Sellsword

Miniatures Skirmish Game

D. Garry Stupack & Son

Foreword

Sellsword was written to fill a gap. The goal was to create a simple to learn, stand-alone, strategic and tournament-ready gaming system that allowed the use of miniatures from whatever manufacturer was preferred. Players who were focused on strategic elements could simply use durable miniatures of plastic, while those with an eye for style might have meticulously detailed miniatures in play, all on the same table.

Although a 'stand alone' game, we decided that the game should not, in fact, stand alone. Solid web support was considered to be a important for any that picked up the game, permitting one to construct and print warbands online. To that end, we have a presence at Sellswordgame.com. Thanks for this, Andy.

In play, the final skirmish game is simple in its mechanics. It uses resource management (Vigor and Action pool) and a turn based system. The different units in a player's warband act on their turn, and have a limited ability to react at other times. Units that take wounds become injured, compromising their efficiency, and may finally drop. Points are scored for scoring key injuries on enemies, or accomplishing scenario goals. Units may be altered by adding modifiers (or mods) to them. This acts like a multiplier, and a few units suddenly become many.

This is a living game system. As we move forward, we'll see several developments in Sellsword. The Northlands set introduces the iconic forces of Havoc and Valor, but more factions are on their way to the fight. And in 2014, we will introduce you to more ways to play.

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1. UNIT CARDS & DESCRIPTIONS

Hrolf looked back at his warriors. His squire could certainly fight, hard if not well. That, he knew. The three serfs had never fought before, and barely held their spears with the sharp end forward. They would be weak, yet they showed courage just by standing here. His two guards would not be much better; they were trained, but had never fought in a serious row. All this, he knew. But his game warden Anji had been a field scout during the last war, and Marcus was a pikeman who had helped hold the crossing at Istlethere. They would be his most potent weapons when the sun finally set, and the undead came again. At least, he hoped they would. For all their sakes…

Each miniature in the Sellsword skirmish game is referred to as a **unit**. Information on the combat capabilities of that unit is provided on a **unit statistic card,** also called a **stat card**. Stat cards list the unit's name, quality, attack types and its intrinsic and acquired statistics. An example of a Stat card is shown on Page 4.

The Title Bar & Unit Descriptors

Each unit name is listed across the top of the card, along with a minimum of two **descriptors** below the name that tell a player what kind of unit it is. These **descriptors** sometimes have game effects.

Type of unit. The first of these is usually related to the kind or type of unit. *For example, Human, Elf or Orc.* The second term lists the relative quality and experience of that unit. Is it a veteran unit that has seen countless battles, or is it a peasant levy new to the field?

Troop quality and experience, in order of weakest to strongest, are described in Box 1.

Additional Terms. In some cases, a third, fourth or even fifth word might be added as descriptors. For example "Possessed" or "Favored" or "Feral." These are additional descriptors for the unit that place it in a subtype., and may have a game effect under certain circumstances. Some traits or special attacks may have greater or lesser effects against creatures with these extra descriptors.

Unit Size. The Sellsword skirmish rules features three sizes of units; **Small** and **Medium** units, whose base occupies only one square, and **Big** units, whose base occupies a 2 by 2 area of squares.

Victory Point (VP) Cost. The final text on the title bar of each unit provides a point cost to field the unit in battle. In each match, there is a total point limit (point cap) that a

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Unit Quality

Villager (level 0): Has no combat experience, no training, and a general aversion to combat.

Levy or **Raw (level 1)**: The unit has no combat experience and no training.

Green or **Recruit (level 2)**: The unit has no combat experience, but has some training.

Blooded (level 3): The unit is trained and has limited combat experience

Regular (level 4): The unit is trained, and has seen combat.

Seasoned (level 5): Skilled and long term survivors, the seasoned unit is well trained, and has seen at least one complete campaign.

Hardened or **Vanguard (level 6)**: The unit is well-trained and has seen regular intervals of intense combat.

Veteran (level 7): The unit has excellent equipment and training, and has seen extensive combat. These units are known for their ferocity in battle by friend and foe alike.

Elite (level 8): The unit stands out even amongst veteran units, is famous within their own armies, and infamous among their enemies. This is the kind of hero that songs and stories might be written about.

Epic or **Legendary (level 9 or more)**: This unit stands out amongst elite units, and would be widely featured in myth, story and song.

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player may assemble for his warband. The total value of all units in a player's squad may not exceed the listed point cap.

Intrinsic and Acquired Statistics

Each unit in Sellsword has five intrinsic statistics that can influence the capabilities of that unit. These are *Agility, Brawn, Spirit, Wits*, and *Movement*. These intrinsic statistics are listed along the left side of the stat card.

> ## Explanation of Intrinsic Statistics
>
> **Agility** refers to a unit's coordination, reflexes and ability to use physical finesse.
>
> **Brawn** describes the unit's physical presence. A unit with a high Brawn score is larger and more physically imposing than a unit with a low score.
>
> **Spirit** represents the determination, morale and courage of the particular unit. Cowardly or unmotivated units will tend to have a low spirit score.
>
> **Wits** is a rating of the unit's intellect and intuition, and represents how easily a unit might be misled or fooled by trickery on the battlefield.
>
> **Move** lists the movement points a creature expends in a move act, and acts a measure of the distance a unit can move during its turn.

Two additional 'acquired' statistics are listed on the right side of the card; these are a unit's **Armor** and **Vigor**.

> ## Explanation of Acquired Statistics
>
> **Armor** is an all-encompassing term for the ability of a unit to deflect, dodge, ablate, or otherwise ignore blows that would strike it.
>
> **Vigor** describes the experience, drive, energy, skill, and good fortune of a unit. Vigor helps units avoid wounds and perform special acts.

Combat Codes

Each unit in Sellsword also has two combat codes, or simply 'codes.' The combat codes dictate which units are allowable for a given game.

Fantasy Rating. Fantasy rating is a simple system used to describe the fictional milieu of the game. When building a skirmish squad, you may only include units of the appropriate fantasy level (or lower). For example,

0 : The skirmish occurs in a world populated only by humans, with no magic. Not commonly played, but useful for historical games.

1 : The game has fantastic races, such as goblins and elves, but magic is still rare.

2 : The game occurs in a fantasy milieu where magic is present, though uncommon.

3 : The game occurs in a mythos where magic is very common, an aspect of everyday life.

Mod Use. On the bottom of each card is a 5 character modifier-use (mod-use) code. Each unit in Sellsword can be modified with an additional card, that reflects carrying a special item, having special training, or some special trait.

A character will have 0-4 of these mod-use marks. For a unit to be able to equip a mod, a unit must have each of the mod-use symbols that appear on that card. The five mod symbols are Command (banner symbol), Magery (mystic circle), Melee Combat (spears & shield), Missile Specialty (target & arrow) and Natural (tree). Mods have a price (+[X]), that is amended to the price of the modified unit (See Card Explanations).

Attack and Trait Descriptions

Each unit in Sellsword has a central text description that details that units attacks and other powers, called Traits. These are explained in their own sections of the rulebook.

Unit Card (Each color is a faction)

Unit Name

Unit Descriptors *(Race, Quality, Size, Other)*

Unit Cost

Wounds
Droplet Icon checkboxes show options for taking wounds.

Armor Rating
This may represent actual armor, or simply skill, reflexes and the ability to parry or deflect attacks.

Action Token Pool
In this case, only one green react token - but also gains one Blue token from the mod, below

Vigor Pool

Fantasy Rating

Unit Intrinsic Stats

Gray Necromancer
Human • Seasoned — 31 VP

Agility 12
Brawn 12
Spirit 20
Wits 18
Move 5

Sacrifical Dagger (range 1) +9 vs. Armor; 10 Pierce THEN 10 recurring Magic (Spirit).
Grave Bolt (R10, ✳1, §, 2 Acts) +10 vs. Agility; 10 Magic AND 10 Cold.

TRAITS: (Action Pool ◇)
Immune 5 Cold, 5 Fear
Channel the Grave: Possessed Allies have +1 attack while within 4 squares of this unit.
Ritual: As an Act, this unit may expend 10 Vigor THEN Undead within 5 squares gain 15 Vigor.

16 Armor

30 Vigor

2 ⚕

Havoc A24: A robed graven human wizard holding a dagger.
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Unit Physical Description
The miniature used in play should match the description provided.

Mod Use Codes
(Unit must have all of the Mod codes shown on the Mod and must match the correct faction.)

Mod Card (Each color is a faction)

Fantasy Rating

Mod Name

Mod Cost
Apply this to the cost of the unit bearing the modifer. *In this case, A Gray Necromancer with a Demon Staff is a 31 + 7 = 38 point combination*

Added Mod Requirements
In this case, a regular or better unit, but no other restriction.

Demon Staff
Regular + — +7 VP (Unique)

Modifier

Warleader 2 (Action Pool ✳)
Infernal Aura 3: Possessed units in Aura have +1 attack.

✳ **Undead Attendants:** Use at the beginning of any round, immediately after rolling initiative. Place two Slow Zombie units within 3 squares of this unit.
These units do not count against warband size limits.

Havoc A27*
© Sellsword Games, 2013.

Each Unit Card can be used with a Modifier Card (Mod Card) that increases its cost and its capabilities, but only if the unit satisfies the Mod requirements. A unit does not have to be used with a modifier card. To satisfy Mod requirements, the unit must have dark symbols that match all of the dark mod symbols on the card. It does not have to match the fantasy level. A unit may have additional darkened symbols that the Mod Card lacks. Mod cards can only be used with units of the Mod Card's faction. In play, simply place the mod card under the unit card, and treat the mod card text as if it were simply additional traits on the unit card. See an example of this to the right.

Mod card text sometimes uses the term Aura [x], where X is a number. Aura X refers to a range away from this unit that the listed effects occur. In this case, Infernal Aura 3 permits units with the possessed descriptor that are within 3 squares of the Gray Necromancer (counting distance; see page 11) to gain +1 on their attack rolls.

Place the two cards together to show which unit bears each mod.

2. GAME BASICS

2.0 WINNING A SELLSWORD SKIRMISH

Each player assembles a skirmish squad and attempts to score victory points (VP) by eliminating opponents or achieving other scenario-specific objectives. The first player to score points equal to the victory point target wins the game.

2.1 BUILDING WARBANDS & SETTING UP THE SKIRMISH.

Before playing a Sellsword match, each player must build their warband (WB). Players build by adding units to a predetermined point total, as described in the scenarios section. A standard total for a skirmish is 121 points. Players may not start with more units in their warband than a scenario allows; typically, this is 8 units. All units must belong to the same faction. For example, cards of the Havoc faction are red and those of the Valor faction are Blue; all cards in your warband should be of a single color scheme. WBs may not include a unit of a higher fantasy level than the scenario allows. A typical scenario has a fantasy rating of 2. Lastly, players should assign a Gridmap to their WB.

Standard Scenario: Each player assembles a skirmish squad of 121 points that has 8 units of Fanstasy Rating 2 or less. Players win when their score exceeds 121 points. Players score VP by eliminating enemy units (they score the VP value of the unit) or by occupying an 'objective' area at the end of the round. Players score 5 points for occupying a victory objective area, regardless of the number of units in the area.

The Gridmap. Sellsword is played on a surface called a **Gridmap**. A variety of different types of maps can serve as the **Gridmap**, provided there is a square gridded, artistic map that contains a number of walls, terrain features, or both, to influence tactics and make game play interesting. The rules governing the different kinds of terrain are explained fully under Section 3, Movement..

Tactics Check: Players roll a tactics check at the beginning of each match to determine who will choose the Gridmap during each game. The players roll a d20; a player can Reroll the d20 a number of times equal to their highest Warleader rating. The player with the highest roll is the advantaged player (AP).

The AP chooses which player will select the gridmap for the game; The player who selects the map chooses a side and places an Entry Tile (a 2x2 tile, see appendix) within the Start Area shown on the their end of the Gridmap. The other player then places their Entry tile in one of their Start Areas. Players are now ready to begin playing Rounds. If no start areas are marked on a Gridmap, place the Start tile adjacent to the shorter side of the map.

2.2 PLAYING A GAME ROUND.

After setting up, you can begin playing **Game Rounds**. During a **Game Round**, play proceeds in phases. During each phase, a unit in each Skirmish Squad takes a turn, which consists of one or more Acts. Play proceeds until all units on each side have taken a turn.

At the beginning of each Round, perform a Tactics check to determine the Advantaged Player (AP) for that round . The AP chooses who will be 'Player 1' (P1) and 'Player 2' (P2) for that round.

In the first phase, P1 takes a turn with a single unit, then P2 takes a turn with a single unit. Then, the phase ends. In the second phase, P2 goes first, selecting a piece that has not previously taken a turn, then P1 takes a turn with a unit that has not previously taken a turn in the current round. In the third phase, it reverts and P1 again goes first, and the players alternate going first in a phase until one player has taken a turns with all their units. Then, the other player finishes the Final Phase part of the turn by taking a turn with all of their units that have not yet taken a turn during the current Round.

'Greater Advantage.' If the Advantaged Player wins the Tactics Check by 10 or more, then the AP has **greater advantage**. Greater advantage allows the AP to take a turn with one unit before phase 1, in a special 'phase 0.' This does not confer any other special ability on that unit, and the unit used is considered to have taken its turn for the round.

What happens at the end of a round? At the end of each round, after all of the units have acted, the end of round phase begins. During the end of round phase, players collect victory points for scenario objectives, such as occupying an objective, then execute other powers that call for effects at the end of the round.

Multiplayer Battles: If more than two players are playing, the AP chooses which player they will be, followed by the player with the second highest roll, and so on for additional players. For example, in a game with 3 players, there would be P1, P2, P3. As in 2 player games, each round of play again proceeds in **Phases,** with turn order rotating each phase so that the Player taking a turn first in one phase will go last in the next.

Example: *In Phase 1 of the three player game, the order would be P1-P2-P3, in Phase two the order rotates to P2-P3-P1, and in Phase 3 it would be P3-P1-P2 before reverting to the original order (P1-P2-P3) in Phase 4.*

Greater Advantage in Multiplayer: Only the AP may have greater advantage in multiplayer, and must have a tactics roll 10 higher than each of the other opponents.

The Unit Turn Overview

Player Selects Unit to take a Turn. The player whose turn it is selects one of their units that has not yet had a turn in this round. That unit activates, and may perform Acts. Traits or powers that have effects at the start of a unit's turn take effect in the order decided by the controlling player.

Spend Acts. The unit may use its Acts for movement, attacks, or other powers as the player decides. Acts may be used in any order, and are performed sequentially – the results of one Act may influence which Acts the player chooses to perform in the future.

End of Turn. During the end of turn, the unit first applies injury from any recurring wounds, then may attempt to recover from a combat status. Then, any effects that take place at end of turn can take place.

2.3 ACTION POOL. Each unit in Sellsword begins a game with a number of Tokens. This is the unit's starting Action pool. Tokens represent limited resources that a unit may have. There are three types of tokens in Sellsword.

Green tokens (Reaction tokens ✦); these are used to reply to opponents attacks, or to make attacks against moving opponents when it is not your turn. Sometimes, they are required to use certain normal attacks or traits.

Blue tokens (lesser power action tokens ✳) are are used when invoking certain attacks or traits.

Red tokens (greater power action tokens ✳) are used to perform the most powerful feats in the game.

Units may be able to regain lost tokens; most any unit can regain a used or lost ✦ token (see 2.4), but ✳ and ✳ tokens are harder to reclaim. Units may not gain more than their initial starting pool of tokens, which includes those on the stat card and those added by attached modifier cards.

2.4 WHAT DOES A UNIT DO ON A TURN? On its turn, a unit can perform up to 3 **Acts.** An Act can be used for one of several possible options, listed below. In special cases, a unit must expend a token, or **Vigor**, to perform an Act. For example, when charging, a unit must expend 5 Vigor. In other cases, it may be necessary for a unit to expend two of its Acts to perform some greater attack or movement power. Acts are executed in sequence, and the player is allowed to decide on how they will use Acts based on the results of acts they have executed on their turn once an ongoing act is completed. The Type of Acts are listed here:

Attack: The unit makes an attack against a target unit that is within range of its attack and in its line of sight. This included special attacks, such as a Charge.

Basic Move: The unit moves to gain an improved position on the battlemap. This includes all types of movement, including Fly.

Maneuver: A unit repositions itself tactically. It moves to an adjacent square, but does not cause adjacent opponents to React to it (Described in Section 5, React).

Rest & Reclaim (a token): As an Act, a unit may reclaim a React token ✦, or, if specified on the unit card, a ✳ or ✳ token (which sometimes requires several acts).

Use a Trait: Some units have Traits that require an Act, vigor, and or a token to use. These are listed in the text of of each trait on a case by case basis.

Box 5. The Rule of 3

The rule of 3 dictates that although a unit can perform 3 Acts on each turn, a unit may not perform the same Type of Act 3 times.

(However, some Traits allow this rule to be 'broken.' See the Exceptions-Based Game Box on page 8.)

2.5 DETERMINING SUCCESS. Some Acts, such as attacks (Described in Section 4), are not automatically successful, but are determined randomly by a die roll. To determine successes and failures, rolls are made with a 20-sided die. Players frequently seek to roll equal to or higher than some target number for success, though low rolls are required in some cases, such as recovery from a status.

In many cases, the player will add a **die modifier** to the roll. For example, a +5 modifier would add 5 to the result of the die roll. The final modifier is the sum of all positive and negative modifiers.

Example: A Skeletal Archer attacks an Armored Ogre, who has cover. The Skeletal Archer has a +6 bonus to his attack due to his skill as an archer, but the Ogre has positioned himself behind cover, a -2 modifier. The final die modifier in this case is (+6 and -2) or +4. To hit the Ogre's armor rating of 17, a natural role of 13 or better will be required, since 13+4 = 17.

GREATER SUCCESS. If the modified die roll is 10 greater than the target number (ie., the roll + mod is 24 and the target was 14), a **Greater Success** occurs. Greater success increases the benefits yielded by an action.

When attacking, a greater success yields a 'Critical Strike' (see page 9). Greater Advantage is a type of greater success determined during the tactics check.

Box 6. Exceptions Based Games

Sellsword is an exceptions-based game. This booklet provides the rules which govern play, however, additional rules are found directly on the Stat cards. These sometimes allow players to 'break' the rules as written here. When multiple different types of rules interact, use the following priorities to guide interpretation of the rules; the higher number has higher priority (*ie., Exception 3 takes precedent over 2*).

1. **Card Rules which Extend Written Rules.** For example, card text might allow a creature to take a 4th Act on its turn, instead of the regular allotment of 3 acts per turn.
2. **Restrictive Rules in this booklet.** Rules text in this booklet, such as the rule of 3. If a creature was permitted an extra Act, it still could not use 3 Acts for any single type of act, such as an attack act or a basic move act. Similarly, it could not take an extra (or any) acts if it was Helpless.
3. **Explicit Exception Rules on Cards.** This includes rules that permit you to explicitly break, rather than extend, rules in the rulebook. For example, a berserker card text might allow a creature to take up to 3 attack acts on their turn, directly and explicitly breaking the 'rule of 3.'
4. **Restrictive Rules on Cards.** These rules use language such as may not, cannot, or must not. For example, if an attack or Trait stated that the target (or chosen) unit could not move, then the ability to take one extra move act on a turn would be irrelevant.

3. MOVEMENT

3.0 MOVING ON THE GRIDMAP. Units may move on their turn. The following movement is permitted in the game.

3.1 BASIC MOVE: After declaring a basic move, a unit expends one or more movement points (depending upon terrain and other conditions) to move into a desired adjacent square. The unit may then use any remaining movement points to move into a second adjacent square, and so on. a player may move a unit a number of squares up to its listed **Move** score (see Intrinsic Characteristics) as a act . Remember that even though a unit may take up to 3 acts each turn, no more than two acts can be used as **Basic Moves**. A unit could, however, perform two basic moves and one maneuver. Moreover, a unit may begin a second basic move act immediately upon expending all movement from the prior move. The benefit of chaining two move acts together is that it allows a unit to 'carry over' movement from one move act to another. This is useful when traveling through certain challenging terrain (such as forest) that requires additional points of movement to enter.

How to move a unit on the Gridmap: Players move a unit from one square to the next adjacent square. This 'costs' one or more points of movement. Each subsequent square can be in any direction, however, a unit may not move into, or through, a wall.

Big creatures occupy more than one square, but they still move only one square at a time when moving. Thus, one or more squares from a Big creature will continue to occupy a portion of the space it last occupied.

Walls: Walls are indicated by heavy, (typically) black lines along a map gridline, or by a square or series of squares which are filled with black on the battle map. A unit may not move diagonally if the move would cut across the corner of a wall.

Moving into certain types of squares is more difficult than others and 'costs' additional squares of movement to enter (ie., it counts as having moved 2 squares). For example, squares with **challenging terrain** cost one extra square of movement (see Standard Terrain, opposite column). A unit may freely move through spaces occupied by allies, but may not enter squares occupied by enemy units.

However, in all cases, a unit must end movement so that all of its space occupies empty squares that are legal to occupy at end of turn.

3.11 STANDARD TERRAIN DESCRIPTIONS

Certain non-wall squares are not typical clear squares, but rather have additional characteristics. Some of the most common terrain types (and symbols) are described here.

Open Terrain is also called **Clear Terrain** and represents relatively level terrain. This is the standard type of terrain, and costs 1 point to enter per square moved.

Simple Challenging terrain (Λ) is difficult to travel through due to debris, poor footing or other impediments. It costs 1 extra square of movement to enter.

Brush terrain (⬆) is Challenging Terrain with two additional effects. If all lines of sight from a unit to a target pass through 2 edges of a Brush Terrain square, the target is Invisible to the unit. If all lines of sight to a target pass through at least 1 side of Brush Terrain, the target has cover. The effects stack. (See Cover & Attacking Invisible, page 11).

Damaging Terrain (❖) is treated as Clear/Open Terrain, but causes 5 wounds each time a unit enters it, or starts a turn in it. Often, this is Fire damage. However, it may be other types as specified on the gridmap.

Low Cover (**L**) is a special type of Wall Terrain that does not block line of sight. The wall can be moved across by a unit for the cost of the space entered plus 1 additional movement point. Whenever line of site cannot be traced to a target without crossing a nonadjacent line of Low Cover, the target has cover. (Adjacent low cover is ignored)

Obstructing Terrain (★) includes pillars, statues and other obstacles. Obstructing Terrain has all the effects of Low Cover and Challenging terrain, however, it is illegal for a unit to end its movement in an Obstructing Terrain square.

Pit Terrain may not be entered, but doesn't block line of sight or line of effect. During play, if a unit is 'pushed' into a pit by an effect of an attack, it is assumed to have caught the edge and rescued itself. Move the unit into the nearest open space. Then, if that unit is not a flying unit, it gains the **Shaken** Status (see **Statuses**).

Sliding Wall Terrain (**S**) is considered to be Wall Terrain when no unit occupies it, blocking line of sight. Unlike normal Wall Terrain, it is legal to move a unit into Sliding Wall Terrain, and While a unit occupies Sliding Wall Terrain, the occupied SWT is treated as Clear Terrain.

Smoke Terrain is considered to be Clear Terrain for movement. If all lines of sight from a unit to a target pass through 2 edges of a Smoke Terrain square, the target is Invisible to the unit.

3.12 TEMPORARY TERRAIN CONDITIONS

These modifications to terrain occur situationally during the game.

The Second Diagonal Move of a unit's turn costs 1 extra square of movement to enter. This applies **only** to the second diagonal move for that unit. All additional diagonal moves cost only 1. *This limits (somewhat) the additional maneuverability permitted by diagonal movement, while keeping play fluid.*

Occupied Terrain is any terrain occupied by another unit. It is not legal to enter enemy unit Occupied Terrain; terrain occupied by an allied unit is legal to enter, though it is still illegal for a unit to end its movement in Occupied Terrain. If line of sight passes through two sides of a square of Occupied Terrain, that square counts as blocking terrain for the purposes of determining **Cover**. Occupied Terrain also blocks line of sight if the target is smaller than the unit occupying the square. (*For example, line of sight could not be traced through occupied terrain containing an Ogre (big creature) to a Goblin (small creature) or an Orc (medium creature).*)

Terrain can also be modified during the game, usually through the use of Trait powers.

Multiclass Terrain. A square can contain multiple types of terrain. For example, a square could contain both Damaging Terrain and Challenging Terrain, and be occupied terrain as well. Simply apply all required modifiers, and use the most limiting conditions. For example, if Brush terrain was added to Pit terrain, a unit could still not enter the terrain, and it would also have the Brush effects on line of sight.

3.2 SPECIAL TYPES OF MOVEMENT:

Flying: Units with the flight trait, indicated by a capital letter F in front of their Move score, may move over pits, obstacle terrain and squares occupied by non-flying enemies. Flying units do not pay the extra cost to enter challenging terrain.

Ghostly: A unit with the Ghostly trait may move over pits, and through walls, obstacles or enemy occupied squares. It must still end its move act with their space in non-wall, non-pit squares unoccupied by other units. Ghostly units do not pay the extra cost to enter challenging terrain.

3.3 THE MANEUVER:

A maneuver is considered movement. It reflects limited tactical, careful, stealthy and defensive movement that does not provoke a Reaction from an opponent (See Reaction, page 11). A tactical **Maneuver** grants a unit up to 2 'movement points' that can be used for up to 1 square of movement. The terrain section describes terrain that costs more than one movement point to enter. A unit can perform up to 2 **Tactical Maneuvers** each turn, and these may be combined with basic movement.

4. ATTACKS AND TRAITS

On a unit's turn, Players can use any of the attack Acts listed on their unit's card. If more than one Act is required for the attack, this is listed, as well as the range of the attack, and any other special properties of the attack (slow or burst attacks, described below). Attacks may not be made if the target is further than the legal range listed.

Limited use attacks. Attacks can be made many times during a match, and most more than once a turn. However, if the attack has a colored star next to it (✦, ✶ or ✷) the player must expend a token from that unit's action pool that matches the color of the star. If the unit no longer has an appropriate token, it may not make that particular attack.

Declaring Attacks. In order to make an attack, the attacking unit must have **line of sight** to the square containing the target miniature (described below). Then, declare the type of attack to be made. Any additional Traits tied to the declared attack are also declared now. If the opponent has a react token (✦) available, they then declare whether they will reply to the attack (if a reply is applicable).

Making Attacks. Once you determine that a unit can make a legal attack, the appropriate modifiers are calculated and a d20 is rolled. The total is summed and the success of the attack determined.

Resolving Attacks. If an attack fails, then any events which are triggered on a miss can take effect (these are uncommon in Sellsword, but might involve, for example, a re-roll). If the attack is successful, then the effects of the attack listed in the test description are resolved, according to the instruction provided under attack resolution, and any other additional effects of a successful attack are resolved. If the attack succeeds by 10 or more, it is a greater success and a Critical Strike.

4.1 LINE OF SIGHT: *A unit can 'see' a square if it can trace line of sight to any point in it.* Line of sight occurs when an attacking unit can draw a line from **any** <u>edge</u> of its space (space = 1 square for a regular or smaller unit, 4 squares for a Big unit) to **any** point inside the space of the potential target. The target is said to be 'visible' to the attacker.

Cover: If a line of sight to the **center** of the target's space does not touch a wall or terrain space that blocks sight, then a standard attack may be made.

If some of the target's space is visible and some is not, and no unblocked line can be drawn from the attacker to the **center** of the target's space, the attack may still be made, but the attacker grants the target **Cover.**

If no line of sight is established to the target without passing through a wall, the target is simply not visible by the attacker, and may not be attacked.

Effect of Cover: If a unit is granted cover from an attack, the attacker takes a -2 modifier to its attack roll. If the **range** to the target is 12 or more, the modifier is increased to -4. This is explained in the next section.

4.2 HOW TO COUNT DISTANCE: Range is the distance from the attacker to the target. Determine this distance by counting from square to an adjacent square vertically, horizontally or diagonally. Each square counted increases the range by 1. Do not consider terrain effects that influence movement. You may not count through walls, and you must count 'around' the corners of walls. (You cannot count 'diagonally' past a wall corner.) The distance is considered the shorted counted distance from attacker to target.

Special Rules for Counting Distance:

1. When first beginning to count from your unit to a target, **all squares adjacent to a unit count as 1 square away** – even if diagonally across the corner of a wall.

2. **The second diagonal** counts as 2 squares when measuring distance.

3. **Definition: 'Adjacent':** A unit is adjacent to other units or terrain if they share the same square, or occupy a square whose border contacts the terrain feature or border of the other unit, and there is not a wall that completely blocks line of sight between the two squares.

Attacking Invisible Targets: Sometimes a unit will wish to attack a target which is **invisible** to it. This is different from 'not visible' which is described in section 4.1 above. Usually, this is because of a Trait such as 'Invisibility' or 'Stealthy' which specifically states that the target is 'invisible,' or due to terrain effects. An attack against an invisible target is permitted with the following restrictions:

* The attacking unit must be **able to trace a 'line of sight'** to the invisible unit's space (not blocked by walls).

* The **range must be less than** the attacking unit's current **Wits** stat (or the attack may not be made).

* The **attacking unit takes a -4 modifier** as a penalty to its attack roll. This penalty reflects the fact that the attacking unit cannot be completely sure where the target is. This penalty stacks with any other bonuses or penalties that the target may have, such as **Cover**.

4.3 RESOLVING AN ATTACK

Resolving the effects of attacks: Once you determine that an attack can take place, it is time to resolve the success, and possible effects, of the attack. Each attack lists an attack bonus (*for example, +6*) and the appropriate enemy statistic that will serve as the **target number**. This is often Armor, but can be Agility, Brawn, Spirit or Wits, depending upon the nature of the attack. The text of the attack then lists one or more effects of the attack. Attacks most commonly impose **Damage** and/or a **Status** upon the target.

The Attack Roll: When attacking, do the following:

1. A. Declare the attack. Pay any Vigor cost, and move if there is a movement component to the attack description (see Charging).
   B. Target declares a reply (if it can react).
2. Determine any bonuses or penalties applicable.
3. Making the Attack: Roll a d20 and add modifiers.
4. If the total equals or exceeds that target number, the attack is successful.
5. The effects of the attack are applied. Bonuses to wounding, and other modifying effects, are only ever applied to a successful attack roll. Immunity, then Vulnerability, is applied in all cases.
6. Attack ends: Defender determines how the injury is applied (see **Vigor**), then book-keeping is done. The results of the attack are applied by adding wound tokens, losing vigor, etc.

4.30 WOUNDS AND INJURY

Injury. Most attacks have a component that will cause physical or mental injury to a target. Many basic attacks will target the Armor statistic, but some attacks will target Agility, Brawn, Spirit, or Wits. Each 5 points of wounds taken causes an injury to the target. Each injury requires the target to fill one of the drop-shaped checkboxes on the target creature's stat card. When the last checkbox is checked, the target is **dropped** (defeated) and removed from the gridmap. Each injury taken imposes a -1 cumulative penalty to all rolls made by the injured unit. Each injury has additional effects explained on page 13.

*A wound effect is listed as a number of points, then the wound type. For example "5 Cut" or "10 Crush." On a successful attack, the target will mark off injuries, one per 5 points of damage dealt. The type of injuries are decided by the defending unit's controlling player. For example, an attack that caused 15 Crush would, if successful, cause the defending player to mark off 3 locations; this would '**drop**' most units.*

Types of Wound: Injury can occur in different types. For example, an arrow wounds by Piercing, a hammer does Crushing damage, and a Dragon's breath yields Fire (and Fear) based injury.

Box 7. Wound Type Overview

Cut. This includes weapons that slash and chop, such as swords, axes and the bite of large predators.

Pierce This includes penetrating weapons such as arrows, spears, stilettos, talons and fangs.

Crush This includes all manner of clubs, hammers, flails, maces, constriction, and even massive fists.

Fire This includes flame, lightning, magma and the touch of red-hot steel.

Cold This includes freezing winds, magical frost and the touch of other-worldly spirits.

Magic All manner of arcane damage caused by spells.

Toxic This includes other types of mystical wounds, including poison, disease, and all types of miasma spread by supernatural beings ('black magic).

Fear This includes all types of psychological damage.
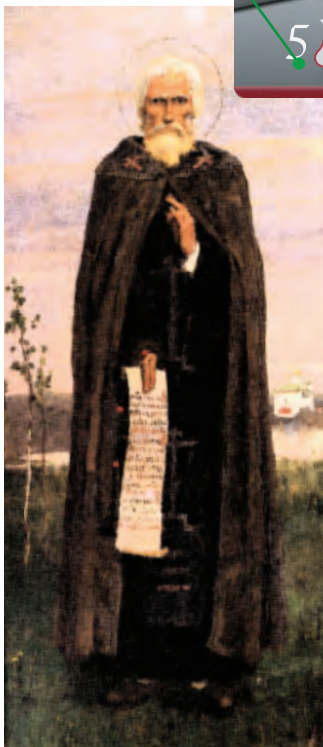
Notes: It may seem strange to the modern mind to lump some types of damage into these 8 categories, and not to add others. Yet, it was common knowledge in medieval times that lightning was simply a firebolt, that disease and poison were the variations of the same malady, that cowards would frequently also go mad, or the dead had a cold touch. It is a different way to think.

Taking Wounds

Units take Wounds in a 3 Step Process.
Once a hit is determined, do the following;

Step 1 *Modify any wounds due to Immunity or Vulnerability, then Toughness.*

Step 3 *Mobility Injury*

Step 3 *Mortal Injury*
Step 3 *Defensive Injury*

Step 2 *Consider expending Vigor to reduce the wounds, if Vigor is available.*

Gray Necromancer
Human ♦ Seasoned   31VP

Agility 12
Brawn 12
Spirit 20
Wits 18
Move 5

16 Armor

30 Vigor

Sacrifical Dagger (R1) +9 vs. Armor; 10 Pierce THEN 10 recurring Magic (Spirit).
Grave Blast (R10, ✳1, §, 2 Acts) +10 vs. Agility; 10 Magic AND 10 Cold.

TRAITS: (Action Pool ◆)
Immune 5 Cold, 5 Fear
Channel the Grave: Possessed Allies have +1 attack while within 4 squares of this unit.
Ritual: As an Act, this unit may expend 10 Vigor THEN Undead within 5 squares gain 15 Vigor.

Havoc A24: A robed graven human wizard holding a dagger.
© Sellsword Games, 2013.   2

Step 3 *Any remaining wounds are applied as Injuries(regardless of type). Every 5 points of wounds causes 1 injury. Use the droplet-shaped checkboxes to record this (pointed out on the card above). When the last Injury is taken, the unit has Dropped, and is removed from the gridmap.*

Effects of Wounding: *Each injury imposes a -1 to all die rolls by the injured creature, cumulatively. This penalty translates to -1 to attack, -1 to Tactics Checks if a Warleader, but +1 to Recover rolls). In addition, each has an additional effect, depending upon the particular injury taken. The player controlling the target chooses the Injury(ies) taken.*

Mobility: *The unit has been damaged in a way that slows its movement on the battlefield. Adjusts its movement by -1. Units with Fly may no longer use this trait.*

Defensive: *The unit has been compromised in its capacity to dodge or avoid attacks, and possibly to execute other activities. All of the unit's Armor, Agility, Brawn, Spirit and Wits are adjusted by -2.*

Mortal: *The unit has suffered a wound which will Drop it, immediately or eventually. The opponent that scored the wounds causing this injury immediately scores VP equal to the target unit's cost. This is usually the final injury taken. In a gambit situation, it may not be the final injury; However, it is still a mortal wound. For the rest of the game, roll a d20 at the start of the unit's turn. On a natural roll of 20, the unit Drops (dead).*

Trait: *Some greater units have an additional type of Injury. This checkbox is placed immediately following an Attack or a Trait. When this injury box is checked, the unit can no longer use that Trait.*

In the Bear Trap example, if the target had Immune 10 Cut, then no wounds would be taken and the creature would not be Hobbled, but, would always be subject to Pinned (AND Pinned). This is rare, so a creature would usually be subject to all effects of this attack. See **Status and Recovery** for more on these statuses.

4.34 THE VARIABLE DAMAGE RULES To provide variability in the game, while rewarding highly skilled units with increased efficiency, the following rules are used;

Critical Strike: Whenever you roll a total attack score which is 10 above the number required, you have scored a **Critical Strike**. Add 10 to the wounds listed in the attack for a Critical Strike. If an attack lists more than one type of wound, add 10 only to the first type listed.

The Natural 20 (Lucky Hit). Any roll of 20 on the attack die, before applying any bonus, is both a Lucky Hit and a Critical Strike, even if the roll is not 10 higher than the number required.

The Natural 1. A roll of the die which naturally comes up as a 1 is a Fumbled Attack and is always a miss.

> **The Glancing Blow**: (optional rule) The number 13 is unlucky in the **Sellsword** game. A natural roll of 13 that is a successful hit (after bonuses are applied) is called a Glancing Blow. A Glancing Blow is **never** a Critical Strike, and also does -5 wounds from the first wound type listed on the attack text (to a minimum of 0).

4.4 VIGOR Vigor is a resource that represents a unit's skill, motivation, luck and endurance in battle. Vigor is spent to perform special attacks such as a Charge, to use certain special powers, or to avoid wounds. This last use is by far the most common.

AVOID: When a target is successfully attacked, at the target owner's option (and this is usually a good option), the target can reduce their Vigor points instead of translating wounds to injury. This is termed 'Avoiding' or an 'Avoid,' and represents a phenomenal dodge, a dramatic block, or some other expenditure of luck or vitality that otherwise prevents a wounding strike from causing injury. Each 5 wounds are avoided by 5 Vigor.

For example, in the Dagger attack example on page 10, a target that was hit by the attack might reduce their Vigor by

5, instead of taking 5 wounds, resulting in injury. This is usually preferable, because it prevents the penalties associated with injury. Moreover, it is difficult to heal injury, but Vigor can be more easily regained.

When allotting wounds, a player may freely split up the damage between Vigor and Injuries, in groups of 5. Whenever a unit's vigor is reduced to 0, the unit is **Exhausted**. (described in section 6, **States**). At that point all further wounds must be applied to injury.

VIGOR WITH SPECIAL ATTACKS AND TRAITS: Vigor is also sometimes required to be expended for certain attacks or powers. When declaring the special attack or power, the unit must have sufficient Vigor available, and then expend a number of points of Vigor required to execute that attack or Trait power, prior to the power taking effect.

4.41 GAINING VIGOR (CROWING): Every unit is considered to have the 'Crowing' Trait; it is not listed on the stat cards. At the owning player's option, when a unit drops an enemy and that unit has an act remaining to expend on their turn, they may take a moment of pride in their victory by **crowing**. Crowing requires the unit to expend one act, and it restores 5 Vigor to the unit. Crowing can be done once each round.

4.5 SPECIAL TYPES OF ATTACKS: In addition to the attack acts listed on their card, Players may also use the following special attacks:

Charge: As an attack act, a unit with Vigor may make a charge attack against an enemy that unit can see. A charge combines any 'single act' attack with 2 additional squares of movement. To perform a charge, a unit must pay 5 Vigor, declare the target of the attack then move exactly 2 squares to become adjacent to the target. Although the unit moves, this is considered an attack act, not a move act.

Each square moved must be through clear, unoccupied terrain, or must ignore the extra terrain cost for nonclear terrain types. Each square of movement must bring the unit closer to the declared target. The charging unit must end the movement adjacent to the enemy, even if it has attacks with greater range. It may not make an attack act which costs 2 or more acts, nor may it make an attack with a range greater than 3. Once adjacent to the enemy, it performs the attack with a +2 bonus on the attack roll and a +5 bonus on the first damage listed on the attack description.

Slow Attacks (§): Some attack acts have the slow attack symbol - **§**. Slow attacks work like any other attack, but are more vulnerable to enemy reaction. If an enemy declares a reply to the attack, the reply occurs before the slow attack.

Burst Attacks (✳): An attack with the burst symbol (✳) does not use a unit for a target; instead, the attacker chooses a square on the map, called the **origin square**. *The attacker must be able to trace line of sight to the <u>center</u> of the chosen origin square, and the origin square must be within the legal range of the attack.* A burst attacks all creatures within a distance of [X] from the origin square, where [X] is listed on the card as '✳[X].' Roll attacks at the bonus listed on the attack description against each target within range. The attacker may roll these dice in any order, but all effects from the attacks are considered to occur and affect the targets simultaneously.

Cover and Burst Attacks: A creature has cover from a burst attack if a line cannot be traced from the center of the **origin square** to the center of the target's square. A unit that has cover against a burst attack modifies the attack roll by -2, as per the effects of cover (Page 11).

4.6 MOVEMENT EFFECTS OF ATTACKS. Sometimes an attack will have an effect that is neither a status nor wound. Usually this imparts movement onto the target unit. The movement effects are outlined here.

Move {X}: A unit subjected to a move effect (eg., move target 2 squares) may be moved up to the number of squares listed, ignoring all extra costs for terrain, by the owner of the unit initiating the effect. This movement is controlled by the attacking unit.

Push {X}, Pull {x}: As move, but each square moved must be further from (for Push) or closer to (for Pull) the effecting unit, ignoring all extra costs for terrain. This movement is controlled by the attacking unit.

Recoil {X}: The target backs away from the attacker; this movement is controlled by the target unit's controller. The target pays for terrain costs, but must recoil the maximum possible number of squares from the attacker.

4.7 MORE ON TRAITS. There are two types of traits; Rare traits and Common traits. Common traits are few, but frequently encountered, and generally have simple effects. Immunities and Vulnerabilities are types of Common traits, as described above. Other types of common traits include:

Fly: This unit may fly, as described under special movement. This trait does not function if the unit is takes a **mobility** injury.

Ghostly: This unit does not pay extra cost for entering challenging terrain, and may move through walls, pits and enemies. It may not trace line of sight through walls.

Invisible: This status gives the benefits described on pages 11-12; enemy units that cannot See Invisible are compromised vs this unit.

See Invisible: This unit ignores the invisible status.

Shield: Against nonadjacent enemies, this unit has +2 Armor (and usually pretty good armor against adjacent ones, too.).

Stealthy: This trait functions when no enemy is adjacent to the unit. Whenever this unit has cover from an enemy, it is invisible to that enemy.

Toughness: Each round, the unit ignores the first 5 wounds it takes (Toughness is used after Immunity and Vulnerability are applied).

Warleader [x]: The unit has [x] uses of a warleader die each round. Warleader dice are powerful tools that allow players to reroll the d20. In all cases, the initial roll is ignored and the reroll treated as the true roll. Warleader dice may be expended as follows:

1. After rolling and losing the tactics check at the beginning of the round, a player may expend a warleader die. Effect: that player rerolls their tactics check.
2. As a Reaction, if the warleader has a ✦ token available to spend, a player may assign a warleader die to an adjacent unit that has just resolved attack roll. Effect: Reroll the attack roll.
3. As a Reaction, if the warleader has a ✦ token available to spend, it may assign a warleader die to an adjacent unit that has just resolved a recovery roll (See page 16). That unit may reroll the recovery roll.

> **The Rare Traits:** Rare traits are simply spelled out on each unit's stat card. Rare traits may not actually be 'rare.' Our objective here was to minimize the number of Common Traits, since they require memorization.

5. REACTIONS

Whenever a unit performs all or part of an act while adjacent to an enemy, that enemy unit has the opportunity to **React,** if it has an available (unspent) React token (✦) to spend. The following types of Acts allow an opponent to react.

Reply to Movement: When a unit attempts to perform a part of a move Act while adjacent to an enemy, that enemy may make an attack Act against the unit before it continues moving. For example, moving from an adjacent square. (entering an adjacent square will not trigger the React). This interrupts the unit's turn, and is resolved before the movement continues.

Reply to an attack: When a unit attacks, any enemy unit adjacent to it, including its target, may react to that unit by 'Replying' to the attack. This is instant and is declared when the opponent declares their attack, but these attacks are resolved **after** the unit has completely resolved its attack act. They may use any attack act listed on their card which requires only a single act. If the original attack destroys the reacting unit, the reacting attack is lost.

Several adjacent units may reply to the same attack. However, no unit may 'reply to a reply,' even if it has a react token available.

Reply to a Slow Attack: Slow attacks are marked with an § symbol. If an adjacent enemy declares a slow attack, a unit that replies may resolve its attack **before** the slow attack occurs. If the reacting attack destroys the enemy, it prevents the slow attack from occurring.

Non-Attack Uses for React Tokens: Some traits listed on a character's card will permit a unit to perform an act that demands extra focus from that unit. These may require that the unit expend a react token to perform the act. In this case, the unit spends the token as part of one of its other attack acts, or to power the use of one of its Traits.

Recharging Reaction: React tokens can be reclaimed as an Act on that unit's turn, as described on page 7.

To Use Tokens or Not?
React tokens, as well as other tokens and Vigor can be placed on cards and shuffled back and forth to a used pile. However, some players may prefer to put cards in a sleeve and use a dry-erase marker to track Vigor, Wounds and Tokens. Either is fine to track game play.

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6. STATUS & RECOVERY

Some attacks and powers do not simply wound an enemy, but also impose a special state –a status- upon them. These special Combat Statuses are explained here.

6.1 Duration: Combat Statuses last until the unit **Recovers**. The unit may Recover by a successful die roll at the end of its turn. In some cases, it may recover automatically as a result of a Trait or power.

Recovery: At the very end of a unit's turn, after all acts are completed and any Recurring Damage or other effects resolved, a unit may try to Recover from an effect. This recovery is based on a die roll.

Each attack act that confers a Status will list a statistic in brackets behind that status (Agility, Brawn, Spirit or Wits.) This is the Recovery Statistic.

To Recover from the Status, roll 1d20 and compare the result to the Recovery Statistic. Rolling **lower** than the listed statistic will permit recovery.

For example, a unit with the Rocked (Brawn) status would compare the d20 roll to their current Brawn statistic, as modified by any wounds or other effects. If the die roll is less than the Statistic, the unit recovers and the status is removed. If the roll is equal to or greater than the statistic, the Status remains in effect. However, a natural roll of 20 is never a successful roll to recover, even if the unit happens to have a stat score higher than 20.

Modifiers: Sometimes, a status has a modifier that must be taken into account. If, for instance, a unit has an effect that causes Shaken (Brawn -2), then the recovery roll is made as though the recovering unit's Brawn were actually 2 lower than normal.

Injured units have increased difficulty in recovering from a status. For each injury, treat the die roll as if it were 1 higher than shown (this is how to apply the -1 cumulative penalty). In addition, if the unit has the Defensive Injury, remember that Armor and Agilty, Brawn, Spirit and Wits all drop by 2, making recovery more difficult.

6.2 COMBAT STATUS EXPLANATIONS The following **Combat Statuses** include descriptions of their effects and the possible recovery rolls required to remove them.

Controlled (Spirit): A controlled unit becomes the conflicted pawn of your enemy. **Effect**: When you decide that the creature should take its turn, you allow your opponent to control it. While your opponent controls it, you may consider it an enemy unit.

However, because a controlled unit is fighting for control of its own mind, it may perform only a single act on its turn. A Controlled unit may react, and is under your control when it reacts.

Enraged (Wits): An Enraged unit seeks to close with, and engage, the nearest enemy unit. **Effect:** Roll 1d20 at the start of the unit's turn; If the roll is equal to or above the unit's Wits score, it **must** end its turn adjacent to the nearest enemy unit if it can do so through move and attack acts. Failing to do this causes it to lose 5 Vigor, and the unit automatically fails its Recovery Roll.

Glamyred (Wits): A Glamyred unit is in danger of being tricked into improper action. **Effect:** Roll 1d20 at the beginning of the unit's turn. If the roll is below the unit's Wits score, it behaves normally. Otherwise, Glamyred units behave as if it were **Controlled**, and are also **Compromised** and may not React. This state lasts until the unit recovers, or until the unit begins its next turn, when it again rolls to see if it behaves as if controlled.

Hobbled (Brawn, Agility or Spirit): This status reflects some physical or mental limitation on movement. **Effect:** A hobbled unit pays one additional point to enter any terrain, including clear terrain.

Pinned (Agility, Brawn, Spirit or Wits): This status reflects physical or magical confinement or anchorage to a particular location. EFFECT: A unit cannot perform a move act, or a maneuver act, when pinned, and is **Compromised**.

Shaken (Brawn, Wits): A unit sometimes takes a very solid blow that will leave it temporarily disoriented. EFFECT: -1 Act. A Shaken unit has one fewer Act to use on its turn.

Stunned (Agility, Brawn, Spirit or Wits): A unit sometimes undergoes a traumatic attack that cripples its ability to respond. **Effect:** A Stunned unit has 2 fewer Acts on its turn, is **Compromised**, and may not React.

Helpless (Agility, Brawn, Spirit or Wits): The unit has been rendered Helpless. It is at the mercy of its opponents. **Effect:** A vulnerable unit cannot take **any** acts on its turn, is **Compromised**, and, when targeted by an attack from an adjacent enemy, is automatically hit with a Critical Strike (Page 14).

Recurring [X] {wound type} (Agility, Brawn, Spirit or Wits). The unit has been poisoned, set on fire, is bleeding, or has some other effect that continues after the primary attack is done. **Effect:** When a unit has the 'Recurring [X] wound type]' status, at the end of each of its turns, that unit must allocate a number of wounds of the type and amount specified. (eg., Recurring 5 Fire). It may decide if it will take injury or use Vigor to Avoid injury (Page 14). Bonus wounds, such as that from a Critical Strike, never apply to Recurring Wounds.

Compromised: A Compromised unit is unable to efficiently defend itself in combat. A unit may become compromised by:

[1] Acquiring a Combat Status which makes it Compromised, such as Glamyred, Pinned or Helpless.

[2] Acquiring the Compromised status directly as listed in the text of an attack, or the application of a Trait.

[3] Finding itself in an unfavorable tactical situation as follows:

> A Medium or Small unit is compromised whenever it is adjacent to 2 enemy units, each of which has no other enemies adjacent to them, AND who are exactly 2 squares apart from each other. A Big unit is compromised whenever it is adjacent to two enemy units, each of which have no other enemies adjacent to them, AND who are exactly 3 squares apart from each other. A unit is also Compromised vs. attacks from an Opponent that can see it, but which is invisible to it.

Effect: Compromised targets grant enemies +2 to attack.

> **Asterisk Versions of Combat Statuses:** When a listed status has an asterisk (for example, **Pinned*,** or **Recurring 5 Pierce***) it requires the attacking unit to stay adjacent to the target for the status to remain in effect. The target can attempt to recover from the status normally, but also **automatically** and immediately recovers if the unit that caused the status moves or is moved 'nonadjacent' to the target.

Exhausted: The unit has expended all of its vigor. **Effect:** Units gain the 'Exhausted' descriptor, which may have game effects listed on stat cards. Exhausted units cannot charge. This status is automatically lost when the unit regains Vigor.

Invisible: The unit is hard to detect due to an innate trait or some other circumstance. **Effect:** Attacking units must subtract 4 from their attack rolls when targeting invisible units. Visible targets are Compromised vs. attacks by Invisible units.

Living: All units lacking the Clockwork and Undead keywords are living. The status is not normally lost. **Effect:** Certain Traits can specifically affect, or not affect, living units.

Injured: A unit is considered Injured any time it has an injury tear drop shaped 'check box' checked. **Effect:** Unit gains the 'Injured' descriptor which may have game effects listed on stat cards. In addition, for each Injury taken, the unit has a cumulative -1 penalty to rolls (-1 attack rolls, +1 to recover rolls, -1 on Warleader re-rolls.) If a unit somehow heals all its injury checkboxes, it is no longer considered injured.