



RADIANT TACTICS

Free-For-All Rules

Supports....

1-12 Players
PvP, Vs AI, or Mixed
New to Experienced Players

Compatible with *all* Radiant
Tactics' Units.

FFA Objective

The player with the most victory points wins.

FFA Scoring

Earn victory points from...

1. **KOs.** Gain 1 + KO's PL victory points.
2. **Capture Points.** At end of turn, each capture point distributes victory points evenly among all units contesting that point. Round up.

$$\text{Capture Point Payout} = \frac{\text{Total PL}}{5 \text{ Turns} + \# \text{ of Capture Points}}$$

I. Draft

Pick Order. Alternate picking units.
Squad Size. Equal size squads for all players (12/# of Players) OR handicap the most experienced players by giving less experienced more units.

II. Deploy

Deployment Order. Deploy units in order of lowest to highest PL/BP.

III. Battle

FFA Activation Order

Turn 1. Lowest to Highest unit PL. Within an initiative phase (light, medium, heavy), the lowest PL/BP units activate first.

Turn 2+. Lowest to highest VP score. The player with the lowest score gets to activate first, or pass.

General Tiebreaker

Least Experienced Player First.
Else, house rule it.

Power Level (PL)	Battle Points (BP)
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0	1-59
1	60-143
2	144-249
3	250-569
4	570+

Mastery Point (MP) Earnings

Earn MP for...

- First KO
- 1st Place
- Your Lowest PL Unit Survives
- Player Favorite Vote

Map Key

Gray Slate. *Height Two.*

Light Slate. *Height Three.*

Marble. *Height Four*

Orange Terra Cotta. *Height Five.*

Flower Beds. *Light Cover.*

