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Game: **RELICBLADE**

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RELICBLADE
ADVENTURE BATTLE GAME

SETUP

For a basic game, players agree on a point limit (usually 100 points), then buy **characters** and **upgrades** to form their party.

Characters may equip 1 **upgrade** of the matching type for each icon in the **inventory** on their character card. They can be equipped regardless of faction, but some are keyword specific. Single-use upgrades are discarded once used. Multi-use upgrades may be used a specific number of times.

Arrange terrain in a play area 2' by 2' in size. Place a **relic marker** in the center of the play area. Players roll for **initiative**. The winner chooses any corner and deploys their models within 4" of that corner. Their opponent places their models within 4" of the opposite corner. Begin the first game round with the activation phase. The player with initiative activates the first model.

Alternatively, choose a **scenario** and follow its special rules.

GAME ROUND

1. INITIATIVE PHASE

The players each roll 1 D6 challenge die (reroll ties). The player with the highest result wins **initiative** for the round.

The winner may make a bonus **recovery roll** for a single *disabled* model if they give initiative to their opponent.

2. ACTIVATION PHASE

The player with initiative chooses 1 of their models to activate first. Players alternate activating their models one at a time. Models may only be activated once per round.

When a model activates it generates a pool of **action dice** equal to its **AD** value, and spends dice from that pool to perform actions.

Actions may be performed in any order, but each may only be performed once per activation (with the exception of movement, disengagement, and actions with multipliers).

Basic actions are available to everyone. Other actions are shown in action bars on character and upgrade cards.

To take an action:

1. Announce what **action** is being attempted.
2. Determine the action's **difficulty**.
3. Roll the minimum number of **action dice**, plus any **bonus dice** granted by special rules.
4. **If the sum of the dice meets or exceeds the action's difficulty, the action succeeds.** Otherwise, it fails.
5. Resolve any **effects**.

Actions with a dice face of 1 automatically succeed, but still cost 1 **AD** (remove a die from the dice pool without rolling it).

Actions that do not show dice are **free actions** and may be performed without spending **AD**, though still only once per activation. Some modify other actions.

Actions that may be performed multiple times per activation have a multiplier in the name.

Some actions may be performed out of activation, either by spending a dodge token or as a free action. They may only be performed once per other model's activation.

3. RECOVERY PHASE

Once all models have been activated, proceed to this phase. You may choose to end an activation at any time, but remaining **AD** are lost when the activations ends.

Players make a **recovery roll** of 1 die for any of their *disabled* models. On 6 the model recovers 1 health box and may be activated normally in the following round. If the roll fails, the model stays *disabled* until it is healed or damaged.

ACTIONS

ACTION TYPES

Melee weapon: Attacks that may be made against enemy models within 0.5" range (unless additional melee range is noted).

Ranged weapon: Attacks that target enemies from a distance (maximum range in inches is noted). Ranged weapons cannot be used while engaged by an enemy.

Ranged or melee weapon: The range for the ranged attack is noted, and if the melee attack has a range greater than 0.5", the melee range is noted.

Natural weapon: Attacks that may be made against enemies within 0.5", unless greater range is noted.

Passive ability: Special bonuses that affect the model and are always active.

Magic spell: Spells have a damage bonus and/or an effect. Magic spell attacks are considered *magical*.

Special ability: Powerful natural abilities representing a wide range of skills.

MOVE ACTIONS

Models may move up to their **SPEED** in inches (not necessarily in a straight line) for each **AD** spent.

Models may make multiple move actions per activation. Movement actions are difficulty 0. Models may move through friendly and *disabled* models, but not through enemies. **Obstacles** 1" or lower do not impede movement. **Difficult terrain** areas reduce movement by 1. Special movements that ignore climb restrictions ignore difficult terrain.

When climbing, jumping, and falling, round down to the nearest inch. Models may **focus** climb or jump actions.

Climbing vertical surfaces is +1 difficulty per vertical inch. If successful, the model advances their **SPEED** in inches up the surface, measured from the height of its base. Models may not end a move on a vertical surface, so higher climbs may require separate multiple climb actions. If a climb fails, the model falls from the height of their last successful climb move.

Jumping gaps is +2 difficulty per linear inch. Models may jump up to 3". If successful, the model moves over the gap; on a fail, they fall from the edge they jumped from.

Models may jump from ledges to the ground below for 1 **AD**, and may follow the jump rules to land a short distance from where they started. Treat jumping down as a fall, but gain +1 on your defense roll against the fall damage (models with armor 3 or higher do not gain this bonus).

Falling damage is 2 damage per inch. Models defend against the total damage as normal. If an attack caused the fall, resolve attack and fall damage separately.

BASIC ACTIONS

Basic actions can only be performed once per activation.

Focus: While performing an action, you may choose to declare a **focus** action and add 1 additional **AD** from the model's **AD** pool to the attempt before rolling any dice.

Dodge: Spend 1 **AD** and place a **dodge token** next to the model. After suffering a hit and damage, but before rolling defense dice, you may choose to spend the token to roll an additional defense challenge die. Remove unused tokens at the start of the model's next activation. You can **focus** the dodge action to receive 2 tokens (only 1 may be spent per hit).

Improvised attack: An improvised attack is a special ability, has 1 **AD**, a difficulty of 4, and inflicts +0 damage.

ATTACK ACTIONS

Actions with a **damage bonus** are attack actions:

1. **Declare action and target:** Choose an attack action, an enemy to be the target, and whether to **focus** the attack.
2. **Measure range:** Measure from base to base; if the target is not in **range**, the attack automatically fails.
3. **Roll action dice:** The attacker rolls the **AD**. If the sum of the results meets or exceeds the difficulty, the attack hits. If the roll fails, the attack misses.
4. **Damage challenge roll:** The attacker rolls a **damage** challenge die and adds the **damage bonus** for the attack to find the **total damage**.
5. **Defense challenge roll:** The defender rolls a **defense** challenge die and adds their **armor bonus** to find the **total defense**. Subtract this from the damage total and deal remaining damage to the defender.
6. **Deal damage:** Starting from the left, check 1 health box per damage point until all damage has been accounted for.

COMBAT

CHARGES

An unengaged model that ends its move engaging an enemy has **charged**, and gains 1 bonus **AD** to perform an attack action. Models may only benefit from a charge once per activation.

ENGAGE AND DISENGAGE

Models have a 0.5" melee range and are **engaged** within this range, though this may be longer. Melee range may be measured from 1.5" above or below a model's base.

To move out of, or through, melee range of an enemy model, a model must **disengage**. It rolls its movement action dice, and each engaging enemy rolls a challenge die. If the enemy wins the roll, the movement **AD** is expended but the model does not move. If the model attempted to move past an enemy but failed, they must end their movement still engaged by the enemy. Models may **focus** disengaging.

RANGED ATTACKS

To make a ranged weapon attack, a model must be unengaged and have **line of sight** (LOS) to the target. Models may target engaged enemies without penalty. Determine LOS by looking from the eye level of the miniature; if any part of the target model is visible, you have LOS. Terrain features and other models may block LOS.

CRITICAL HITS

An attack is a **critical hit** when the rolled die face exactly matches the difficulty die face shown on the card. If the action uses 2 dice, both rolled dice must match both dice shown.

If 1 die was rolled, the critical grants +2 damage.
If 2 dice were rolled, the critical grants +1d6 damage.
If 3 or more dice were rolled, the critical grants +2d6 damage.

When players use the **focus** action, to score a critical hit the rolled dice must exactly match the dice shown on the card; but, the extra die must *also* match one of the dice faces shown. *All* rolled dice must match, or it is not a critical hit.

COVER

Draw a straight line from the attacker's base to the defender's:

Partial cover: +1 armor. Gained if approximately half of the model's body is blocked by intervening terrain or other models.

Full cover: +2 armor. Gained if the model is standing within 0.5" of intervening terrain they could conceivably hide behind.

Area cover: +1 armor. Small, easily definable sections of terrain that would obscure a model while they are standing in it.

MAGIC SPELLS AND SPECIAL ABILITIES

Magic spells and special abilities may be used while engaged by an enemy. The user may choose any target in LOS, and is not limited to the enemy they are engaging (though engaging enemies may block LOS to a preferred target). Targets do not gain cover bonuses against these types of attacks.

DAMAGE

Critically wounded: Critical health boxes are marked with a broken bone. For each of these boxes damaged, the model suffers a -1 penalty to its **AD**. If a critical health box is healed, the model regains the lost **AD** during its next activation.

Disabled: When the final health box (with a skull icon) is damaged, the model is *disabled* and excess damage is ignored. Disabled models cannot be activated, do not engage enemy models, and do not roll defense dice when hit. Enemies may move through them. If a disabled model suffers damage, it is destroyed and removed from the game.

Protect your friends: Disabled models cannot be targeted by attacks while engaged by a friendly model, and models may not attack a disabled model while engaged by an enemy.

When a disabled model is protected by the above rule and it is impossible for the attacker to engage the protector due to terrain or other factors, the attacker may spend 1 **AD** to perform a **force** action. The protector then either trades places with their disabled ally, or the disabled ally no longer benefits from protection for the rest of this activation.

To take this action, the attacker must be engaging the *disabled* model and it must be physically impossible for them to move to engage the protecting model. They cannot take the force action because a *disabled* target is protected against a ranged attack by an unseen ally; nor can they take the force action because they do not want to deal with climbing or other frustrating terrain to engage the protector.

WINNING

The game ends when victory conditions for the scenario are met, or 1 player has destroyed all enemy models.

RELIC AND TREASURE MARKERS

Relic and treasure markers are objects that can be interacted with by using the pick up, drop, and trade basic actions.

Pick up: A model within 0.5" of a relic marker may choose to pick it up by expending 1 **AD**. Remove the marker and draw a card from the relic deck. The relic is used as an upgrade card.

Drop: When a model is *disabled*, they drop the relics and treasure they are carrying. Also, models may choose to drop a relic or treasure without expending any **AD**.

When dropped, the controlling player places the marker within 0.5" of the model. Keep the relic card aside in case the relic marker is picked up by another model; the card stays the same for that particular relic marker.

Trade: Models may trade relics or treasure to another friendly model within 0.5" by expending 1 **AD**.

SPECIAL RULES

Models may only be affected by each special rule once. Effects do not stack.

Beasts: These models can't pick up relics or treasure.

Beam attacks: These attacks deal damage to any model standing in the affected area. They have a value that shows how wide the beam is. Draw a straight line between the attacker and the target; any models within the beam value of the line are also hit. Roll damage separately for each model hit.

Bind: When a model is hit by a bind action, place a **bind token** next to them. They suffer from bind until the bind is broken. When they move, they must roll their movement die to meet or exceed the bind difficulty. If the move is successful, the bind is broken; remove the token and move as normal. If the move fails, the model remains in place and the bind persists.

Models may choose to **focus** on the move action to break the bind.

Charge X: When an action with this special rule is performed successfully, you may move your model up to the charge value toward the target. If the charge movement is enough to engage the target, the attack hits and you roll damage.

Charge movement is restricted by normal movement rules including engagement, climbing, jumping, etc. The charge rule does not grant a bonus **AD** like the normal charge move.

Deadly: Models *disabled* by a deadly attack are removed from play if they fail the recovery roll. They may be healed while disabled, as usual.

Dire: Models hit by dire attacks do not add their armor bonus when rolling defense dice. Special rules that grant an armor bonus against a specific attack type are still added to the total.

Doors: Doors can be opened or closed by using 2" of movement. Closed doors completely block LOS.

Lasts for 1 round: These abilities are in effect until the model who used the ability activates again.

 Magical attacks: Attacks that are empowered by supernatural forces. Magic spell attacks are considered magical attacks.

Multipliers: Actions with a multiplier (×2, x3, etc) may be performed that many times each activation. Normally each action may only be performed once per activation.

Poison: Models hit by a poison attack suffer -1 **AD** during their next activation.

Place: If a special movement action says *place* rather than move, the action ignores LOS and engaging enemies.

Push away and move toward: Move the target the number of inches dictated by the ability in the direction indicated.

If the wording says *away*, the target can be moved in any direction but it must end farther away than when it started. If the wording says *directly*, it must move in a straight line to or from the source of the ability. A pushed model will fall if at least half of its base is over an edge.

Reroll: Disregard the original roll and roll the die again. Multiple reroll abilities can be applied to the same die if desired, but each individual reroll ability may only be applied once.

Roll damage separately: If the action is successful, resolve the damage as if it were multiple separate attacks. You may resolve the damage in any order you choose.

Rolling a D3: Roll a D6 then divide the result in half (round up).

Stun: Models hit by a stun ability do not engage other models until their next activation. A stunned model no longer grants the benefit of the *Protect Your Friends* rule, nor does it force enemies to disengage before moving. When the model activates, it is no longer stunned.

Target ground: When using this action, elect a point on the battlefield as the target, anywhere within range and LOS. The **target ground token** shows a cross-hair centered on a single point; this prevents confusion when calculating distances originating from target ground effects.

Transformation: Abilities that make a character *turn into (something)* immediately change that character: replace the model with the appropriate character card and miniature. When a character transforms they have the same remaining health boxes as before. A character at full health will have full health after they transform.

If a character transforms during its activation, its **AD** pool does not change for this activation. Action dice are generated at the beginning of each activation.

Upgrades must be purchased separately for each form (even if the upgrade could be used by both forms). If a character transforms into a *beast*, they will drop any treasures or relics they are carrying, but the upgrades they brought on the adventure are not dropped.

SPECIAL CHARACTER TYPES

COMPANION

Companions must be attached to a non-companion character, chosen by the controlling player. Some companions will only attach to characters with a specific keyword. **Each character may only have 1 companion attached to them**.

In campaign play, you may change which character the companion is attached to between each adventure.

Group activation: When a model with an attached companion activates and the companion is within 5", they may choose to activate simultaneously. Each model generates a separate pool of **AD**. The controlling player may use their actions in any order, and may switch between the companion and hero model as they perform various actions.

Companions may activate independently. No matter how a companion activates, it can only activate once per round.

Non-heroic recovery: If a model with non-heroic recovery fails a recovery roll, it is destroyed and removed from the play.

CONSTRUCT

Constructs enter play **inert**. Inert models are effectively disabled; however, they never make recovery rolls and can only be destroyed by magical attacks.

Constructs have **fuel cells** instead of health. When a construct enters play its fuel cells are empty. The construct ability on the character card shows what ability it empowers. Constructs gain 1 **AD** for each fuel cell that is empowered.

When a construct is damaged, it loses power to its fuel cells as if they were health boxes. When the last cell is damaged the construct becomes inert again. Constructs may be empowered repeatedly.

MOUNT AND RIDER

Mount and rider models must be selected as a pair and their point costs are added together. They may have keyword limitations. Riders must be paired with a mount of equal size.

In order to pick up treasures or perform scenario actions, the mount must discard 1 **AD** while the rider uses its **AD** to perform the action.

Shared fate: Mount and rider pairs operate as a team and must activate together. They each generate a separate pool of **AD** to perform their individual actions. They activate simultaneously, and their individual actions may be performed in any order.

Riders do not have **SPEED** or **HEALTH** statistics. A rider may offer an armor bonus, but the mount is responsible for the team's durability. If the mount is disabled, so is the rider.

When a mount is critically wounded, it loses one of its own **AD**. The controlling player chooses which **AD** pool to add to or subtract from when the pair is affected by abilities like *poison* or *command*.

The mount is solely responsible for movement and is the only model in the pair that can perform the **dodge** basic action. The mount and rider may independently perform **focus** and **improvised attack** basic actions.

NEUTRAL CHARACTERS

Neutral characters may be recruited by players from any alignment. Once recruited, they adopt the player's alignment.

SUMMONED CHARACTERS

Some characters can **summon** other miniatures into play. The specific rules for each summoned model are on its card. Unless noted otherwise, summoned models may perform special scenario actions and the basic actions i**mprovised attack**, **focus**, and **dodge**.

Some summons require **upkeep** to remain in play. This is an action performed by the summoner during future activations to activate the summoned model. Upkeep may not be performed during the same activation the summon action was used, and can only be performed once per activation.

When upkeep is performed the summoned model activates and is completely resolved. If the summoner completes an activation without performing upkeep, remove the upkeep-dependent summoned model from play.

If the summoner is *disabled*, a summoned model that requires upkeep remains in play until the recovery phase of a round in which it was not summoned and upkeep was not performed.

Summoners may choose to not perform upkeep and remove the summoned spell from play, thus allowing the opportunity to cast the summon spell again without exceeding the limit.

If a summoner performs upkeep, they may not perform the summon action to create a new summoned model.

WILD MONSTERS

Whenever there are wild monsters in an adventure, add a **monster phase** to each round between the activation phase and the recovery phase. During this phase each monster is activated, according to its behavior, in a random order. Once all monsters have activated, proceed to the recovery phase.

When a monster is destroyed and removed from play, it leaves behind a **treasure marker**, which models may then grab. Monster treasures are small enough that models are able to stuff them into their inventory. If a model is *disabled*, they do not drop the monster treasures they carry. During the post-game phase players discover what the kind of treasure by rolling on the monster's specific treasure chart.

Monster **behaviors** govern how a specific monster will activate. **Hunting** monsters are roving creatures intent on killing, while **guard** monsters protect a specific area. A specific monster may operate under either behavior depending on how it entered play. Some monsters have unique behaviors as described in the scenario or environmental danger that spawned it.

When a monster is *disabled* it has the chance to recover. Any player may roll for the monster's recovery. If a monster fails to recover, it is destroyed and removed from play, and the model who disabled the monster is credited with the kill.

HUNTER BEHAVIOR

Hunter monsters enter play after all players have deployed their models. Place the hunter on the board edge of a randomly determined unoccupied deployment zone. If enemy forces occupy all available deployment zones, place the hunter in the center of a random board edge.

When a hunter is activated it targets the closest non-monster model it can see. On a tie, roll. If there is no target within LOS, move the monster once toward the closest non-monster model. The monster activation ends if there is still no target in LOS.

If the monster has a target, the monster is under the control of the target's opponent for this activation, who is free to use the monster any way they choose.

GUARD BEHAVIOR

Guard monsters enter play after all players have deployed their models. The player with initiative places the guard monster's **ward** (the thing they are protecting) at least 6" from any other treasure, objective, or enemy model. The other player then places any guard monsters completely within 3" of their ward.

The guard will only target models it is engaging, models within 8" of their ward, or models who have attacked them this round. When the guard monster is activated it chooses the closest eligible target and is under the control of the target's opponent for the activation. The guard must use its available attacks against eligible targets. If there are no eligible targets, the guard must move until it is within 3" of its ward.

RELICBLADE
ADVENTURE BATTLE GAME

GAME ROUND

1. INITIATIVE PHASE

Each player rolls a D6 (reroll ties). The highest result wins **initiative** for the round. They may make a **recovery roll** for a single *disabled* character if they give initiative to their opponent.

2. ACTIVATION PHASE

Starting with the player with initiative, activate a character. Alternate activating characters one at a time. Characters may only be activated once per round.

When a character activates it generates a pool of **action dice** equal to its **AD** value, and spends dice from that pool to perform actions.

Each action may only be performed once per activation (with the exception of movement, disengagement, and multiplier actions). Basic actions are available to all; other actions are shown in action bars on character and upgrade cards.

1. Announce the **action** being attempted.
2. Determine the action's **difficulty**.
3. Roll **action dice**, plus any **bonus dice**.
4. **If the sum of the dice meets or exceeds the action's difficulty, the action succeeds.** Otherwise, it fails.
5. Resolve any **effects**.

Actions that show a dice face of 1 automatically succeed, but still cost 1 **AD**. Actions that do not show dice are **free** and may be performed without spending **AD**, though still only once per activation. Actions that may be performed multiple times per activation have a multiplier in the name.

3. RECOVERY PHASE

Players make a **recovery roll** of 1 die for any of their *disabled* characters. On 6 the character recovers 1 health box.

ACTIONS

MOVE ACTIONS

Move up to **SPEED"** for each **AD** spent. Characters may move through friendly and *disabled* models, but not through enemies.

Obstacles 1" or lower do not impede movement. **Difficult terrain** areas reduce movement by 1.

Climbing vertical surfaces is +1 difficulty per vertical inch. Characters may not end their move on a vertical surface. If a climb fails, fall from the height of the last successful climb move.

Jumping gaps is +2 difficulty per linear inch. Characters may jump up to 3". Characters may jump from ledges to the ground below for 1 **AD**, and may follow the jump rules to land a short distance from where they started. Treat jumping down as a fall, but gain +1 on your defense roll against the fall damage (characters with armor 3 or higher do not gain this bonus).

Falling damage is 2 damage per inch. Defend as normal.

BASIC ACTIONS

Basic actions can only be performed once per activation.

Focus: While performing an action, you may choose to declare a **focus** action and add 1 additional **AD** from the character's **AD** pool to the attempt before rolling any dice.

Dodge: Spend 1 **AD** and place a **dodge token** next to the model. Before rolling defense dice, you may choose to spend the token to roll an additional defense challenge die. Remove unused tokens at the start of the character's next activation. You can **focus** the dodge action to receive 2 tokens (but only 1 token may be spent per hit).

Improvised attack: An improvised attack is a special ability, has 1 **AD**, a difficulty of 4, and inflicts +0 damage.

ATTACK ACTIONS

Actions with a **damage bonus** are attack actions. Follow these steps to resolve an attack action:

1. **Declare action and target:** The attack may be **focused**.
2. **Measure range:** If the target is not in range, the attack fails.
3. **Roll action dice:** If the sum of the results meets or exceeds the difficulty, the attack hits. Otherwise it misses.
4. **Damage challenge roll:** Attacker rolls a **damage** challenge die and adds the **damage bonus** to find the **total damage**.
5. **Defense challenge roll:** Defender rolls a **defense** challenge die and adds their **armor bonus** to find the **total defense**.

Subtract the defense total from the damage total and deal any remaining damage to the defender.

6. **Deal damage:** Starting from the left, check 1 health box per damage point until all damage has been accounted for.

COMBAT

Charges: An unengaged character that ends its move engaging an enemy has **charged**, and gains 1 bonus **AD** to perform an attack action. Characters may only charge once per activation.

Engage and disengage: Characters have a 0.5" melee range and are **engaged** within this range. Melee range may be measured from 1.5" above or below a character's base.

To move out of, or through, melee range of an enemy model, a character must **disengage**. The character rolls its movement action dice, and each engaging enemy rolls a challenge die. If the enemy wins the roll, the movement **AD** is expended but the character does not move. Characters may **focus** disengaging.

Ranged attacks: To make a ranged weapon attack, a character must be unengaged and have LOS to the target. Characters may target engaged enemies without penalty.

Critical hits: An attack is a **critical hit** when the rolled die face matches the difficulty die face shown on the card. If the action uses 2 dice, both rolled dice must match both dice shown. When **focusing**, the extra die must *also* match one of the dice faces.

If 1 die was rolled, the critical grants +2 damage.
If 2 dice were rolled, the critical grants +1d6 damage.
If 3 or more dice were rolled, the critical grants +2d6 damage.

COVER

Partial cover: +1 armor. Approximately half of the target's body is blocked by intervening terrain or other characters.

Full cover: +2 armor. The target is standing within 0.5" of intervening terrain they could conceivably hide behind.

Area cover: +1 armor. A small, easily definable section of terrain that would obscure a character while they are standing in it.

MAGIC SPELLS AND SPECIAL ABILITIES

Magic spells and special abilities may be used while engaged by an enemy. The user may choose any target in LOS, and is not limited to the enemy they are engaging (though engaging enemies may block LOS to a preferred target). Targets do not gain cover bonuses against these types of attacks.

DAMAGE

Critically wounded: For each critical health box (broken bone) damaged, the character suffers -1 **AD**. If a critical health box is healed, the character regains the lost **AD** next activation.

Disabled: When the final health box (skull icon) is damaged, the character is *disabled* and excess damage is ignored. Disabled characters cannot be activated, do not engage enemy models, and do not roll defense dice when hit. Enemies may move through them. If a disabled character suffers damage, it is destroyed and removed from the game.

Protect your friends: Disabled characters cannot be targeted by attacks while engaged by a friendly character, and models may not attack a disabled character while engaged by an enemy.

When a disabled character is protected by the above rule and it is impossible for the attacker to engage the protector due to terrain or other factors, the attacker may spend 1 **AD** to perform a **force** action. The protector then either trades places with their disabled ally, or the disabled ally no longer benefits from protection for the rest of this activation.

To take this action, the attacker must be engaging the *disabled* character and it must be physically impossible for them to move to engage the protecting character.

They cannot take the force action because a *disabled* target is protected against a ranged attack by an unseen ally; nor can they take the force action because they do not want to deal with climbing or other frustrating terrain to engage the protector.

SPECIAL RULES

Characters may only be affected by each special rule once. Effects do not stack.

Beasts: These characters can't pick up relics or treasure.

Beam attacks: These attacks deal damage to any character standing in the affected area. Draw a straight line between the attacker and the target; any characters within the beam value width of the line are also hit. Roll damage separately for each character hit.

Bind: When a character is hit by a bind action, place a **bind token** next to them. They suffer from bind until the bind is broken. When they move, they must roll their movement die to meet or exceed the bind difficulty. If the move is successful, the bind is broken; remove the token and move as normal. If the move fails, the character remains in place and the bind persists. Characters may **focus** on the move action to break the bind.

Charge X: When an action with this special rule is performed successfully, you may move your character up to the charge value toward the target. If the charge movement is enough to engage the target, the attack hits and you roll damage. Charge movement is restricted by normal movement rules. The charge special rule does not grant a bonus **AD** like a normal charge.

Deadly: Characters *disabled* by a deadly attack are removed from play if they fail the recovery roll. They may be healed while disabled, as usual.

Dire: Characters hit by dire attacks do not add their armor bonus when rolling defense dice. Special rules that grant an armor bonus against a specific attack type are still added.

Doors: Doors can be opened or closed by using 2" of movement. Closed doors completely block LOS.

Lasts for 1 round: Abilities that remain in play for *1 round* are in effect until the character who used the ability activates again.

 Magical attacks: Magical attacks are attacks that are empowered by supernatural forces. Magic spell attacks are considered magical attacks.

Multipliers: Actions with a multiplier may be performed that many times each activation.

Poison: Characters hit by a poison attack suffer -1 **AD** during their next activation.

Place: If a special movement action specifically says *place*, the action ignores LOS and engaging enemies.

Push away and move toward: Move the target the number of inches dictated by the ability in the direction indicated. If the wording says *away*, the target can be moved in any direction but it must end farther away than when it started. If the wording says *directly*, it must move in a straight line to or from the source of the ability. A pushed character will fall if at least half of their base is over an edge.

Reroll: Disregard the original roll result and roll the chosen die again. Multiple reroll abilities can be applied to the same die, but each individual reroll action may only be applied once.

Roll damage separately: If the action is successful, resolve the damage as if it were multiple separate attacks, in any order.

Rolling a D3: Roll a D6 then divide the result in half (round up).

Stun: Models hit by a stun ability do not engage other models until their next activation. A stunned model no longer grants the benefit of the *Protect Your Friends* rule, nor does it force enemies to disengage before moving. When the character activates, it is no longer stunned.

Target ground: When using this action, elect a point on the battlefield as the target, anywhere within range and LOS. The **target ground token** shows a cross-hair centered on a single point; this prevents confusion when calculating distances originating from target ground effects.

Transformation: Replace the character with the appropriate character card and miniature. When a character transforms they have the same health boxes. If they transform during their activation, their **AD** pool does not change this activation. Upgrades must be purchased separately for each form. If a character transforms into a *beast*, they will drop any treasures or relics they are carrying, but the upgrades they brought on the adventure are not dropped.

RELIC AND TREASURE MARKERS

Pick up: A character within 0.5" of a relic marker may choose to pick it up by expending 1 **AD**. Remove the relic marker and draw a card from the relic deck. The relic is used as an upgrade card.

Drop: When a character is *disabled*, they drop the relics and treasure they are carrying. Also, characters may choose to drop a relic or treasure without expending any **AD**. When dropped, the controlling player places the marker within 0.5" of the character. Keep the relic card aside; the card stays the same for that particular relic marker.

Trade: Characters may trade relics or treasure to another friendly character within 0.5" by expending 1 **AD**.

ACTION TYPES

 Melee weapon
0.5" engaged range

 Ranged weapon
No use while engaged

 Ranged/melee weapon

 Natural weapon
0.5" engaged range

 Passive ability
Always active

 Magic spell

 Special ability