical allied unit.	2
Roughshod	You treat rough ground as open ground when moving.	1
Sabotage (1-4)	Enemy Tech, Vehicle, or Construct units that are activated while adjacent to you must first roll a d6 and if the result is equal to or below the value of this ability they are defeated.	Rx1
Sharpshooter	Enemy units may not benefit from cover during Ballistic assaults with you.	2
Shock	In place of making a regular Arcane assault you may reduce your OFF dice pool by 1 and make a Lightning type assault that treats each OFF die result as two identical results against enemies with the Living or Tech types.	4
Shove	After moving, you may adjust a single adjacent unit's position by one increment, provided their base is the same size or smaller than your own.	1
Smash	Whenever a Melee assault with a unit that has a base the same size or smaller than your own ends in a draw you may adjust the enemy unit's position by one increment.	1
Stealth (1-4)	If you are benefiting from cover when you are targeted for an assault you may roll a d6 and if the result is equal to or under this value the assault is negated and you may move the enemy unit.	Rx1
Stout	During Melee or Ballistic assaults you may choose to re-roll all of your DEF dice once at the end of the roll phase.	2
Strafe	You may make a free ranged assault after moving.	2
Summary Execution	After failing a Morale test you may immediately make a free assault against an allied unit within range and, if you defeat the unit and survive the assault, you automatically pass the Morale test instead.	1
Summoner	Allied Spirit units may be deployed from this unit.	2
Swift	When activated to move or charge you may roll a d10 and add the result to your Athletics.	4

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Telekinisis	In place of making an Arcane assault you may choose a single target within your Arcane range and make an Arcane OFF test opposed by a Ballistic DEF test made by the target and, if you win, move the target directly to an unoccupied increment also within your Arcane range.	RxAR
Teamwork	You grant two support re-rolls in place of the usual one.	1
Terrifying	Living enemy units without this ability that are activated while adjacent to you must first succeed at an opposed Arcane DEF test or be returned to reserves.	4
Tinker (1-4)	Whenever an adjacent Construct unit would be defeated and sent to enemy captures, you may roll a d6 and if the result is equal to or lower than the value of this trait they are returned to reserves instead.	Rx1
Trample	You may move through enemy Infantry units at a -1 movement cost each and roll your OFF dice, forcing all units moved through in this manner to either succeed at a DEF test made against your OFF result or be defeated.	2
Transport (1+)	When deployed, place a number of counters next to this unit or it's record card equal to the value of this ability. Allied Infantry units may be deployed from this unit, though remove a counter each time this occurs. <i>This ability generally applies to Vehicle type units.</i>	Rx1
Venomous	During Melee assaults with Living units, you may re-roll a single enemy DEF die at the end of the re-roll phase.	2
Wardancer	You may adjust your position by one increment either before or after making an assault.	2
Weaken	Living enemy units reduce their Melee OFF dice pools by 1 while within your Arcane range.	2

STEP SEVEN: SELECT TYPES

Now that you have the core abilities figured out, it's time to figure out what types will be added to your unit. Types are important in determining a number of game effects, especially when it comes to wording for special abilities and in-game hazards. For a standard human character, the unit will generally have the Human (species name) and Living (applies to all biological organisms) types, as well as a type based on their occupation (Mage, Outlaw, Warrior, et cetera). In addition, they will have the Infantry type (the type that describes all human or close-to-human sized units that aren't mounted on horseback or on a similar creature). The following table shows a number of common types you'll want to consider.











TYPE	DESCRIPTION
Species types	This could be Human, Elf, Wolf, or any similar type.
Occupation types	Engineer, Outlaw, Mage, Soldier, and Warrior are common.
Tactical types	Infantry, Cavalry, Monster, Vehicle, or Behemoth.
Living	Biological creatures all have the Living type.
Undead	Ghosts, zombies, vampires, et cetera have the Undead type.
Construct	Golems, animated statues, clockwork contraptions, et cetera.
Tech	Advanced, electronic technology. Includes robots and cyborgs.
Elemental types	Includes Earth, Fire, Frost, Lightning, Water, and Wood.
Flier	Means that the unit may fly when moving.











STEP EIGHT: TALLY COSTS

Finally, all that's left is to look at the components you've selected and add up their total costs, ascribing a point value to the unit.

COMPONENT	1	2	3	4	5	6+
Skill Dice	1	3	6			
Skill Bumps	2	6	12	20		
Skill Range	1	2	3	4	5	6+
Athletics Mod	1	2	3	4	5	6+
Special Abilities	As Ab.	Ab. +5	Ab. +5			
Types	Generally free, except...					
Tactical types	Infantry is free, but all others cost +2 points (one per unit)					
Occupation types	Free, but +1 cost per occupation type beyond the first.					
Elemental types	+2 cost per Elemental type.					
Flight	Double the cost of Athletics					

BLANK UNIT RECORD SHEETS

UNIT		COST		UNIT		COST			
TYPES					TYPES				
    					    				
OFF					OFF				
DEF					DEF				
RNG					RNG				
ABILITIES					ABILITIES				

UNIT		COST		UNIT		COST			
TYPES					TYPES				
    					    				
OFF					OFF				
DEF					DEF				
RNG					RNG				
ABILITIES					ABILITIES				