

# Gambits 2.0.0

## Overview

The Gambits system provides players with access to powerful, single-use or limited-use abilities that can significantly influence the course of a game. These Gambits are designed to create strategic opportunities and reward timely decision-making.

## Anatomy of a Gambit

To simplify and unify the system, all Gambits are now built from a shared set of flexible, reusable parameters, inspired by the design of the Disaster 2.0.0 system.

### UI Display

- **Name:** The thematic title of the Gambit.
- **Icon:** A unique Material Symbol that visually represents the Gambit.
- **Description:** The thematic text that describes the Gambit's purpose for UI tooltips.
- **Assets:** A manifest of all required visual assets for the Gambit.
  - **Key:** A unique, lower-case, hyphenated identifier (e.g., `celestial-annihilation`).
  - **Image:** The URL for the Gambit's primary illustration.

### Core Game Logic

- **Category:** Defines whether the Gambit is unique to an Archetype or available to all (`Archetype` or `Common`).
- **Archetype:** If the category is `Archetype`, this specifies which one (e.g., `First Sword`).
- **Legacy:** If the category is `Archetype`, this specifies which Legacy within the Archetype has access to the Gambit (e.g., `Annihilation Doctrine`).

- **Availability:** The game turn on which the Gambit becomes available.
- **Playstyle:** The primary strategic purpose (**Offensive**, **Defensive**, **Utility**).
- **Targeting:** Defines how the player activates the Gambit.
  - **Target Type:** The entity the player must click to activate the Gambit (e.g., **Friendly Enclave**, **Enemy Enclave**, **Route**, **Self** for non-targeted abilities).
  - **Site Count:** The number of targets the player can select. For most Gambits, this is 1.
- **Phases (Impact, Aftermath):** Like disasters, Gambits have phases. Most will only have an **Impact**, but this allows for multi-turn effects.
  - **Name:** Thematic name for the phase.
  - **Duration:** How many turns the phase lasts.
  - **Radius (in cells):** The area of effect, emanating from the target. A radius of **0** affects only the target.
  - **Rules:** The specific mechanical effects of the phase.
  - **Assets:**
    - **SFX:** The URL for the phase's sound effect.
    - **VFX:** The URL for the phase's visual effect.

## First Sword Gambits

### Celestial Annihilation

#### UI Display

- **Icon:** **satellite\_alt**
- **Name:** Celestial Annihilation
- **Description:** The First Sword calls down a focused strike from orbit, battering a single enclave's defenses with overwhelming power.
- **Assets:**
  - **Key:** **first-sword-celestial-annihilation**
  - **Image:**  
<https://storage.googleapis.com/brutal-worlds/gambit/first-sword-celestial-annihilation.jpg>

## Game Logic

- **Category:** Archetype
- **Archetype:** First Sword
- **Legacy:** Annihilation Doctrine
- **Availability:** Turn 10
- **Playstyle:** Offensive
- **Targeting:**
  - **Target Type:** Enemy Enclave
  - **Site Count:** 1
- **Impact:**
  - **Name:** Orbital Strike
  - **Duration:** 1 turn
  - **Radius:** 0 cells
  - **Rules:** The target Enclave loses 60% of its forces.
  - **Assets:**
    - **SFX:**  
<https://storage.googleapis.com/brutal-worlds/sfx/first-sword-celestial-annihilation-impact.mp3>
    - **VFX:**  
<https://storage.googleapis.com/brutal-worlds/vfx/first-sword-celestial-annihilation-impact.webm>

## Shatterpoint Strike

### UI Display

- **Icon:** bolt
- **Name:** Shatterpoint Strike
- **Description:** All power is focused into a single, cataclysmic strike, designed to shatter an enclave's defenses and break the opponent's will to fight.
- **Assets:**
  - **Key:** first-sword-shatterpoint-strike
  - **Image:**  
<https://storage.googleapis.com/brutal-worlds/gambit/first-sword-shatterpoint-strike.jpg>

## Game Logic

- **Category:** [Archetype](#)
- **Archetype:** [First Sword](#)
- **Legacy:** [Warlord's Ascendancy](#)
- **Availability:** Turn 8
- **Playstyle:** [Offensive](#)
- **Targeting:**
  - **Target Type:** [Friendly Enclave](#) with an active [Attack](#) order.
  - **Site Count:** 1
- **Impact:**
  - **Name:** Overcharged Attack
  - **Duration:** 1 turn
  - **Radius:** 0 cells
  - **Rules:** The force value of the target's [Attack](#) order is doubled for this turn's resolution.
  - **Assets:**
    - **SFX:**  
<https://storage.googleapis.com/brutal-worlds/sfx/first-sword-shatterpoint-strike-impact.mp3>
    - **VFX:**  
<https://storage.googleapis.com/brutal-worlds/vfx/first-sword-shatterpoint-strike-impact.webm>

## Trans-dimensional Armory

### UI Display

- **Icon:** [biotech](#)
- **Name:** Trans-dimensional Armory
- **Description:** The First Sword unlocks the ability to forge trans-dimensional weapons, making their forces stronger and more effective in combat.
- **Assets:**
  - **Key:** [first-sword-trans-dimensional-armory](#)

- **Image:**  
<https://storage.googleapis.com/brutal-worlds/gambit/first-sword-trans-dimensional-armory.jpg>

## Game Logic

- **Category:** Archetype
- **Archetype:** First Sword
- **Legacy:** Warlord's Ascendancy
- **Availability:** Turn 10
- **Playstyle:** Offensive
- **Targeting:**
  - **Target Type:** Friendly Enclave
  - **Site Count:** 1
- **Impact:**
  - **Name:** Weapon Enhancement
  - **Duration:** Permanent
  - **Radius:** 0 cells
  - **Rules:** The target Enclave gains a permanent +1 combat bonus.
  - **Assets:**
    - **SFX:**  
<https://storage.googleapis.com/brutal-worlds/sfx/first-sword-trans-dimensional-armory-impact.mp3>
    - **VFX:**  
<https://storage.googleapis.com/brutal-worlds/vfx/first-sword-trans-dimensional-armory-impact.webm>

## War Fulcrum

### UI Display

- **Icon:** campaign
- **Name:** War Fulcrum
- **Description:** The War Fulcrum, a commanding entity bred for war, leads an invasion and inspires unparalleled ferocity in its attack strategies.
- **Assets:**

- **Key:** `first-sword-war-fulcrum`
- **Image:**  
<https://storage.googleapis.com/brutal-worlds/gambit/first-sword-war-fulcrum.jpg>

## Game Logic

- **Category:** `Archetype`
- **Archetype:** `First Sword`
- **Legacy:** `Annihilation Doctrine`
- **Availability:** Turn 4
- **Playstyle:** `Offensive`
- **Targeting:**
  - **Target Type:** `Friendly Enclave`
  - **Site Count:** 1
- **Impact:**
  - **Name:** Inspiring Presence
  - **Duration:** Permanent
  - **Radius:** 0 cells
  - **Rules:** All `Attack` orders originating from the target Enclave gain a permanent +1 force bonus to their combat calculations.
  - **Assets:**
    - **SFX:**  
<https://storage.googleapis.com/brutal-worlds/sfx/first-sword-war-fulcrum-impact.mp3>
    - **VFX:**  
<https://storage.googleapis.com/brutal-worlds/vfx/first-sword-war-fulcrum-impact.webm>

## Pact Whisperer Gambits

### Data Shroud

### UI Display

- **Icon:** `visibility_off`

- **Name:** Data Shroud
- **Description:** A tactical data shroud is deployed, concealing the true force counts of your enclaves from the opponent's sensory arrays and scanners.
- **Assets:**
  - **Key:** [pact-whisperer-data-shroud](#)
  - **Image:**  
<https://storage.googleapis.com/brutal-worlds/gambit/pact-whisperer-data-shroud.jpg>

## Game Logic

- **Category:** [Archetype](#)
- **Archetype:** [Pact Whisperer](#)
- **Legacy:** [Whispering Covenant](#)
- **Availability:** Turn 4
- **Playstyle:** [Defensive](#)
- **Targeting:**
  - **Target Type:** [Self](#)
  - **Site Count:** 1
- **Impact:**
  - **Name:** Information Blackout
  - **Duration:** 3 turns
  - **Radius:** Global
  - **Rules:** Hides all your enclave force counts from the opponent.
  - **Assets:**
    - **SFX:**  
<https://storage.googleapis.com/brutal-worlds/sfx/pact-whisperer-data-shroud-impact.mp3>
    - **VFX:**  
<https://storage.googleapis.com/brutal-worlds/vfx/pact-whisperer-data-shroud-impact.webm>

## Soul-Forging

## UI Display

- **Icon:** [record\\_voice\\_over](#)
- **Name:** Soul-Forging
- **Description:** The Pact Whisperer's influence is so potent that they can mentally break an opponent's forces, converting their will and adding them to your own army.
- **Assets:**
  - **Key:** [pact-whisperer-soul-forging](#)
  - **Image:**  
<https://storage.googleapis.com/brutal-worlds/gambit/pact-whisperer-soul-forging.jpg>

## Game Logic

- **Category:** [Archetype](#)
- **Archetype:** [Pact Whisperer](#)
- **Legacy:** [Voidsworn Covenant](#)
- **Availability:** Turn 6
- **Playstyle:** [Offensive](#)
- **Targeting:**
  - **Target Type:** [Enemy Enclave](#)
  - **Site Count:** 1
- **Impact:**
  - **Name:** Psychic Conversion
  - **Duration:** 1 turn
  - **Radius:** 0 cells
  - **Rules:** The target enclave loses 15 forces. Your capital enclave gains 15 forces.
  - **Assets:**
    - **SFX:**  
<https://storage.googleapis.com/brutal-worlds/sfx/pact-whisperer-soul-forging-impact.mp3>
    - **VFX:**  
<https://storage.googleapis.com/brutal-worlds/vfx/pact-whisperer-soul-forging-impact.webm>



## Void Untethering

### UI Display

- **Icon:** [no\\_sailing](#)
- **Name:** Void Untethering
- **Description:** The Pact Whisperer's influence is woven into the very fabric of the void, untethering the opponent's forces and severing their supply lines across the empty expanse.
- **Assets:**
  - **Key:** [pact-whisperer-void-untethering](#)
  - **Image:**  
<https://storage.googleapis.com/brutal-worlds/gambit/pact-whisperer-void-untethering.jpg>

### Game Logic

- **Category:** [Archetype](#)
- **Archetype:** [Pact Whisperer](#)
- **Legacy:** [Voidsworn Covenant](#)
- **Availability:** Turn 7
- **Playstyle:** [Defensive](#)
- **Targeting:**
  - **Target Type:** [Self](#)
  - **Site Count:** 1
- **Impact:**
  - **Name:** Void Isolation
  - **Duration:** 3 turns
  - **Radius:** Global
  - **Rules:** All of the opponent's routes are disabled.
  - **Assets:**
    - **SFX:**  
<https://storage.googleapis.com/brutal-worlds/sfx/pact-whisperer-void-untethering-impact.mp3>

■ **VFX:**

<https://storage.googleapis.com/brutal-worlds/vfx/pact-whisperer-void-untethering-impact.webm>

## Whispers from the Void

### UI Display

- **Icon:** [record\\_voice\\_over](#)
- **Name:** Whispers from the Void
- **Description:** The Pact Whisperer projects a cacophony of disorienting, psionic whispers into the opponent's mind, crippling their ability to command their forces.
- **Assets:**
  - **Key:** [pact-whisperer-whispers-from-the-void](#)
  - **Image:**  
<https://storage.googleapis.com/brutal-worlds/gambit/pact-whisperer-whispers-from-the-void.jpg>

### Game Logic

- **Category:** [Archetype](#)
- **Archetype:** [Pact Whisperer](#)
- **Legacy:** [Whispering Covenant](#)
- **Availability:** Turn 5
- **Playstyle:** [Utility](#)
- **Targeting:**
  - **Target Type:** [Enemy Enclave](#)
  - **Site Count:** 1
- **Impact:**
  - **Name:** Psionic Disruption
  - **Duration:** 4 turns
  - **Radius:** 0 cells
  - **Rules:** The target enclave's force production is reduced by 50%.
  - **Assets:**

- **SFX:**  
<https://storage.googleapis.com/brutal-worlds/sfx/pact-whisperer-whispers-from-the-void-impact.mp3>
- **VFX:**  
<https://storage.googleapis.com/brutal-worlds/vfx/pact-whisperer-whispers-from-the-void-impact.webm>

## Resonance-Warden Gambits

### Aegis Protocol

#### UI Display

- **Icon:** [shield](#)
- **Name:** Aegis Protocol
- **Description:** The Resonance Warden implements a total lockdown, activating automated defense systems and shield generators to make an enclave impervious to attack for a limited time.
- **Assets:**
  - **Key:** [resonance-warden-aegis-protocol](#)
  - **Image:**  
<https://storage.googleapis.com/brutal-worlds/gambit/resonance-warden-aegis-protocol.jpg>

#### Game Logic

- **Category:** [Archetype](#)
- **Archetype:** [Resonance-Warden](#)
- **Legacy:** [Genesis Forge Mandate](#)
- **Availability:** Turn 7
- **Playstyle:** [Defensive](#)
- **Targeting:**
  - **Target Type:** [Friendly Enclave](#)
  - **Site Count:** 1
- **Impact:**
  - **Name:** Total Lockdown

- **Duration:** 2 turns
- **Radius:** 0 cells
- **Rules:** The target enclave cannot be attacked.
- **Assets:**
  - **SFX:**  
<https://storage.googleapis.com/brutal-worlds/sfx/resonance-warden-aegis-protocol-impact.mp3>
  - **VFX:**  
<https://storage.googleapis.com/brutal-worlds/vfx/resonance-warden-aegis-protocol-impact.webm>

## Forge-Links

### UI Display

- **Icon:** [lan](#)
- **Name:** Forge-Links
- **Description:** Using newly discovered mechanical devices, the Resonance Warden forges permanent links between enclaves, allowing for the rapid flow of resources and troops.
- **Assets:**
  - **Key:** [resonance-warden-forge-links](#)
  - **Image:**  
<https://storage.googleapis.com/brutal-worlds/gambit/resonance-warden-forge-links.jpg>

### Game Logic

- **Category:** [Archetype](#)
- **Archetype:** [Resonance-Warden](#)
- **Legacy:** [Genesis Forge Mandate](#)
- **Availability:** Turn 2
- **Playstyle:** [Utility](#)
- **Targeting:**
  - **Target Type:** [Friendly Enclave](#)
  - **Site Count:** 1

- **Impact:**
  - **Name:** Route Construction
  - **Duration:** Permanent
  - **Radius:** 0 cells
  - **Rules:** Creates 2 permanent routes from the target enclave to the nearest two unconnected friendly enclaves.
  - **Assets:**
    - **SFX:**  
<https://storage.googleapis.com/brutal-worlds/sfx/resonance-warden-forge-links-impact.mp3>
    - **VFX:**  
<https://storage.googleapis.com/brutal-worlds/vfx/resonance-warden-forge-links-impact.webm>

## Orbital Nullification Beam

### UI Display

- **Icon:** [school](#)
- **Name:** Orbital Nullification Beam
- **Description:** An orbiting command-ship locks on to a target, unleashing a focused laser beam that unravels all matter and energy, nullifying all manufactured constructs within its blast radius.
- **Assets:**
  - **Key:** [resonance-warden-orbital-nullification-beam](#)
  - **Image:**  
<https://storage.googleapis.com/brutal-worlds/gambit/resonance-warden-orbital-nullification-beam.jpg>

### Game Logic

- **Category:** [Archetype](#)
- **Archetype:** [Resonance-Warden](#)
- **Legacy:** [Shatter-Wave](#) [Mandate](#)
- **Availability:** Turn 1
- **Playstyle:** [Defensive](#)

- **Targeting:**
  - **Target Type:** **Enemy Enclave** (with an active Gambit)
  - **Site Count:** 1
- **Impact:**
  - **Name:** Gambit Cancel
  - **Duration:** 1 turn
  - **Radius:** 0 cells
  - **Rules:** Cancels the effects of an opponent's active Gambit on the target enclave.
  - **Assets:**
    - **SFX:**  
<https://storage.googleapis.com/brutal-worlds/sfx/resonance-warden-orbital-nullification-beam-impact.mp3>
    - **VFX:**  
<https://storage.googleapis.com/brutal-worlds/vfx/resonance-warden-orbital-nullification-beam-impact.webm>

## World-End Protocol

### UI Display

- **Icon:** **nuclear**
- **Name:** World-End Protocol
- **Description:** A powerful, final gambit that activates a self-destruct sequence on an enclave, unleashing a cataclysmic blast that consumes the territory and a portion of all adjacent forces.
- **Assets:**
  - **Key:** **resonance-warden-world-ender-protocol**
  - **Image:**  
<https://storage.googleapis.com/brutal-worlds/gambit/resonance-warden-world-ender-protocol.jpg>

### Game Logic

- **Category:** Archetype
- **Archetype:** Resonance-Warden
- **Legacy:** Shatter-Wave Mandate
- **Availability:** Turn 15
- **Playstyle:** Offensive
- **Targeting:**
  - **Target Type:** Friendly Enclave
  - **Site Count:** 1
- **Impact:**
  - **Name:** Self-Destruct
  - **Duration:** 1 turn
  - **Radius:** 1 cell (for collateral damage)
  - **Rules:** The target enclave's forces are reduced to 1. All enclaves adjacent to the target lose 50% of their forces.
  - **Assets:**
    - **SFX:**  
<https://storage.googleapis.com/brutal-worlds/sfx/resonance-warden-world-ender-protocol-impact.mp3>
    - **VFX:**  
<https://storage.googleapis.com/brutal-worlds/vfx/resonance-warden-world-ender-protocol-impact.webm>

## Labyrinthine Ghost Gambits

### Ghost in the System

#### UI Display

- **Icon:** shield\_question
- **Name:** Ghost in the System
- **Description:** A hidden agent intercepts and nullifies an opponent command, canceling an incoming order before it can be executed.
- **Assets:**
  - **Key:** labyrinthine-ghost-ghost-in-the-system

- **Image:**  
<https://storage.googleapis.com/brutal-worlds/gambit/labyrinthine-ghost-ghost-in-the-system.jpg>

## Game Logic

- **Category:** Archetype
- **Archetype:** Labyrinthine Ghost
- **Legacy:** Void Walker
- **Availability:** Turn 5
- **Playstyle:** Defensive
- **Targeting:**
  - **Target Type:** Friendly Enclave (that is being attacked or assisted)
  - **Site Count:** 1
- **Impact:**
  - **Name:** Order Intercept
  - **Duration:** 1 turn
  - **Radius:** 0 cells
  - **Rules:** Cancels one incoming "Attack" or "Assist" order targeting your enclave.
  - **Assets:**
    - **SFX:**  
<https://storage.googleapis.com/brutal-worlds/sfx/labyrinthine-ghost-ghost-in-the-system-impact.mp3>
    - **VFX:**  
<https://storage.googleapis.com/brutal-worlds/vfx/labyrinthine-ghost-ghost-in-the-system-impact.webm>

## Labyrinth

### UI Display

- **Icon:** [link\\_off](#)
- **Name:** Labyrinth



- **Description:** The Labyrinthine Ghost manipulates the very fabric of reality, twisting known connections into a disorienting, temporary labyrinth.
- **Assets:**
  - **Key:** [labyrinthine-ghost-labyrinth](#)
  - **Image:**  
<https://storage.googleapis.com/brutal-worlds/gambit/labyrinthine-ghost-labyrinth.jpg>

## Game Logic

- **Category:** [Archetype](#)
- **Archetype:** [Labyrinthine Ghost](#)
- **Legacy:** [Karthian Oracle](#)
- **Availability:** Turn 3
- **Playstyle:** [Offensive](#)
- **Targeting:**
  - **Target Type:** [Route](#)
  - **Site Count:** 1
- **Impact:**
  - **Name:** Route Scramble
  - **Duration:** 2 turns
  - **Radius:** 0 cells
  - **Rules:** Disables the target route.
  - **Assets:**
    - **SFX:**  
<https://storage.googleapis.com/brutal-worlds/sfx/labyrinthine-ghost-labyrinth-impact.mp3>
    - **VFX:**  
<https://storage.googleapis.com/brutal-worlds/vfx/labyrinthine-ghost-labyrinth-impact.webm>

## Quantum Loop

### UI Display

- **Icon:** [trip](#)

- **Name:** Quantum Loop
- **Description:** An opponent attack order is captured in a quantum loop, forcing the attacking forces to continue until the enclave is won or lost.
- **Assets:**
  - **Key:** [labyrinthine-ghost-quantum-loop](#)
  - **Image:**  
<https://storage.googleapis.com/brutal-worlds/gambit/labyrinthine-ghost-quantum-loop.jpg>

## Game Logic

- **Category:** [Archetype](#)
- **Archetype:** [Labyrinthine Ghost](#)
- **Legacy:** [Karthian Oracle](#)
- **Availability:** Turn 6
- **Playstyle:** [Defensive](#)
- **Targeting:**
  - **Target Type:** [Enemy Enclave](#) (that is attacking one of your enclaves)
  - **Site Count:** 1
- **Impact:**
  - **Name:** Locked Order
  - **Duration:** 3 turns
  - **Radius:** 0 cells
  - **Rules:** Prevents the opponent from canceling the [Attack](#) order originating from the target enclave.
  - **Assets:**
    - **SFX:**  
<https://storage.googleapis.com/brutal-worlds/sfx/labyrinthine-ghost-quantum-loop-impact.mp3>
    - **VFX:**  
<https://storage.googleapis.com/brutal-worlds/vfx/labyrinthine-ghost-quantum-loop-impact.webm>

## Void Cordon

## UI Display

- **Icon:** [no\\_sailing](#)
- **Name:** Void Cordon
- **Description:** A silent, suffocating field is deployed across the aether, closing all void paths and stranding an opponent's forces in the abyss.
- **Assets:**
  - **Key:** [labyrinthine-ghost-void-cordon](#)
  - **Image:**  
<https://storage.googleapis.com/brutal-worlds/gambit/labyrinthine-ghost-void-cordon.jpg>

## Game Logic

- **Category:** [Archetype](#)
- **Archetype:** [Labyrinthine Ghost](#)
- **Legacy:** [Void Walker](#)
- **Availability:** Turn 6
- **Playstyle:** [Offensive](#)
- **Targeting:**
  - **Target Type:** [Self](#)
  - **Site Count:** 1
- **Impact:**
  - **Name:** Sea Route Disruption
  - **Duration:** 2 turns
  - **Radius:** Global
  - **Rules:** Disables all sea routes on the map.
  - **Assets:**
    - **SFX:**  
<https://storage.googleapis.com/brutal-worlds/sfx/labyrinthine-ghost-void-cordon-impact.mp3>
    - **VFX:**  
<https://storage.googleapis.com/brutal-worlds/vfx/labyrinthine-ghost-void-cordon-impact.webm>

## Common Gambits

## Flesh-Weaver's Harvest

### UI Display

- **Icon:** `person_add`
- **Name:** Flesh-Weaver's Harvest
- **Description:** A dark ritual is performed on a neutral enclave, converting its raw biological mass into a brutal, new fighting force for your cause.
- **Assets:**
  - **Key:** `common-flesh-weavers-harvest`
  - **Image:**  
<https://storage.googleapis.com/brutal-worlds/gambit/common-flesh-weavers-harvest.jpg>

### Game Logic

- **Category:** `Common`
- **Availability:** Turn 5
- **Playstyle:** `Offensive`
- **Targeting:**
  - **Target Type:** `Neutral Enclave`
  - **Site Count:** 1
- **Impact:**
  - **Name:** Force Conversion
  - **Duration:** 1 turn
  - **Radius:** 0 cells
  - **Rules:** Converts the target neutral enclave to friendly, with 20 forces.
  - **Assets:**
    - **SFX:**  
<https://storage.googleapis.com/brutal-worlds/sfx/common-flesh-weavers-harvest-impact.mp3>
    - **VFX:**  
<https://storage.googleapis.com/brutal-worlds/vfx/common-flesh-weavers-harvest-impact.webm>

## Off-World Mercenaries

## UI Display

- **Icon:** `rocket`
- **Name:** Off-World Mercenaries
- **Description:** The Archetype contacts nearby star-systems, leveraging their massive wealth to secure a temporary, powerful infusion of veteran off-world forces.
- **Assets:**
  - **Key:** `common-off-world-mercenaries`
  - **Image:**  
`https://storage.googleapis.com/brutal-worlds/gambit/common-off-world-mercenaries.jpg`

## Game Logic

- **Category:** `Common`
- **Availability:** Turn 11
- **Playstyle:** `Defensive`
- **Targeting:**
  - **Target Type:** `Friendly Enclave`
  - **Site Count:** 1
- **Impact:**
  - **Name:** Mercenary Arrival
  - **Duration:** 1 turn (Instant)
  - **Radius:** 0 cells
  - **Rules:** The target Enclave immediately gains 50 forces.
  - **Assets:**
    - **SFX:**  
`https://storage.googleapis.com/brutal-worlds/sfx/common-off-world-mercenaries-impact.mp3`
    - **VFX:**  
`https://storage.googleapis.com/brutal-worlds/vfx/common-off-world-mercenaries-impact.webm`

## Orbital Bombardment

## UI Display

- **Icon:** [scatter\\_plot](#)
- **Name:** Orbital Bombardment
- **Description:** A catastrophic failure in an orbiting weapon platform sends a hail of metallic shrapnel screaming towards the planet's surface, striking random enclaves with devastating force.
- **Assets:**
  - **Key:** [common-orbital-bombardment](#)
  - **Image:**  
<https://storage.googleapis.com/brutal-worlds/gambit/common-orbital-bombardment.jpg>

## Game Logic

- **Category:** [Common](#)
- **Availability:** Turn 8
- **Playstyle:** [Offensive](#)
- **Targeting:**
  - **Target Type:** [Self](#) (No map click required)
  - **Site Count:** 5 (Random [Area](#) cells are chosen by the system)
- **Impact:**
  - **Name:** Shrapnel Strike
  - **Duration:** 1 turn (Instant)
  - **Radius:** 0 cells per site
  - **Rules:** Any Enclave occupying one of the targeted sites loses 50% of its forces.
  - **Assets:**
    - **SFX:**  
<https://storage.googleapis.com/brutal-worlds/sfx/common-orbital-bombardment-impact.mp3>
    - **VFX:**  
<https://storage.googleapis.com/brutal-worlds/vfx/common-orbital-bombardment-impact.webm>

## Scorched Earth

## UI Display

- **Icon:** [bomb](#)
- **Name:** Scorched Earth
- **Description:** In a final act of defiance, all remaining forces are detonated, destroying the territory to prevent the opponent from capturing it. All routes to and from it are fused and destroyed, preventing any further use of the territory.
- **Assets:**
  - **Key:** [common-scorched-earth](#)
  - **Image:**  
<https://storage.googleapis.com/brutal-worlds/gambit/common-scorched-earth.jpg>

## Game Logic

- **Category:** [Common](#)
- **Availability:** Turn 5
- **Playstyle:** [Defensive](#)
- **Targeting:**
  - **Target Type:** [Friendly Enclave](#)
  - **Site Count:** 1
- **Impact:**
  - **Name:** Final Act
  - **Duration:** 1 turn
  - **Radius:** 0 cells
  - **Rules:** The target friendly enclave's forces are reduced to 0. It becomes permanently neutral and all its routes are destroyed.
  - **Assets:**
    - **SFX:**  
<https://storage.googleapis.com/brutal-worlds/sfx/common-scorched-earth-impact.mp3>
    - **VFX:**  
<https://storage.googleapis.com/brutal-worlds/vfx/common-scorched-earth-impact.webm>

## The Calling

### UI Display

- **Icon:** [podcasts](#)
- **Name:** The Calling
- **Description:** A powerful psionic hymn is broadcast, calling a random neutral enclave to your cause as if by ancient prophecy.
- **Assets:**
  - **Key:** [common-the-calling](#)
  - **Image:**  
<https://storage.googleapis.com/brutal-worlds/gambit/common-the-calling.jpg>

### Game Logic

- **Category:** [Common](#)
- **Availability:** Turn 4
- **Playstyle:** [Utility](#)
- **Targeting:**
  - **Target Type:** [Self](#)
  - **Site Count:** 1 (A random neutral enclave is chosen)
- **Impact:**
  - **Name:** Psionic Call
  - **Duration:** 1 turn
  - **Radius:** 0 cells
  - **Rules:** One random neutral enclave is converted to friendly, with 5 forces.
  - **Assets:**
    - **SFX:**  
<https://storage.googleapis.com/brutal-worlds/sfx/common-the-calling-impact.mp3>
    - **VFX:**  
<https://storage.googleapis.com/brutal-worlds/vfx/common-the-calling-impact.webm>



# The Witching Hour

## UI Display

- **Icon:** [magic\\_button](#)
- **Name:** The Witching Hour
- **Description:** Ancient magicks, long dormant in the world's core, are called upon to manifest a disaster of your choosing. The chaotic forces of nature are brought to bear against a single target.
- **Assets:**
  - **Key:** [common-the-witching-hour](#)
  - **Image:**  
<https://storage.googleapis.com/brutal-worlds/gambit/common-the-witching-hour.jpg>

## Game Logic

- **Category:** [Common](#)
- **Availability:** Turn 8
- **Playstyle:** [Offensive](#)
- **Targeting:**
  - **Target Type:** [Enemy Enclave](#)
  - **Site Count:** 1
- **Impact:**
  - **Name:** Summon Disaster
  - **Duration:** 1 turn
  - **Radius:** 0 cells
  - **Rules:** Summons a disaster of your choice, with the target enclave's central cell as its origin.
  - **Assets:**
    - **SFX:**  
<https://storage.googleapis.com/brutal-worlds/sfx/common-the-witching-hour-impact.mp3>
    - **VFX:**  
<https://storage.googleapis.com/brutal-worlds/vfx/common-the-witching-hour-impact.webm>

