Dark Ages

STATUS OF PROPOSITIONS

This document tracks the status of proposed design and mechanics concepts. Current format lists documents which contain the proposed elements, and lists each element under that header.

Mechanics: Locations

File:

AM_001_mechanics_locations

Vote log entry:

Not available.

Discussion log entry:

Not available.

Status:

1.0 (pending) Literal crypt cards

1.01 (pending) Crypt requirements for vampires

2.0 (pending) Location cards as places vampires reside at

2.01 (pending) Default 'wilderness' and wilderness cards as a type of location card

2.02 (pending) Actions taken at a location and actions which takes a vampire elsewhere

2.03 (pending) Vehicles doubling as locations which allow taking different actions

2.04 (pending) Multiple vampires at the same location

2.05 (pending) Moving between locations

2.06 (pending) Location adjacency

2.06.01 (pending) Adjacency model using region adjacency graphs (RAGs)

2.06.02 (pending) Adjunct locations

2.06.03 (pending) Nested locations

2.07 (pending) Vampires controlled by different Methuselahs at the same location and action locality

2.08 (pending) Encountering a vampire entering a new location

2.09 (pending) Besieged locations

Mechanics: Damage and soak

File:
> AM_002_damage_and_soak

Vote log entry:
> Not available.

Discussion log entry:
> Not available.

Status:
> 1.0 (pending) Soak
> 1.01 (pending) Refresh: Soak
> 1.02 (pending) Persistent soak
> 2.0 (pending) Damage types
> 2.01 (pending) Lethal/normal damage resolution distinctions for different minions

Mechanics: Disciplines

File:
> AM_003_mechanics_disciplines

Vote log entry:
> Not available.

Discussion log entry:
> Not available.

Status:
> 1.0 (pending) Innate: Persistent vampire and card association
> 1.01 (pending) Innate attribute
> 1.02 (pending) Face-down innate cards
> 1.03 (pending) Locking & unlocking innate cards
> 1.04 (pending) Additional cost for using innate cards that require disciplines
> 1.05 (pending) Non-discipline innate cards
> 2.0 (pending) Non-discipline based abilities to play cards
> 2.01 (pending) Ability requirements for discipline cards
> 3.0 (pending) Three levels of disciplines

Mechanics: Masquerade

File:

AM_004_mechanics_masquerade

Vote log entry:

Not available.

Discussion log entry:

Not available.

Status:

1.0 (pending) Masquerade mechanic

1.01 (pending) Currently there is no standard interaction definition