

OFFENSIVE COMBAT (OC)

When using **OC** mode, a fighter can move, and must position their front facing in base-to-base contact with an enemy fighter. A large-based fighter can only attack one fighter even if they are facing two enemies.

A +1 modifier is added to the Natural Roll if the fighter is in base-to-base contact with an enemy's rear facing (**OC** only).

Basic Strike (OC/1): The Basic Strike enables a fighter to attack an enemy in base-to-base contact with their own front facing.

Novice Strike (OC/2): This Level of Mastery enables a fighter to ignore one wound when determining the **SL** before attacking an enemy.

Skilled Strike (OC/3): If a fighter succeeds in wounding their target using a Skilled Strike, a second attack can be attempted. No Action Card effects from the first attack can be applied and no further Action cards can be played, however, all other modifiers are taken into account when determining the **SL**.

Expert Strike (OC/4): This Level of Mastery enables a fighter to match the finest duelists. The fighter gains a +2 modifier on their attack.

Master Strike (OC/5): The Master Strike enables a fighter to roll 2d10 when making an attack. Only one die result counts towards the test.

Heroic Strike (OC/6): The fighter uses a penultimate combat technique or a deadly concealed weapon. If the attack is successful, two wounds are inflicted. If a Perfect Success is rolled the target suffers 3 wounds.

Calculating the Success Level:
The correct formula for the Success Level of a Natural Roll is: Natural Value – the fighter's current number of wounds + all modifiers = Success Level

NV - (1/wounds) + (all +/- modifiers) = SL

DEFENSIVE COMBAT (DC)

After the fighter's movement is complete and the final **DC** value of the fighter has been determined, place a Defensive Combat counter next to the fighter.

Each time a fighter in **DC** mode is targeted by an attack they can choose any Level of Mastery up to their current **DC** value unless specifically stated otherwise.

The fighter's defense is active from the front facing and both sides, however, a fighter cannot defend an attack to their rear facing.

A fighter remains in **DC** mode unless they:

- ❖ fail their Natural Roll,
- ❖ suffers a wound, or
- ❖ in their next Activation they choose another Action mode.

If a fighter loses their **DC** status before their Activation during the game round, they can be activated as normal.

Basic and Heroic Parry (**DC/1** and **DC/6**) can be used against long-range projectile weapon attacks in addition to base-to-base contact.

Basic Parry (DC/1): can also be used to evade long-range attacks from projectile weapons.

Novice Parry (DC/2): the enemy suffers a wound if they roll a Critical Failure or if the defending player rolls a Perfect Success.

Skilled Parry (DC/3): a fighter who blocks an attack with a Skilled Parry can immediately attempt a Basic Strike as if they were in Offensive Combat mode.

Expert Parry (DC/4): a fighter engaged in this Level of Mastery makes a Natural Roll with a +2 modifier.

Master Parry (DC/5): this Level of Mastery enables a fighter to roll 2d10 when attempting to block an attack. Only one die result counts towards the test.

Heroic Parry (DC/6): the fighter who engages this Level of Mastery can attempt to avoid any attacks against themselves during the round even if they fail a DC Natural Roll or suffer a wound. The fighter can remain in Heroic Parry indefinitely or until another mode is chosen during their Activation.

FIRING (F)

There are two standard line of sight modifiers that are always in effect when using Firing mode:

- ❖ a -1 modifier for each obstructed square along the line of sight, and
- ❖ if the target is a large-based fighter there is a +1 modifier.

Only Novice Firing (**F/2**) allows a fighter to shoot at an enemy if they are in base-to-base contact with any enemy fighters.

Basic Firing (F/1): enables a fighter to fire a projectile weapon at an enemy.

Novice Firing (F/2): enables a fighter to fire in all directions, even at enemy fighters in base-to-base contact, however, the target must still be within the fighter's 360* line of sight.

Skilled Firing (F/3): a fighter can only use Skilled Firing when no enemies are located in their line of sight or in base-to-base contact after completing any movement. Place a Skilled Firing counter near the fighter.

Once in Skilled Firing, a fighter can maintain this status until:

- ❖ The fighter fails their Natural Roll
- ❖ This fighter shoots twice in the same game round
- ❖ another Action mode or Level of Mastery is chosen during their Activation
- ❖ This fighter moves for any reason
- ❖ This fighter suffers a wound, or
- ❖ an enemy ends their move in line of sight or base-to-base contact with this fighter.

If a fighter loses their Skilled Firing status before their Activation during the game round, they can be activated as normal.

Expert Firing (F/4): enables a fighter to shoot a target behind any single square occupied by another fighter's base – friend or foe.

Master Firing (F/5): enables a fighter to roll 2d10 when making the attack. Only one die result counts towards the test.

Heroic Firing (F/6): a fighter in Heroic Firing can fire twice during their Activation, the two shots do not have to be against the same target, but both shots require a line of sight.

MANEUVER (Mv)

This mode must be announced when a fighter is activated and the Level of Mastery must be established before the fighter is moved.

Opening and closing doors does not cost additional **Mt** points for a fighter in **Mv** mode.

Basic Maneuver (Mv/1): A fighter making a Basic Maneuver gains +2 **Mt** points.

Novice Maneuver (Mv/2): The fighter is able to pass through a square occupied by an enemy. The Novice Maneuver is ineffective against an enemy in Defensive Combat, and the rules for Moving through Friendly Fighters are still in effect.

Skilled Maneuver (Mv/3): A fighter who has traveled at least one square before coming into base-to-base contact with an enemy, stops this enemy from using their **Mt** value and the **Mv** mode until the end of the round.

The targeted fighter is unable to move, but they are still activated and may choose any other Action mode. A Skilled Maneuver counter is placed next to the target of this effect.

Expert Maneuver (Mv/4): In addition to the criteria for making a Skilled Maneuver, the target of the Expert Maneuver must be in the active fighter's line of sight when the use of this Level of Mastery is announced.

Its effects are the same as the Skilled Maneuver as well as this additional effect:

- ❖ The target fighter suffers from a -2 modifier on all their Natural Rolls. Place an Expert Maneuver counter next to the target of this effect. Remove this counter at the end of the round.

Master Maneuver (Mv/5): This Level of Mastery confers a -2 modifier on any enemy Natural Rolls that target this fighter in Offensive Combat and Firing modes.

Heroic Maneuver (Mv/6): At the end of the round, if this fighter is not blocked by enemies, or hampered by a Skilled or Expert Maneuver, they can use an additional number of **Mt** points equal to their current **NV**.

HOUSE RULE! In Heroic Maneuver use the fighter's unmodified **NV** value to move at the end of the round.

Cards FAQ and Errata

EVENT CARDS

Charnel House and Debris (Player)

Clarification): Although these cards have a continual presence on the board, like a Constant Event, these cards must be played when drawn as if they were Interruption Event cards.

The Pit (Player Clarification): Use an open Trapdoor counter when applying the Pit.

Luck (Player Clarification): The instructions on this card should read as follows:

"Announce the use of this card before rolling the dice for a test. Luck is on your side and increases your chance of success. Add one additional die to the roll. After reviewing the rolled dice, remove all but one die and apply the result. However, the test is failed if all the dice are Critical Failure results."

Momentary Madness (Player Errata): The instructions on the card should read as follows:

"Play this card when your opponent activates a fighter of Rank 1 or less. The fighter in question is temporarily under your control for the entire round. You must immediately choose its Action mode and carry out its Activation as if it were one of your own fighters. It can be ordered to attack, fire or use its Aptitudes upon its original allies. It cannot however be forced to attack itself."

Note: This rewording specifically allows a player to take control of a Pest of Flesh and Sacrifice it against another fighter.

Below the Belt and Head Start (Player Clarification): These cards should be played as Reserve Event cards.

My query about their effect on Army Events still lingers, but I would suggest that neither card can affect an Army Event based on the wording of Head Start ("...common Event"), since no other card that I can remember affects rarity.

Deceit (Player Clarification): The instructions at the beginning of this card should read as follows:

"This card is played when you activate one of your fighters. It immediately trades (or swaps) places with another friendly fighter if the following conditions can be met...."

Superior Strategy (Errata): The instructions at the bottom of the card should read as follows:

"This card is played at the start of the round just before the Activation Roll, which you automatically win. This card cannot be countered in any way and is discarded after it is played."

ARMY EVENT CARDS

The Clones' Fury (Player Errata): The 2nd paragraph of the instructions should read as follows:

"Furthermore, every affected clone in Offensive Combat mode is given the chance to re-roll their dice until the end of the round. This is only applicable if the first roll did not result in a Critical Failure."

Corporeal Instability (Player Errata): The instructions at the bottom of the card should read as follows:

"Should it succeed, its force will be multiplied tenfold and it will benefit from a +2 modifier in Offensive and Defensive Combat. These modifiers automatically replace the Equipment noted on the fighter's reference card."

Infectious Spores (Player Clarification): An affected fighter can only use **Mt** (when activated) and Aptitudes that do not require an Action mode. Additionally, all Event cards affecting this fighter are discarded. (Does this include Army Event cards as well?)

AURA CARDS

(Player Clarification): None of the cards which refer to Venerable Ambrosius are specifically reserved for him; any fighter with the Aura Aptitude can use any of the Aura cards.

Aura of Rebirth (Player Clarification): A revived fighter can only use **Mt** (when activated) and Equipment, Aptitudes, Events and Army Events that do not require an Action mode. Regardless, this fighter retains all cards attached to or affecting them.

Aura of Renunciation (Errata): Replace the third sentence with the following: "Should they fail, they will be immediately moved outside the affected zone, to an adjacent square of your choice." Additionally, the timing on this card allows it to be played during the activation of the Aura user or at the end of the round.

Aura of Vengeance (Errata): Replace the third sentence with the following:

"Any friendly fighter, wishing to attack an enemy fighter that is located within the Aura, benefits from a +1 modifier in the Offensive Combat mode."

MUTATION CARDS

Biomechanical Shell (Errata): Replace the second sentence with the following: "Once per game and until the end of the round, at the moment of their activation, a figure equipped with a biomechanical shell can use it for their complete protection."

Muscular Hypertrophy (Errata): Replace the second sentence with the following: "They benefits from a +1 modifier to their Offensive Combat value and a +1 modifier on all Natural Rolls related to the **OC** mode."

Purulent Excessance (Player Clarification):

The text should be interpreted as follows: "This Mutation can be played at any time,

even before the Activation of an enemy fighter, and remains active until the end of the game. The affected fighter's skin is covered with purulent excessances filled with a revolting liquid that immediately causes a Wound to the chosen fighter when this Mutation is applied.

If an enemy in Offensive Combat wounds this fighter, the purulent excessances burst spraying the attacker with the liquid. The attacker must make a Natural Roll or they suffer a wound. Furthermore, if this fighter loses their last **NV** point after any attack in base-to-base combat, their attacker automatically suffers a Wound. Regardless, each fighter sprayed with Purulent Excessance cannot lose more than one **NV** point due to this Mutation's effect in a single game."

Steel Tendons (Errata): Replace the first sentence with the following: "Only a figure with a Natural Value of 3 or more can possess this mutation."