



RADIANT TACTICS

Tactical Battle Rules

Alpha, V.0.0.1



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Michael Vossen*

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Radiant Tactics, Tactical Battles Rules

Alpha Version, 0.0.0

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Overview

In Radiant Tactic's battles, you will maneuver units on a map to achieve your tactical objective, while preventing the opposing force from doing the same.

First, you will pick your objective, then deploy your squad in a pre-selected formation. Engagements are fought in a series of phased turns. For each class of unit (light, medium, and heavy) s, you maneuver all units of that initiative class, then the opposition does. A turn ends when all phases are over, typically for a total of five turns. At the end of five turns, determine if any tactical objectives were completed, so to settle winners and losers.

Tactical battles can be played one-off experiences, or linked to other Radiant Tactics game systems. Over the public alpha playtest, core rules for Tactical Battles, Survival, Social, Traversal, Explore Interactions, Narratives, and Progression will be released. See the [Alpha Roadmap](#) for more details.

Alpha Version Note

Radiant Tactics is a solo-dev, food truck scale enterprise. Continued development depends on the support of players like you. Support Radiant Tactics through playtest feedback, sharing the game with friends, or through tips & patronage through Radiant Tactic's [Patreon](#) account.

Please send any and all feedback on Rulebook language, visual design, or game mechanic tweaks to:
DreamingFoxLLC@gmail.com

Thank you for playing Radiant Tactics!

Components

Here is what you need to play Radiant Tactics. Battles can be played digitally or as physical tabletop game.

Essential Components

A

Tactical Battle Rules. Rules for tactical combat, available free online at RadiantTactics.com. All tactical battles across Radiant games use this ruleset.

B

Battle Maps. A battle map indicates all starting zones, capture points, height, and terrain features. A map's grid is used to measure movement. Some maps include optional rules for weather or magical phenomena.

Digital map packs are available at RadiantTactics.com. You can upload map images to a Digital Tabletop platform.

Maps can also be printed out for physical play. Or, you might use a laminated grid, sold elsewhere, on which you can draw out essential map features in supported markers.

Unit Tokens. Unit tokens are objects on a tactical map that represent units. They are used to keep track of units' positions.

Digital tokens are available at RadiantTactics.com. You can upload the PNG images to most digital tabletop platforms. You can also make your own, or use tokens from other sources that best represent a unit.

If playing on physical tabletop, you can print digital tokens to make cutouts. Alternatively, use any brand of miniatures that best represent units. Or, you can play abstractly with coins or game tokens.

D

Asset Cards. Asset cards provide quick reference to all the relevant stats and special rules you'll need to play out a tactical combat. They include units, equipment, and spells.

Asset Cards from any Radiant Tactics game type may be played in any other Radiant Tactics game. Every asset card expands each adventure module's options for allies, enemies, or loot.

For Digital play, you can either upload the play sides of asset cards for an on-platform reference, or players can use physical cards on the side.

E

Dice. Dice are rolled to determine outcomes of unit interactions. Play will be most seamless when you have available a D20, D10, D6, and D4. A blue, yellow, green, and red D20 to roll together is most optimal.

Most digital tabletop platforms include digital dice rollers.

Dice Substitutes

If you have a D20 and a D6, you can get by without other dice. Here are relatively intuitive emulation methods:

D10. Roll a D20. A 1-10 count as is. Subtract 10 from an 11-20 to get your 1-10 value.

D3. Roll a D6. A 1-3 count as is. A 4, 5, 6 counts as a 1, 2, 3, respectfully.

D2. Roll a D6. A 1-3 count as a 1. A 4-6 count as a 2.

D4. Roll a D6. Re-roll values of 5 or 6.

Optional Components

F

Conditions & Advantage Play Aids. The condition table defines what each effect does, and shows which defences conditions bypass.

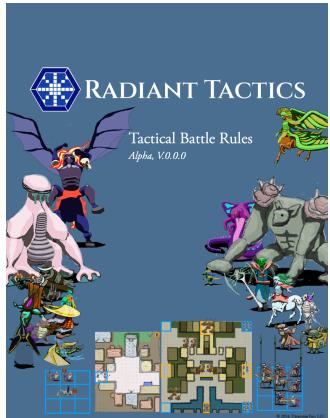
The advantage source table summarizes how much advantage or disadvantage is gained from each source, like height, flanking, and mastery.

You can upload these tables to a digital tabletop platform, or print them for physical tabletop.

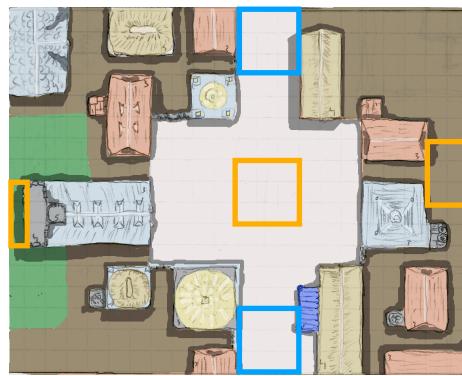
G

Status Counters. Counters are used to track conditions, such as bleed, fury, and immobilize. You can either place counters next to unit tokens on the map, or by their asset cards.

Colored D6 also make useful counters. The side-up number can represent how many stacks a unit has, while the dice color represent different condition types.



A Tactical Battle Rules PDF.
Available free at
RadianTactics.com



B A Battle Map



C A Unit Token

U'Yashi Kenshi, Trollgire			90 BP	●
Init	Move	Item/Focus	Defences	
L	2	3	16 8 0 3	
			Mental 8	
Stock Attack: x4Katana(M)+ Katana(M), -2A&T				
Master Stroke: Opponent rolls defence save before this unit chooses weapon values.				

D A Unit Asset Card



E D20 Dice

Colored D20 may be batch-rolled for quick defence saves.

You can also roll four of any color, and have the left-to-right order determine what each defence rolled.

D1	0	(N) Shield Breaker: Foe is at disadvantage to block.	(A) Splintering Blows: Inflict bleed whenever you destroy armor.	(M) Blunt Force Trauma: If armor is five or less, destroy armor also inflicts mortal wound.
1	Batter	1 2 3 4		Knockdown 2 3 4
2	Destroy Armor	2 3 4		Batter 2 3 4
3	Destroy Armor	2 3 4		Batter 2 3 4
4	Knockdown			Rage
5	Toughness Loss	1 2	No armor save	Destroy Armor 1 2
6	Toughness Loss	1 2	No armor save	Destroy Armor 1 2
7	Arm Loss	2 3 4	Destroy Armor	Re-Roll Armor.
8	Arm Loss	2 3 4	Destroy Armor	Re-Roll Armor.
9	Knockdown	1 2	Bleed 3	Rage
10	Mortal Wound		Re-Roll Armor.	Re-Roll Dodge.



D A Weapon Asset Card, Play Side Up.

On Digital Tabletops, you can place unit tokens under weapon card to quickly reference who has equipped what, and at what mastery level.

Condition	Physical Defences	Effect
MW	1 2 3	KO'd, remove from battle.
Arm Loss	1 2 3	Lose arm. (Defender picks.) Inflicts Mortal wound if no arm to lose, saved as arm loss. Units with no arms are disarmed for victory purposes.
Leg Loss	1 2 3	Lose leg. Half dodge and movement at one leg, immobilize and no dodge at two. Mortal wound if no leg to lose, saved as leg loss. Units with no legs are disarmed for victory purposes.
Bleed	1 2 3	Procs mortal wounds every three stacks, saved with T only. Scales: 3:2, 6:4, 9:8, 12:16, etc.
Silence	1 2 3	Auto-interrupts phased attacks and applies one bleed.
Blind	1 2 3	Stacking -1 adv and applies one bleed. No AoO while bleed remains.
Destroy Armor N	1 2 3	Lower opponent's armor by N. At zero armor, inflicts N Bleed instead.
Knockdown	1 2 3	Target skips next turn, cannot block or dodge., and attacker gain +1 advantage. Wears off on attacker's turn.
Stat Loss	1 2 3	Lower stat by two. Inflicts Mortal Wound at zero or less, saved as stat loss.
Daze	1 2 3	Disadvantage one until next turn, may not use items while dazed.
Immobilize	1 2 3	Foe may not move this round. A second application inflicts entangle. (Immobilize negates hover).
Entangle	1 2 3	Foe may not dodge this round. A second application inflicts immobilize.
Batter	1 2 3	Foe cannot block this round. If no shield, lower targets initiative. (M-H, etc)
Disarm	1 2 3	-1 attack, and a 1H weapon is scattered to an adjacent tile. (2H require two applications) Units with no weapons in hand are disarmed for victory purposes.
Scatter	1 2 3	Move foe one tile in any direction. Procs AoO.
Burn	1 2 3	Procs mortal wounds every three stacks, saved with T and A. Burn self stacks at end of turn unless move, action or focus used to prevent. Scales 3:2, 6:4, 9:8, 12:16.
Shock	1 2 3	Target skips next turn, cannot block or dodge. Wears off on attacker's turn.
Acid	1 2 3	Stacks. Destroys one armor per stack per turn. If no armor, inflicts bleed for each stack.
Frostbrittle	1 2 3	Foe is brittle. Batter and daze additionally inflicts bleed, Destroy Armor and knockdown additionally inflicts breaks limbs.
Toxin	1 2 3	Counts as a bleed stack. Procs bleed stacks regardless of count. Remove after save.
Advantage N		Attacker rolls N extra weapon dice when picking values for attacks.
Disadvantage N		Foe rolls N less weapon dice when picking values for attacks. If negative, opponent rolls one additional die and you choose what value to apply. Stacks.
Parry		On counterattack, negate one incoming condition. On attack, gain a block of 1/2 dodge vs next attack sequence. Parry counts as blocking for unblockable and break on block interactions.
Fury		Buff Self. One extra attack per stack. Remove after Attack sequence.
Poise		Requires one additional attack for flanking per stack, or make one additional counterattack per stack. Remove after defense or counterattack.
Rage		-2 to foes defence save for each stack. Remove after Attack sequence.
Demoralize		Will Save. On failure, reset one buff stack of attacker's choice, and may not gain new stacks for battle. Demoralized unit does not count towards capture point weight.
Petrify		Hex, Will Save. Stunned till end of battle or dispelled. While petrified, Destroy Armor inflicts break limbs, and knockdown inflicts mortal wound. Immune to bleed while petrified.

Black: Full Save. Yellow: Half Save. Red: No Save.

Conditions Play Aid.



F Status Counters

U'Yashi Kenshi, Trollgire			90 BP	●
Init	Move	Item/Focus	Defences	
L	2	3	16 8 0 3	
			Mental 8	
Stock Attack: x4Katana(M)+ Katana(M), -2A&T				
Master Stroke: Opponent rolls defence save before this unit chooses weapon values.				

G AI (D10)
1-4. Nearest Charge
5-10. Attack Capture Attack

Status counters placed on a unit card track bleed stacks and stunned status.

Game Setup



Physical Tabletop Setup Steps

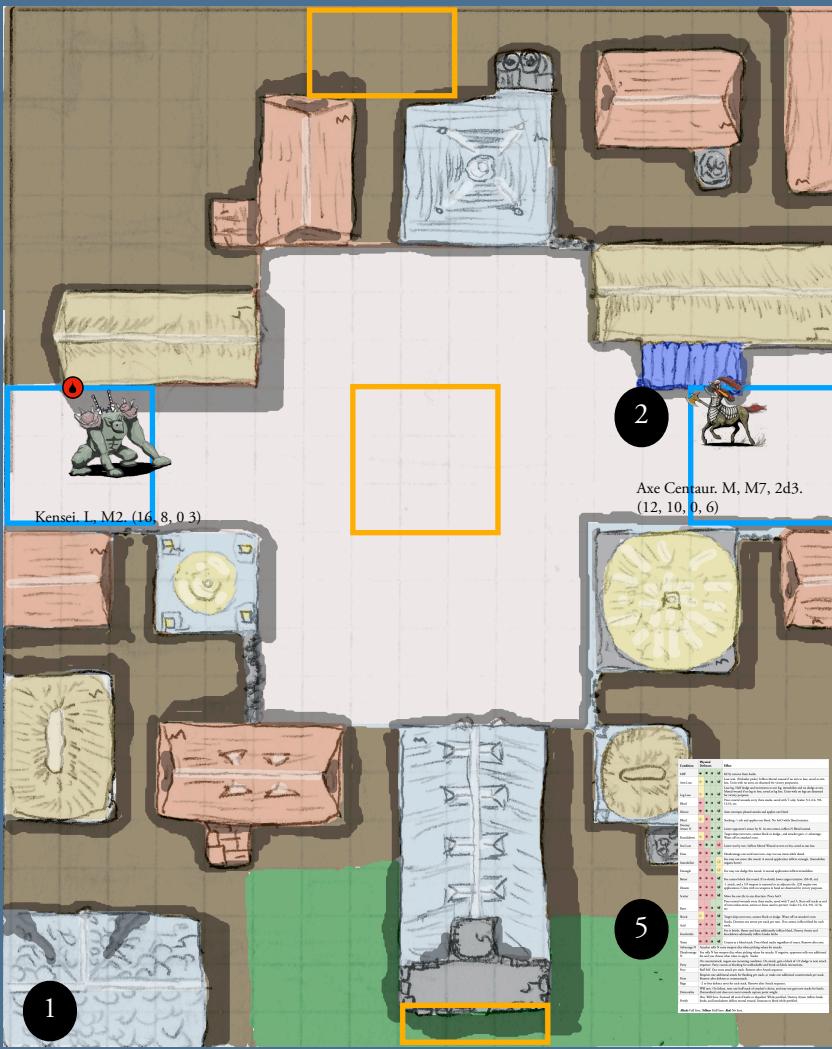
When you start a game, follow these steps to prepare the battlefield.

1. Place a **battle map** at the center of the table.
2. Place your **unit tokens** in committed formations on the blue starting zones.
3. Place your **unit asset cards** along a side of the map where both players can easily reference units' initiative, move, stats, and abilities. Order them Light, Medium, to Heavy.

4. Place your **weapon, spell, and item asset cards** in front of you. Lay them out so you can quickly roll as needed. Place your **dice** here as well.

5. Place **status counters**, if using, in stacks between the unit asset cards, so that both players can easily move them on cards as needed.

6. Place any rules references **play aids** above the **status counters**, where you both can easily reference them.



Digital Tabletop Setup Steps

On digital tabletop platforms, often one player will need to host the session. If you're the hosting player, follow these steps for setup:

1. Upload a **battle map**, and create a new page using the image on the map layer. You'll want to increase page width and/or height to create space for asset cards.

2. Upload all **unit tokens**. Place the unit tokens on the page's token layer. Check that platform permissions has tokens visible and controllable by all players.

Place your **unit tokens** in committed formations on the blue starting zones.

Some platforms allow you to display a text nameplate under a **unit token**. If this feature is supported, you can make rules references more practical by displaying the unit's initiative, movement, and defence values under the token.

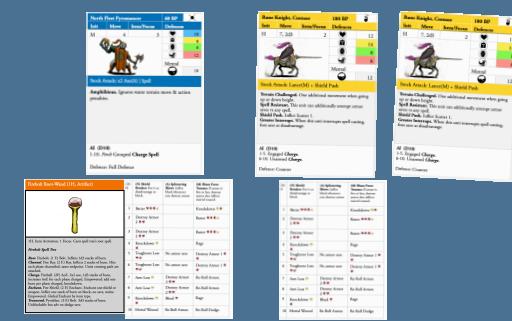
3. Upload all **asset cards**, and place them along side the map, so that you both can scroll to reference equipment and abilities. Place these on the token layer, and check that platform permissions has cards visible and controllable by all players.

If both players have physical copies of **asset cards** and you are tracking conditions to **unit tokens**, then you might each layout such references offline.

4. Some platforms have their own built-in **status counters** that you can display over unit tokens. If using these, agree which platform icons are used for which conditions.

Otherwise, upload **status counters** to the token layer, and place between asset cards.

5. It's more practical for each player to have handy off-line any physical **play aids** you want to reference. But, if you'd prefer, you can upload play aid images and place them on the token layer. Move these to unoccupied areas of the **battle map**.



D1	(1) Shield Breaker: Fee is at disadvantage to block.	(1) Splintering Bloom: Inflict bleed whenever you destroy armor.	(1) Blunt Force Trauma: If armor is five or less, destroy armor also inflicts mortal wound.
1	Batter		Knockdown
2	Destroy Armor	2	Batter
3	Destroy Armor	2	Batter
4	Knockdown		Rage
5	Toughness Loss		Destroy Armor 1
6	Toughness Loss		Destroy Armor 1
7	Arm Loss	2	Re-Roll Armor.
8	Arm Loss	2	Re-Roll Armor.
9	Knockdown	2	Rage
10	Mortal Wound	Re-Roll Armor.	Re-Roll Dodge.





RADIANT TACTICS

Battle Rules Overview

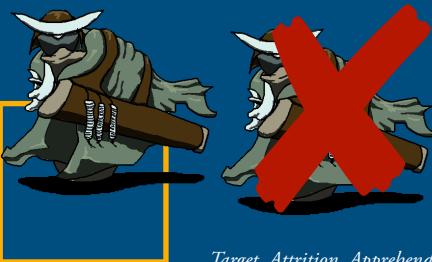
I. Objectives

How do I Win?

1. Choose your Goal

Goal Types

Capture Centered Disable Centered



*Capture Points,
Breakthrough, Skill Points*

Achieve More
Units at Map
Position

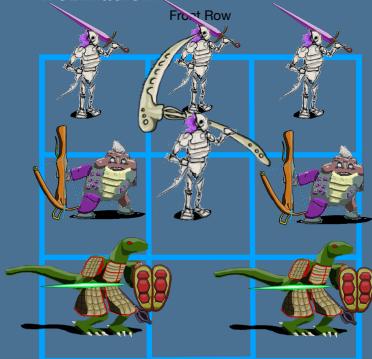
Achieve More
Disables

2. Achieve Goal by End of Battle

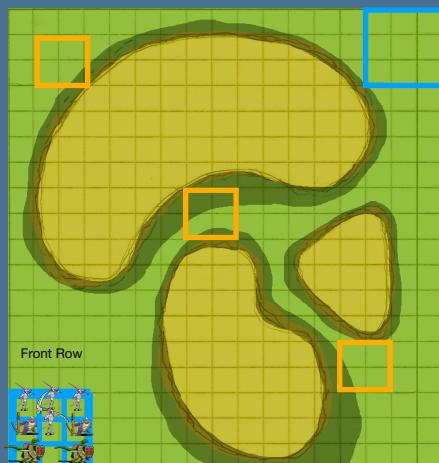
II. Map Setup

Where do Pieces Go?

1. Units Committed to Squad Formation



2. Squad Formation Goes in Map Deployment Zone



3. Map Legend Details Movement Modifiers & Points of Interest

Map Features

- Base Height: Cemetery Dirt (Gray)
- Height Three: Grass (Green), Dirt(Tan), Marble(White)
- Height Four: Altar (Gray Styled)
- Walls: Impossible, Hard Cover.
- Pillars: Impossible, Hard Cover.
- Tombstones: Hard Cover, pass through freely.

III. Turn Sequence

When do Pieces Go?

1. One player
activate all
their light
units.



2. Then, the
other player
activates all
their light
units.

3. Players continue for
all phases of all turns.

One Battle =
Five Turns

Turn Initiative	Force A	Force B
1. Light Phase	Thief	Hacker
2. Medium Phase	Merc	Trooper
3. Heavy Phase	Zealot	Defender

IV. Unit Activation What can Pieces Do?



Move



Spend a unit's movement to move.

Focus



Spend unit's focus on items, spells, & abilities.

Attack

D1	(N) Slaughter the Limbs: If you make a limb attack, you may charge.	(A) Seven: On power attacks, foe's next attack is doubled for limb attacks.	(M) Blood Frenzy: Each time you inflict a mortal or bleed, gain a stack of fury.
1	Destroy Armor 1 •♥•	Rage	
2	Destroy Armor 1 •♥•	Rage	
3	Destroy Armor 2 •♥•	x2	
4	Leg Loss ♡	Bleed ♥	
5	Bleed ♥	Rage	1/2 D
6	Bleed ♥	Rage	1/2 D
7	Arm Loss ♡	Re-Roll Toughness	Bleed ♥
8	Arm Loss ♡	Re-Roll Toughness	Bleed ♥
9	Mount/Wound	Re-Roll Block	Re-Roll Toughness
10	Wound	Re-Roll Block	Re-Roll Toughness
11	Wound	Re-Roll Dodge	Rage



Attacker batch-rolls weapon dice and picks conditions to inflict.

1. Unit Turn: Attack + Spend Move + Spend Focus

Any Order. One Unit at a Time.

V. Enemy AI What does the AI do?

1. Roll for enemy type AI behavior

Vampire Bat, Beast Avian		41 BP	1
Init	Move	Item/Focus	Defences
L	Fly 5	5	1 1 0 11 3
			Mental
			3

Stock Attack: Bite(A)

Swoop. A bat that inflicts bleed or mortal wound resets its movement.

Drain. When unit inflicts bleed or mortal wound, all its bleed stacks.



AI (D10)
1-4. Isolated **Charge**
5-8. **Flank Attack Perch**
9-10. Lowest Armor **Move Attack**

Defense: Full Defence

and **action**, plus their order.



2A. If it can, enemy performs rolled behavior.

Lesser Fungal Sludge (38 BP, Flanker, Daemon)				
Init	Move	Charge	Item/Focus	Defences
H	3	10 x1	5	1 11 1 0 10 1
				Mental
				1

Stock Attack: Strike(A)

Collective. Mortal wound reduces size of sludge by one measure. KO'd when reduced from infantry.

Spore Laden. Inflicts toxin on hit.

AI
First. Melee, Same Column
Else. Melee, Left to Right

Defense: Absorb vs Melee, else Full

Loot: 50% Food



Defender reacts with Counter or Full Defence, then batch-rolls defence save.

- Enemy picks highest roll weapon dice.
- Enemy defends with defence reaction.
- When in doubt, pick a fitting behavior.

I. Objectives

How do I Win?

1. Choose your Goal

Goal Types

Capture Centered

Disable Centered



Target, Attrition, Apprehend

Capture Points, Breakthrough, Skill Points

Achieve More Units at Map Position

Achieve More Disables

2. Achieve Goal by End of Battle

Objectives

Victory conditions for Tactical Battles are set through choice of tactical objectives. Some objective pairings allow for multiple winners or losers.

There are four kinds of victory conditions.

1) Capture Point Based

Victory or loss turns on occupying one or more of a map's capture points. There are two types of capture point victory conditions that may be used:

Decisive Capture Points. (DC) The side with *control of the capture point(s)* at the final turn wins a decisive capture point battle. If tied, the battle continues till a victor emerges. At end of turn, the side that controls the point gains one 'momentum' advantage for the battle, stacking

Progressive Capture Points. (PC) Each turn, each side gain one victory point for every capture point they control. Contested capture points award no points. The side with the most victory points on the final turn wins. If tied, both forces count as having lost.

Controlling Capture Points

You control a capture point by having more units on the point. Capture point count can be modified, with common factors being:

- Unit size. Large units, which occupy multiple tiles, count as their tile area when occupying a capture point. (e.g. a 3x2 drake counts as six units.)
- Banner and Trophies. Units within range of an ally banner are double-counted. Units within range of an enemy trophy are counted as one-less.
- Demoralize. Units suffering the demoralize effect have no capture count.

2) Casualty Based

Victory or loss turns on inflicting casualties on the enemy squad.

Greater Attrition. The squad which inflicts the most *injuries in battle* is victorious. Compared as percent of squad *injured in battle*.

Sufficient Attrition. A squad is victorious when enough of the



Capture Point Example. The Players battle Deplimites for control of the altar/capture point. The Deplimites, having greater numbers on the point, currently control it.

enemy squad is *injured in battle*. (Typically 50% of enemy force.)

Target. One unit, typically leader, monster, or vehicle, is designated the target. A squad is victorious when the target is *disabled*

Casualty Definitions

Injured in Battle. A unit counts towards a % attrition target when it is KO'd, or has more bleed stacks, limb loss, or burn than start of battle.

Disabled. A unit is disabled for purpose of victory conditions when, at end of final turn, the unit is KO'd, has no arms, has no legs, was disarmed of all held (1 or 2H) weapons.

target when it is KO'd, or has more bleed stacks, limb loss, or burn than start of battle.

3) Skill Point Interaction Based

A skill point victory turns on successfully interacting with objects on the map.

Skill Point Threshold. A squad is victorious when it activates N skillpoints, checked at end of each turn, before the battle completes.

Interacting with Skill Points

Activating. A unit must be adjacent to a map-designated skill

point to interact with it. Interacting counts as a phased action that completes on the unit's next activation.

Mastery-Gated. Some object interaction are class/mastery gated —the bandit unlocks the door, the hacker turns off the defense grid, the sapper plants explosives, the priest communes with the altar, etc. When a skill point is mastery gated, you cannot attempt to activate it without a unit with a requisite mastery.

Deactivating. Some skill points may be de-activated by an opposing specialist. Deactivating skill points is done same as activating.

4) Maneuver Based

Victory or loss turns on maneuvering one or more units to positions on the map.

Breakthrough. A squad is victorious when enough (typically 50%) units *exit* through map designated tiles.

Maneuver Definitions



Breakthrough Example. The Undead maneuver to block an attempted Breakthrough victory, with player moving towards yellow exit tiles.

Exiting. Units count towards a maneuver victory only when exited from the map. A unit on a valid breakthrough point tile can exit the map by using either their entire move or action.

5) Hybrid Victory Points

Victory or loss turns on earning the most victory points.

High Score. A team is victorious when it earns the most points.

VP Points Earning.

KOs. When a team KOs an opposing unit, add the unit's cost (Battle Point or Power Level) to the team's Victory Point score.

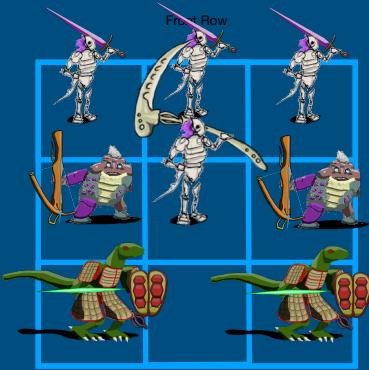
Capture Points. At the end of each turn, distribute victory points evenly among all units contesting the capture points. Scenarios specify amount of points distributed.

Skill Points. Units that successfully interact with skill points earn a fixed amount of victory points.

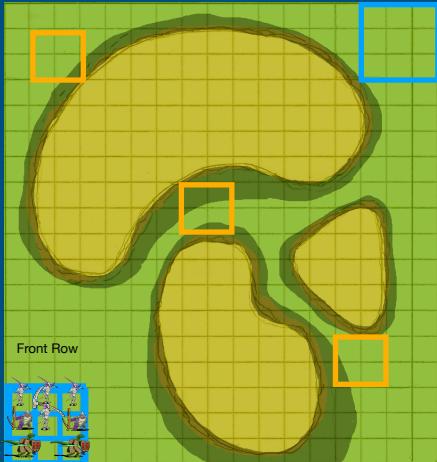
II. Map Setup

Where do Pieces Go?

1. Units Committed to Squad Formation



2. Squad Formation Goes in Map Deployment Zone



Map Features

- Base Height: Cemetery Dirt (Gray)
- Height Three: Grass (Green), Dirt (Tan), Marble (White)
- Height Four: Altar (Gray Styled)
- Walls: Impossible, Hard Cover.
- Pillars: Impossible, Hard Cover.
- Tombstones: Hard Cover, pass through freely.

Map Setup

Formations

Whether in co-op or PvP, players commit their squad to a **formation** before starting a battle.

A formation is a 3x3 grid with a front and back row. Up to nine units can be placed in formation, forming a **squad**. Some units, like large monsters and vehicles, take up multiple formation tiles.

Adventures & Modules will detail when a squad can change formation, typically when the squad can rest.

Deployment

All tactical maps have 3x3 deployment tiles, typically indicated in blue. Place attacking and defending forces in deployment zones.

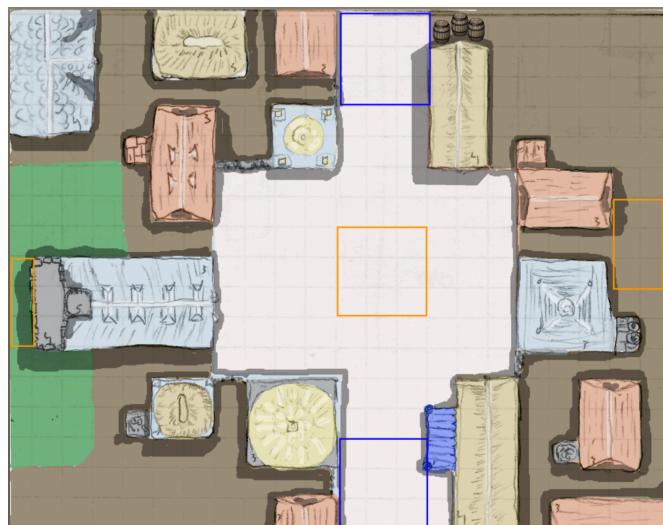
Some co-op maps instead have **battle role icons** on them to indicate enemy placement. Deploy opposing forces to these positions.

Unit Placement Special Rules

Infiltration. Units with the infiltration special ability can be placed outside of deployment zones. After squads are placed in formation on the map, the defender deploys infiltrated units, then the attacker. Infiltrating units typically must be set up within range of deployment zone, out of line of site, or within light cover.

Reinforcements. Reinforcement deploy-zones are indicated on the map. Reinforcements arrive at the end of each turn in groups of three.

Reinforcements deploy on the side of the tactical map from which they engaged from the strategic map. Reinforcement occurs as result of a strategic action or map special rule.



Market Square, PvP setup. Players place squad in formation in blue squares. Capture Points are in yellow-orange.

Traps and Fortifications. Units with trap or fortification mastery allow objects to be placed on the map before start of battle.

Transports. Large monsters or vehicles can transport multiple units, allowing reinforcements to exceed the standard three per turn rate.

Special Object Setup

Objective Setup. If objectives require capture, skill, or breakthrough points, these are indicated on the map.

Battle Icon. If a map uses battle icons, draw or select opposition units of the corresponding battle type.

Common Map Features

Map art is designed to facilitate easy identification of key map features. All features are noted in a map's legend. Both tiles and tile edges may be designated.

Impassible. Units cannot pass through objects designated impassible.

Inflicts X. Tiles that 'inflict X' trigger when a unit enters them.

Module Map Example

Breakthrough!

Map ID: M001, Abandoned Shrine

Now that we know where we're going, we just need to get past this security checkpoint to get into the forbidden wilds...

Victory Conditions

Breakthrough. By end of turn five, have at least half your team exited or on the green escape zone. (Exiting costs a move or action, exited units are removed from board.)

Map Special Rules

None

Map Features

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- Walls: Impassible, Hard Cover.
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Default Opposition

Easier. Monsters, 522 BP

Harder, MERCS, 737 BP

Random. Random, ? BP

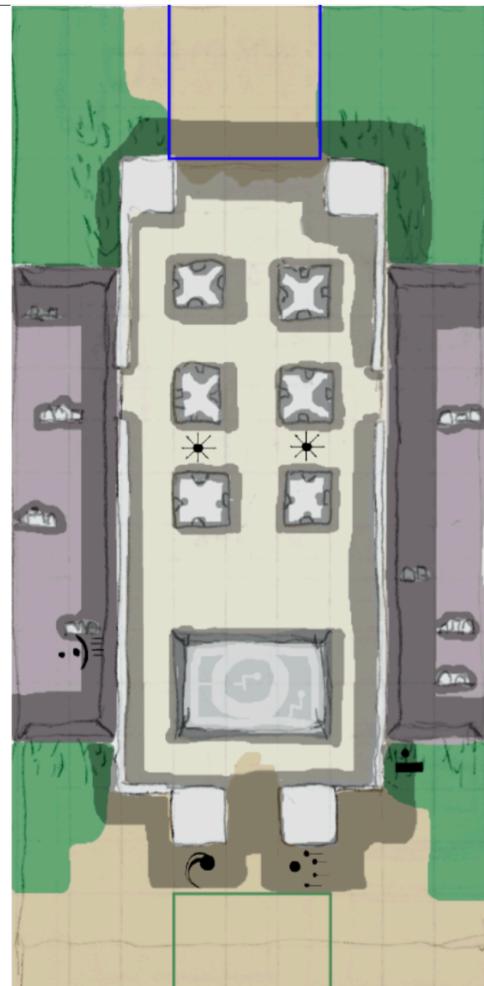
Water. Water tiles costs an extra movement to pass through. If a unit starts its turn in water, it loses either movement or action, player's choice.

Soft Cover. Attack at -2 advantage against units standing in soft cover, and cancel any height adv bonuses. Units with stealth mastery can stealth in soft cover. Soft cover does not affect movement.

Hard Cover. Gain a +8 block vs ranged attacks when behind hard cover. Impassible cover, like pillars, cannot be moved through. Hard cover drawn on tile borders, like sandbags, low walls, or gravestones, can be moved through at one additional movement.

Height. Height confers +/- 1 advantage, per level of height difference. Moving up height levels cost additional movement. Units can move down height differences of two or more by using action and taking fall damage. Units cannot move up height differences of two or more without special movement. Jumping across height gaps requires flying movement or acrobatics mastery.

Fall Damage. Falling from height inflicts fall damage, inflicting two limb loss per level fallen. Fall damage ignores armor, block, and dodge save.





RADIANT TACTICS

Tips on Customizing Maps

Key Design Question

Over a series of battles, what force composition would you expect to win most often on your map?

Try imagining maps as natural habitats and force compositions as species populations. What habitats are well suited for what species?

Ninja Habitat



- Lots of terrain impossible or costly to traverse without ninja movement.
- Objectives that force foe to venture into ninja territory and split up.
- Ninja can attack and retreat back to unrelatable positions.

Aquatic Habitat



- Water lanes main passage between capture points.
- Objective that forces foe to venture into aquatic territory.
- Height or narrow passages impede alternate routes.
- Many opportunities for aquatic to fight from water for bonuses, or attack foes impaired by water.

Infantry Habitat



- Hills and height changes that equalize move by imposing extra costs on cavalry.
- No special paths for ninjas
- Patches of water that slows all down
- Flanks deniable by impassable terrain.
- Objectives that let slower infantry stay grouped up.

Movement Profiles to Design Around

Ninja Path



*Acrobatics, Flight, Mobility
Up and Across High*

Infantry Path



M4-ish, nothing special.

Aquatic Path



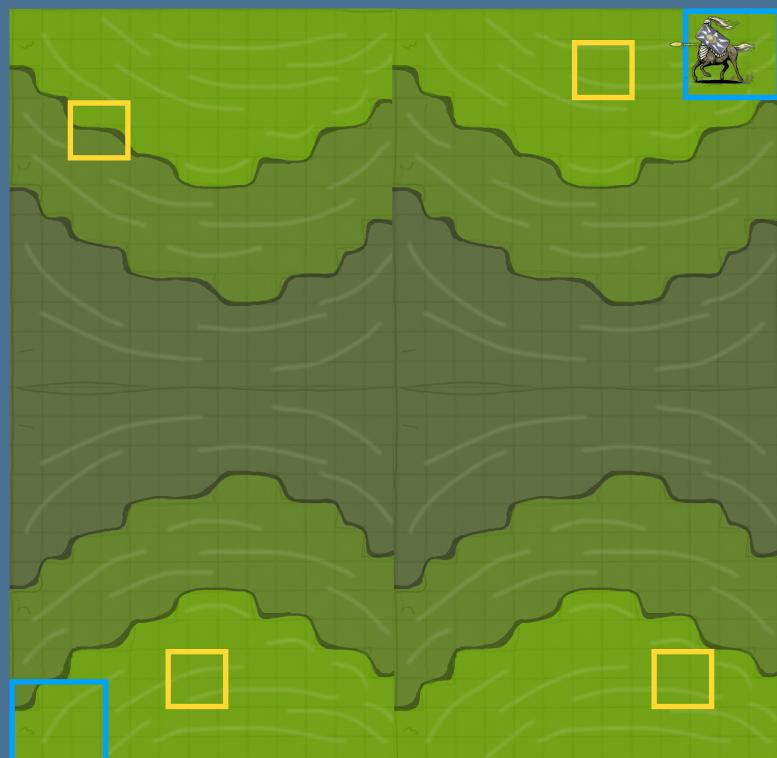
Aquatic, Athletic

Calvary Path



High Move, Ride, Pilot

Calvary Habitat



- Little height or terrain to impair movement.
- Reason for foe to move out and split forces.
- High movement cost to take or redeploy among capture points.
- Calvary decides which fights it does and does not take.

Force Compositions to Design Around

Balanced Comp



Durable Skew



Gunline Skew



Engage Skew



Kite Skew



Durable Habitat



Why is Map Durable Comp Advantaged?

- Easier for slower movement durable comp to get on point before chance to move-block.
- LoS blockers and cover reduce ranged attack utility.
- Single capture point draws enemy into unfavorable engage.
- Large capture point area means more value for durable bodies.
- Single tile chokepoints into capture zone allow single durable unit to delay movement.

Gunline Habitat



Why is Map Gunline Comp Advantaged?

- Easy to gain LoS.
- Terrain slows movement, delaying engage.
- Chokepoints apt for movement bottlenecks.
- High ground firing points confer bonus advantage.
- Deploy zones far apart.

Engage Habitat



Why is Map Engage Comp Advantaged?

- Can first-turn charge opposing deploy zone.
- Many positions to deny LoS or gain light cover while still threatening a charge.
- Capture points incentivize opponent to split forces, allowing engage to gain a numbers advantage.
- Lanes allow for engage to flank while avoiding counter-flanks.

Kite Habitat



Why is Map Kite Comp Advantaged?

- LoS blocker can shoot and scoot from.
- LoS easy if you can reposition, difficult otherwise.
- Terrain that delays engage while permitting LoS.
- Pathways only available to units with special movement.
- Move-expensive sniper towers with escape routes.
- No pressure to stay put on capture points.

Four Types of Unfun to Avoid in Maps

1. Challenge. Map is overly or underly advantages a force composition type.

2. Immersion. Map has poor World-Fit and immersion breaking features.

3. Agency. Map promotes uninteractive play, like like turn charges, unreachable ranged attacks, or stalemates.

4. Practicality. Map is impractical to play, like overly long turns or hard to discern terrain features.

How to Counterweight Asymmetric Map Advantage

In PvP...

BP Advantage. You have additional BP to spend, allowing more or better units.

Roster Counter picks. You can swap units with others in your roster so to counterpick your opponent's composition.

Preferential Objectives. Your objective is easier to accomplish, your opponent's harder.

Support Squad Bonus: A second force provides ranged support, blessings, or other support actions.

Weather Conditions. Activate a weather condition global rule that works against opponent.

In Co-Op...

Stronger Monsters
More Monsters
Better Synergy Monsters

Want to make maps like these? Find resources at RadiantTactics.com



III. Turn Sequence When do Pieces Go?

1. One player activate all their light units.



2. Then, the other player activates all their light units.

3. Players continue for all phases of all turns.

One Battle =
Five Turns



Turn Initiative	Force A	Force B
1. Light Phase	Thief	Hacker
2. Medium Phase	Merc	Trooper
3. Heavy Phase	Zealot	Defender

Turn Sequence

Sequence of Play

A Tactical Battle consists of a series of turns. Battles are typically five turns, though some objectives modify length.

Each battle turn is divided into three initiative phases, light, medium, and heavy, during which units of the same initiative can act. A battle turn ends after the defending player's heavy phase ends.

At the end of each battle turn, players check progress towards objectives. Some conditions and spells take effect or stop at the end of a battle turn.

At the end of the battle, players who complete their objectives win, and players who fail to complete objectives lose. Some objectives require a winner, and add a battle turn till the victory condition is met. Other objectives can end in draws.

Who Goes When?

In co-op adventures, the attacking force goes first. In PvP, pick or randomize an attacking & defending side.

For each initiative phase of each battle turn, the attacking player first can activate every units of the phase initiative. Then, the defending player can activate all of their units of that initiative.

Example. Ajax has three light units and Beowulf two light units. Ajax is attacking, so activates all three before Beowulf. One of Beowulf's light units is stunned on Ajax's turn. So, on Beowulf's turn, there is only one light unit activatable.

If a player has no light, medium, or heavy units, they skip that respective phase.

Attacker Advantages

- Can KO or CC defender's units before they can act.
- Can reach objectives before defender and move-block like initiative.

Defender Advantages

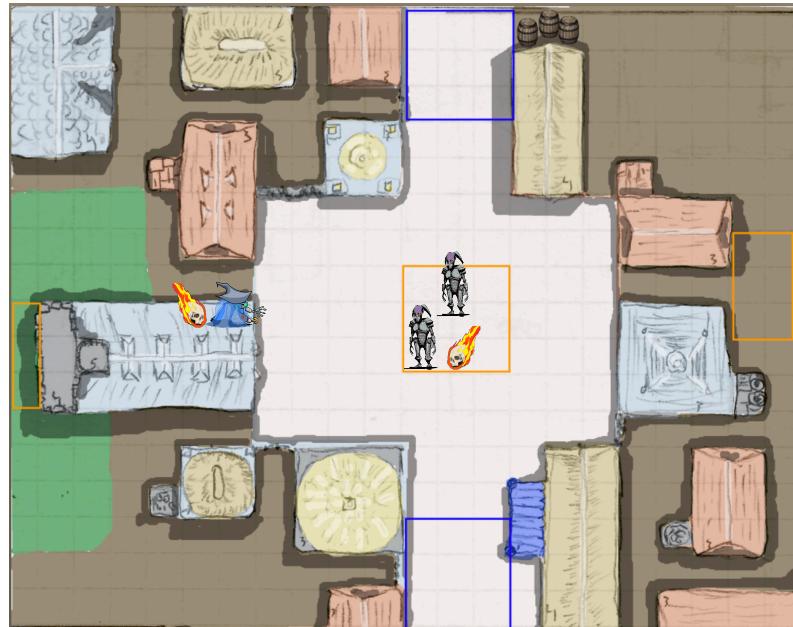
- Can chain-cc attacker units.
- Can redeploy to objectives in reaction to attacker's movement commitment.
- Can use same initiative units to interrupt attacker's phased attacks.

Ability Timings

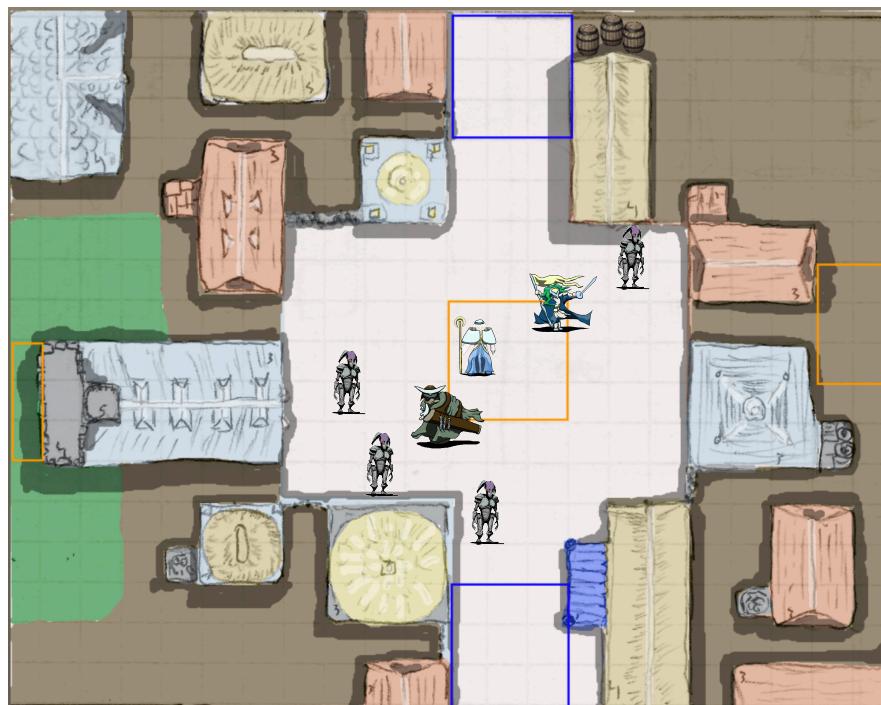
- Combat control (CC) and debuffs inflicted by a unit typically end at the start of the unit's next turn.
- Auras inflict buffs and debuffs at the start of an initiative phase.
- Acid and burn add stacks at the end of a battle turn. Poison can make bleed add stacks at the end of turns or phases as well.



Initiative Skew Example. The enemy squad's composition is skewed to light unit, allowing many units to activate before the player can respond. Going first makes it easier for the four Deplimites to flank and overwhelm the Zealots.



Phased Attack Interrupt Example. The Spellhacker (Light) charges an AoE fireball to attack in the heavy phase. The Flaming Skull, (Medium) attempts to interrupt by attacking the Spellhacker.



Last Turn Screen and Point Scramble. The Zombies, (Heavy) activate last, so can claim the point if enough can move into the zone. The MERC can move in the Medium phase and set themselves up to block the movement path for the Zombies in order to allow the to AoO if the Zombies move past on their turn.

IV. Unit Activation

What can Pieces Do?



1. Unit Turn: Attack + Spend Move + Spend Focus

Any Order. One Unit at a Time.

Move



Spend a unit's movement to move.

Focus



Spend unit's focus on items, spells, & abilities.

Attack

D1	(N) Slaughter the Weak. If you make a killing blow, you may charge.	(A) Sever, Do damage, fein's dodge is not dodged for limb attacks.	(M) Blood Frenzy: attack that can inflict a stack of bleed, gain a stack of fury.
1	Destroy Armor 1	Rage	
2	Destroy Armor 1	Rage	
3	Destroy Armor 2	x2	
4	Leg Loss ▲	Bleed ▲	
5	Bleed ▲	Rage	1/2 D
6	Bleed ▲	Rage	1/2 D
7	Arm Loss ▲	Re-Roll Toughness	Bleed ▲
8	Arm Loss ▲	Re-Roll Toughness	Bleed ▲
9	Arm Loss ▲	Re-Roll Block	Re-Roll
10	Arm Loss ▲	Re-Roll Block	Toughness
11	Arm Loss ▲	Re-Roll Dodge	Rage



Attacker batch-rolls weapon dice and picks conditions to inflict.

Init	Move	Charge	Item/Focus	Defences
H	3	10 x1	5	11 1 0 10
Stock Attack: Strike(A)				
Collective. Mortal wound reduces size of sludge by one measure. KO'd when reduced from infantry.				
Spore Laden. Inflicts toxin on hit.				
AI				
First. Melee, Same Column Else. Melee, Left to Right				
Defense: Absorb vs Melee, else Full				
Loot: 50% Press				



Defender reacts with Counter or Full Defence, then batch-rolls defence save.

Unit Activation

During a phase, you choose which order to activate units of the relevant weight class. Units activate one at a time, and one unit must complete its turn before another may be activated.

On a unit's turn, it may, in any sequence: (A) **move**, (B) **spend items/focus**, and (C) **attack**.

Unit Turn = Attack + Spend Focus + Spend Move
Any Order.

Unit Turn Summary

B) A Unit's Move Options

Moving spends a Unit's movement. On its turn, a unit can move so long as it can pay the cost, and isn't effected by the immobilize condition. Height and some terrain modify movement costs.

Move. Movement uses the units move characteristic, with movement reduced by tile terrain and up height. It takes two movement to move diagonally. Units activate one at a time. A unit can only be activated once per battle turn, and can't split its move, focus, and attack among other unit activations.

Dash-Charge. A dashing unit rolls its charge dice, using that movement to exceed its default move. When a dashing unit ends its move adjacent to an enemy, this is called a 'charge'. A charging unit can make one attack with each equipped weapon and any 0H weapons.

Charging allows units to move further than their move value allows and attempt an attack while doing so. Charging uses both a unit's attack action and any remaining movement. Enemies gain +4 advantage on attacks vs units that dash-charged but did not engage a foe.

C) A Unit's Focus Options

Each unit has a 'Focus Cap' equal to its item slots. (Light:5, Medium:3, Heavy:2). Abilities that 'lock' an item slot lower than its cap are locked. Units can use up to their focus cap in focus actions each activation. Each focus action lowers the unit's focus cap for that activation by the action's cost, with the cap resetting to full between turns.

Swap. Requires(1) focus. Swap an equipped 1H or 2H item with a held item. One swap per activation.

Activate. Use an item's ability provided you have the (N) cap. You can use multiple abilities on the same turn if you can pay the cost.

Throw. Pay (1) focus to make one ranged attack with a *throwing weapon* equipped to an item slot. Perform such attack as part charge action sequence.

A Unit's *Class-Mastery* improves options for Attack, Focus, and Movement

A) A Unit's Attack Options

Any of the following uses a unit's attack action.

Weapon. Attacking enemy with equipped weapons at your mastery level.

Spell. Targeting a foe or ally this initiative phase with a spell ability. Spell attacks may require additional focus points (see spell descriptions.)

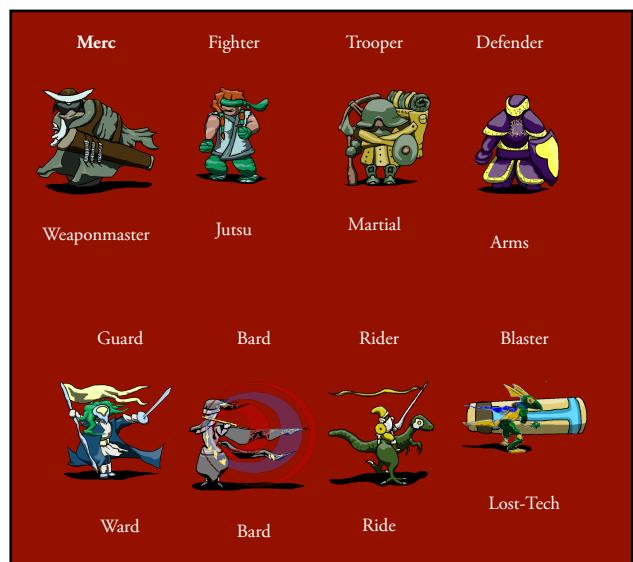
Phased Attack. Starting an attack that lasts or occurs on other initiative phases. Phased attacks can subsequently be *interrupted*, waisting the unit's action and potentially miscasting.

Dash-Charge. A dashing unit rolls its charge dice, using that movement to exceed its default move. When a dashing unit ends it move adjacent to an enemy, this is called a 'charge'. A charging unit can make one attack with each equipped weapon and any 0H weapons.

Charging allows units to move further than their move value allows and attempt an attack while doing so. Charging uses both a unit's attack action and any remaining movement. Enemies gain +4 advantage on attacks vs units that dash-charged but did not engage a foe.

End of a Unit's Turn

A unit's turn ends when you've performed all actions it can do, when it is KO'd Shocked, Prone, or when you otherwise choose end the unit's turn.

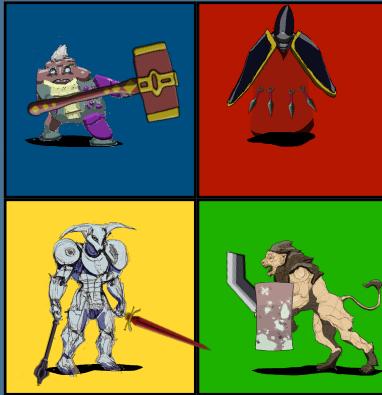


A Unit's **Defence** has Four Elements...

Toughness

Dodge

Some Defences are Innate to Species



Some Defences are Loadout Based

Armor

Outplay with Phased Attacks

Block

Outplay with Flanking

Plan for Phased Attacks

Phased Attacks occur in later phases & can bypass armor & toughness.

Initiative Phase

1. Light Phase

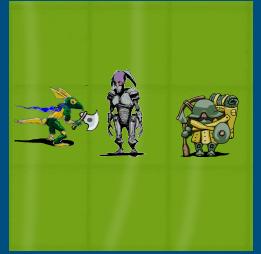
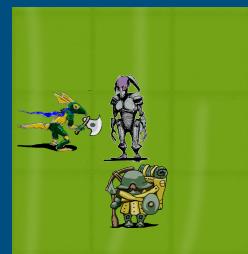


2. Medium Phase

3. Heavy Phase

Maneuver to Flank

Flanking bypasses dodge & block and confers advantage.



Flank & Pincer, No Reach..

Lesser Fungal Sludge (38 BP, Flanker, Daemon)				
Init	Move	Charg	Item/Focus	Defences
H	3	10 x1		5
				 11  1  0  10  1
				
Stock Attack: Strike(A)				
Collective. Mortal wound reduces size of sludge by one measure. KO'd when reduced from infantry.				
Spore Laden. Inflicts toxin on hit.				
AI First. Melee, Same Column Else. Melee, Left to Right				
Defense: Absorb vs Melee, else Full				
Loot: 50% Fiber				



A Unit that rolls equal or under *any* defence stat does not suffer an incoming condition.

A Unit can *Counter Attack* by dropping a save.

Weapon conditions can *bypass* certain defence.

...Different conditions that are better at overcoming certain defences.



Counter Dodge

Entangle
Reach
Stat Loss
Reroll Dodge
Rage



Counter Block

Batter
Break on Block
Reroll Block
Rage



Counter Tough

Limb Loss
Bleed
Stat Loss
Reroll Tough
Rage



Counter Armor

Destroy Armor
Reroll Armor
Rage

...conditions fall along a CC — Damage spectrum, ordered with '1' fumble and '10' crit.

CC

Damage

Knockdown	Limb Loss	Mortal Wound
Demoralize	Blind	Bleed
Disarm	Silence	
Parry		
Entangle	Stat Loss	
Immobilize	Destroy Armor	
Batter		
Scatter	Rage	
Pose	Fury	
Daze	Advantage	

A Unit's **Weapon Card** has ...

Axe (1H, Melee, Weapon)



D1 0	(N) Slaughter the Weak: If you make a killing blow, you may charge.	(A) Sever: On power attacks, foe's dodge is not doubled	(M) Blood Frenzy: Each time you inflict a stack of bleed, gain a stack of fury.
1	Destroy Armor 1		Rage
2	Destroy Armor 1		Rage
3	Destroy Armor 2		x2
4	Leg Loss		Bleed
5	Bleed	Rage	1/2 D
6	Bleed	Rage	1/2 D
7	Arm Loss	Re-Roll Toughness	Bleed
8	Arm Loss	Re-Roll Toughness	Bleed
9	Mortal Wound	Re-Roll Block	Re-Roll Toughness
10	Mortal Wound	Re-Roll Block	Re-Roll Toughness
9	Knockdown	Bleed	Rage
10	Mortal Wound	Re-Roll Armor	Re-Roll Dodge

...Different initial spreads and growth patterns.

Condition Spreads

Pattern: Same but better vs defence

Extreme Consistent

1. A 1. A 1. A
2. A 2. A 2. B
3. A 3. A 3. C
4. A 4. A 4. D
5. A 5. B 5. E
6. A 6. B 6. F
7. A 7. B 7. G
8. A 8. C 8. H
9. A 9. C 9. I
10. A 10. C 10. J

Early Class Preferred

Extreme Versatility

High Adv Scaling Position Sensitive

Late Class Preferred

N. A. M.

For '+', use Weapon Values like...
1. A +
2. A +
3. A +
4. A +
5. B + +
6. B + +
7. B + +
8. C + +
9. C + +
10. C + +
Reroll Defence, -2 Defence, Half Defence, Stat Loss Entangle, Batter, Break on Block, Destroy Armor

Movement

Key Concepts

Dash-Charge

Gamble for extra movement



D4 Charge

M4



Full Attack

100%, 75%, 50%, 25%, 0%.

Fail? +4 Adv to Foe

Valid Charge. The MERC never zigzags, only changing from South to East.

Invalid Charge. The MERC zigzags, moving in an opposite cardinal direction (S&N).

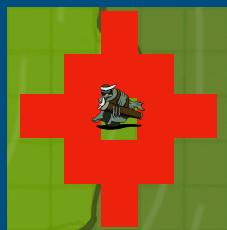
Flanking

Bypass defence saves and gain advantage.



Threat & Attacks of Opportunity

Take attacks when moving too near foes



Threat, No Reach. The MERC threatens directly adjacent tiles. Enemies who pass through the red tiles suffer AoO.

Threat, Reach. The long spear armed MERC threatens all tiles two move away.

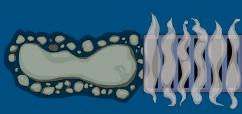
Flank & Pincer, No Reach. The long spear armed MERC threatens all tiles two move away.



Flank & Pincer, Reach. Units with reach weapons can flank and pincer as though the occupied a directly adjacent tile.

Maneuver Terrain

Avoid hazards and gain advantage



+1 Adv per height attacking down, -1 Adv attacking up

Use hard & light cover to defend vs range



Lower defence when standing in terrain hazards.

Infantry Path



M4-ish, nothing special.

Special Movement

Take paths unavailable to regular units

Flight & Acro Path



Cross gaps, move up & down height, bypass threat.

Aquatic Path



No water penalty, can submerge.

Calvary Path



More movement and longer, reliable charges.

A. Movement

Moving spends a unit's movement. On its turn, a unit can move, so long as it can pay the cost and is not effected by the immobilize condition.

Moving Through Units. You cannot move through enemy units. You can move through allied units, but not end on the same tile. If you trigger an attack while on the same tile as an ally, both units are attacked. If, by charging, you're forced to end a unit activation on an ally, knockdown the charging unit and scatter the ally.

Diagonal Movement Cost. Units can move diagonally between tiles at the cost of two movement.

Leg Loss and Movement. A unit with one leg halves both movement value and charge roll. A unit with no legs may only move one tile, and may not charge.

Dash-Charge

Charging. Charging uses both a unit's attack and its remaining movement. A charging unit rolls its charge dice, adding that value to its movement budget. No zigzag movement is permitted.

Target & Risks. You don't need a target to charge, but if you don't end a charge by making your melee attack, all enemies gain +4 advantage on attacks against that unit till the unit's next turn. Charging attacks once with each held melee weapon or 0H natural weapon (horns).

Zigzag Definition. A Zigzag occurs when a charging unit moves in opposite cardinal directions. (N&S, E&W, etc)

Threat and Attacks of Opportunity (AoO)

Enemy units threaten tiles, and your units suffer an attack of opportunity (AoO) when exiting a threatened tile. AoO that prevent movement interrupt and end the move at initial tile. The unarmed 'double base attacks' penalty applies to AoO.

Default Threat. Units with melee weapons threaten all tiles directly adjacent to their own. Units with reach melee weapons threaten all tiles within two movement. Units with ranged weapons do not threaten any tiles.

Large Targets & Threat. Units that take up multiple tiles threaten from all tiles.

Flanking

Positioning can confer **advantage** bonuses to units attacking the same target. Higher advantage makes weapons attack more consistently and gives players more choices. Only the second and subsequent units to engage a target gain positioning bonuses. Ranged attacks cannot flank or pincer.

Engaged. You are *engaged* by a foe when it attacks you, or it makes a defensive reaction against your attack. Default, ranged attacks do not engage units.

Pincer. You are pincerred when *engaged* by one foe, and an additional foe attacks from the opposite side. A pincering attacker gains +2 advantage. A pincerred defender may not counter, and does not get its dodge or block save when defending.

Flanking. You are *flanked* when *engaged* and additional foes attack from a non-opposite side. Flanking attackers gain +1 advantage. Flanking defenders' dodge and block saves are halved. foes attack from your sides.

Flexible Flanking & Reach Weapon. Reach melee weapons can flank & pincer as though occupying a tile directly adjacent to the unit.

Poise & Flanking. The poise buff increases the number of attackers needed to gain flank and pincer units.

Large Targets & Flanking. Units that take up multiple tiles may require additional attackers to be flanked and pincerred.

Terrain Advantage

A rookie sword fighter attacking an expert from the low ground has limited options. An expert sword fighter attacking from flank has more options, and might choose to disarm or disable rather than KO.

This dynamic is captured with the Advantage & Disadvantage system. A unit with high advantage has more weapon dice conditions to choose from, a unit with low less. See attack section for more details on advantage's benefits and play aid for summary of advantage sources.

Special Movement

Units with special movement can take paths unavailable to other units.

Fly. Can spend fly movement to move up height or across gap. Can move through enemy units. Flying movement ignores threat from non-reach weapons, but can trigger snapshots from ranged weapon.

Swim. Ignores water movement costs and defence penalties.

Burrow. Can move under impassable terrain. Can move through enemy units.

Blink/Teleport. Moves unit directly between tiles, as though they were adjacent, ignoring height and threat.

Attacks

Key Concepts

Targeting

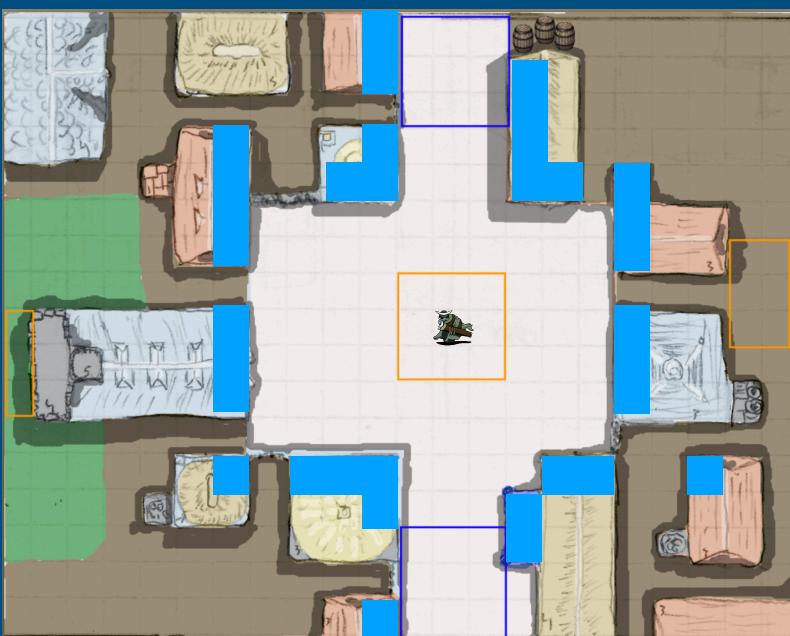
Attacks are only made vs targetable units



Direct LoS, Equal Level. Draw a line along each cardinal. May target anyone on line or one tile next to it. Called firing paths.

If target is on a firing path broken by terrain, but next to an unbroken firing path, it may be targeted but gets hard cover. Orange indicates where targets gain hard cover.

You cannot target through allied or enemy units.



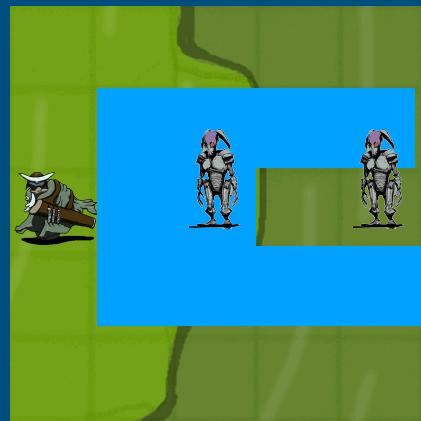
Direct LoS, Lower Ground. Any higher tile that can draw an uninterrupted line to the MERC can be targeted from lower ground.



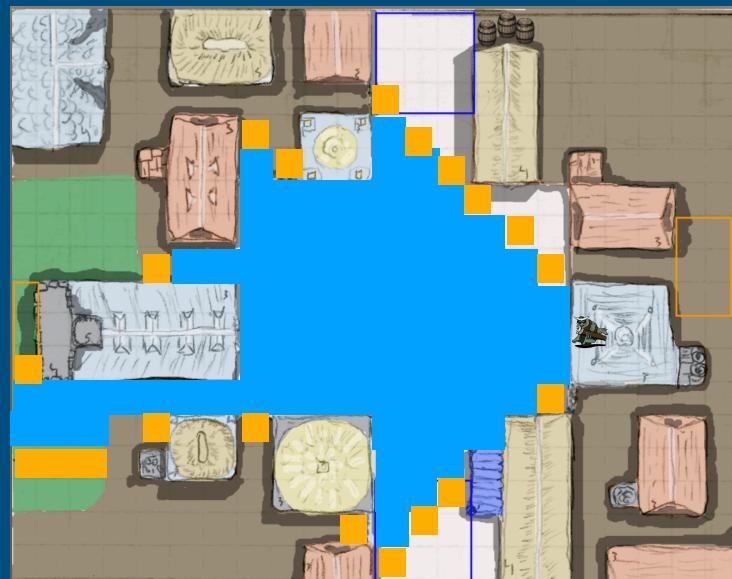
Melee Targeting



Reach Weapon Targeting



Blocking LoS. The rightmost Zombie may not be targeted.



Direct LoS, High Ground. Any lower ground tile that higher can draw an uninterrupted line to may be targeted by the MERC. Draw line from center of tile.

Any tile directly adjacent to a tile targetable by an uninterrupted line may also be targeted, but with hard cover.

AoE Targeting

May target tiles, rather than units.



Ray



Cone



Aura



AoE, 1x1, 2x2, 3x3. AoE can expand the longer charged or channeled.



Cleave Modified



Pierce Modified



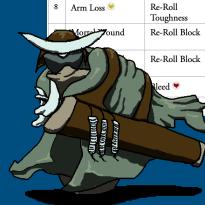
Splash Modified

Attack Sequence

React, Attacker Rolls, Defender Rolls



D10	(N) Slaughter the Weak: If you make a killing blow, you may charge.	(A) Sever: On power attacks, foes' dodge is not doubled for all attacks.	(M) Blood Fury: Each time you inflict a stack of bleed, gain a stack of fury.
1	Destroy Armor 1	Rage	
2	Destroy Armor 1	Rage	
3	Destroy Armor 2	x2	
4	Leg Loss	Bleed	
5	Bleed	Rage	1/2 D
6	Bleed	Rage	1/2 D
7	Arm Loss	Re-Roll Toughness	Bleed
8	Arm Loss	Re-Roll Toughness	Bleed
9	Armound	Re-Roll Block	Re-Roll Toughness
10		Re-Roll Block	Re-Roll Toughness
11		Re-Roll Block	Rage
12		Re-Roll Dodge	



Attacker batch-rolls weapon dice and picks conditions to inflict with attacks.

Lesser Fungal Sludge (38 BP, Flanker, Daemon)			
Init	Move	Charge	Item/Focus
H	3	10 x1	5
			1
			0
			10
			Mental
			1

Stock Attack: Strike(A)

Collective. Mortal wound reduces size of sludge by one measure. KO'd when reduced from infantry.

Spore Laden. Inflicts toxin on hit.

AI
First, Melee, Same Column
Else, Melee, Left to Right
Defense: Absorb vs Melee, else Full
Loot: 50% Fire



Defender batch-rolls defence saves vs each attack.

Phased Attacks

Phased Attacks occur in later phases & can bypass armor & toughness. You can interrupt phased attacks.

Initiative Phase

1. Light Phase



2. Medium Phase



3. Heavy Phase



Defender



B. Attacks

A unit can attack on its turn.

Targeting

Units can only perform attacks against units or tiles that they can target.

Melee Targeting

Melee Targeting. Directly adjacent units.

Reach Melee Targeting. Units within two move. Reach Weapons can target through allies and foes.

Ranged Targeting

Ranged, Equal Height. Draw a line along each cardinal. May target anyone on line or one tile next to it. These lines are called firing paths.

If a target is on a firing path broken by terrain, but next to an unbroken firing path, it may be targeted but gets hard cover.

Foes and Allies block LoS to units in the firing path.

Ranged, Low Ground to Higher. Any higher tile that can draw an uninterrupted line to the MERC can be targeted from lower ground.

Ranged, High Ground to Lower. Direct LoS, High Ground. Any lower ground tile that higher can draw an uninterrupted line to may be targeted by the MERC. Draw line from center of tile.

Any tile directly adjacent to a tile targetable by an uninterrupted line may also be targeted, but with hard cover.

Measuring LoS. Draw line from center of unit occupied tile to center of the target tile.

Shooting into Combat & Friendly Fire. When your target is engaged with allies, allies also save vs the attack.

Spell Targeting

Some spell types can target tiles and stealthed units

Ray. Hits all units within tile path. Spell ends at impassible terrain objects or height differences.

Cone. Hits all units within cone AoE. Spell ends at impassible terrain objects or height differences.

Aura. Hits all allies or enemies within N tiles of the caster. Casters may benefit from own aura. May not target through impassible objects, but ignores height differences.

AoE. Hits all enemies and allies within NxN aoe. Ignores height differences and tile edge impossibles (Gates, etc).

Direct AoE: Requires LoS of the centered tile. Draws AoE from valid target.

Indirect AoE: LoS not required for centered tile placement. Center of AoE must be in spell range.

Bolt. Uses same targeting as ranged attacks.

Touch. Uses same targeting as melee.

Assault. Modifies a weapon attack, uses the weapon's targeting.

Mass. Treated as its own unit, with spells providing rules for movement and effect triggers.

Summons. Direct LoS, as per ranged attack, or adjacent to caster. Per spell description.

AoE Modified Attacks

Some weapons, enchantment, and abilities modify a weapon attacks AoE.

Pierce N. Additionally targets N tiles behind valid target, relative to direction attacked.

Splash N. Additionally targets N tiles within one tole of valid target.

Cleave N. Additionally targets N tiles perpendicular to valid target.

Attack Sequence

Spell and Weapon attacks are resolved in the following sequence:

1. Defender chooses a reaction.
2. Attacker rolls at advantage or disadvantage to determine options available for weapon attacks. The Attacker picks conditions to inflict and the order to be saved.
3. The Defender saves vs each attack.
4. If Defender successfully countered, make a counterattack with attacker taking a full defense. Do so even if Defender was KO'd, stunned, etc.

1. Defense Reaction and Save

Default, reactions are declared BEFORE an attacker rolls their weapon dice or attempts a charge. Defenders may choose one reaction. (Monster cards list AI's priority, but default to Full Defence.)

Full Defence. Roll ALL four D20, and save if ANY matching defence is equal or under. Weapon values, unit abilities, and positioning can modify or negate some defenses. Taking a full

defense interrupts any phased attacks a unit was taking, regardless of save outcome.

Counter. A counter save picks one non-zero defense stat to drop, and attempts to roll under or equal the remaining defense stats. Regardless of save, a counter attack is made OR the unit continues its phased attack. (Units damaged by attacks must make a further mental save or be interrupted. See spells and miscasts)

Reaction Restrictions. You are restricted from declaring dodge or counterattack reactions in certain circumstances:

- A unit may not Counter vs an AoO.
- A pincer unit may not Counter, nor gains dodge and block on Full Defense.
- You can Counter without a target so as to maintain phased attack, but lose the attack component.
- Ranged units may Counter other ranged. Bolt spells included.

2. Burst Weapon Dice Rolled and Picked

After the defender declares a reaction, the attacker rolls Burst Weapon Dice. +Advantage and -Advantage modify the number of dice rolled.

From this pool of values, pick one condition to inflict for each attack. You can distribute options across equipped weapons, but may only repeat the lowest value.

After choosing conditions to inflict, decide the their sequence —(bleed, bleed, Knockdown) vs (Knockdown, bleed, bleed), etc. Pick your sequence strategically, as earlier failed defences saves can modify subsequent saves.

Common Advantage Modifiers

-2	Light Cover, Darkness, Trophy
-1	Untrained Weapon, Lower Height (per tile), Fog
+1	Advanced Weapon, Higher Height (per tile), Vs Flanked Foe, Vs Stunned Foe
+2	Master Weapon, Vs Pincer Foe, Banner, Vs Exhausted Foe (per stack)
+4	Vs Failed Dash-Charge

Negative Advantage. If you attack at total-1 advantage or lower, roll one additional dice for each -N advantage. The *defender* then picks conditions inflicted.

Unarmed. If your target does not have a melee weapon or shield equipped, they count as *unarmed*. Unarmed units must reroll all successful defence saves once.

Supreme Advantage. If you have total 10 or greater advantage, you can pick weapon values instead of rolling. Your opponent picks if at disadvantage 10 or greater.

Pulling Blows. You may always choose to take a '1' instead of rolling a weapon dice. Do so before rolling.

Variant: Precision Weapons

Precision weapons don't roll for weapon conditions. Rather, each weapon has several conditions it can consistently inflict, which the attacker chooses from.

Advantage Gates. Precision weapons often have some conditions or modifiers gated by the unit's advantage level. When a weapon has 'Adv. +N', the unit needs N or greater advantage to activate that effect.

Which Mode? Adventures recommend which weapon mode to use, precision or burst. In general, precision mode is recommended for combat with many units. Burst mode is recommended for a more varied AI, and for higher level warrior type builds.

3. Defender Saves

When the attacker has chosen conditions to inflict, the defender rolls a defence save, rolling as many of the multi-colored dice as their defence reaction permits.

A defender successfully saves by rolling equal or under their defense score. Conditions with a yellow icon half the needed defence score. Conditions with a red icon bypass that defense —they automatically fail.

Your unit's physical defence is a combination of innate attributes and equipment choices.

- (H) (T)oughness. Per species.
- (A)rmor. By a unit's equipped armor.
- (B)lock. By a unit's equipped shield.
- (D)odge. Per species.
- (W)ill. Per species.

Multiple Attacks and Failed Saves. The effects of a failed save modify subsequent saves in a sequence — knocked down loses dodge, armor loss lowers armor save, etc.

Negative Save Values. If a defence save element goes to zero or lower, through modifiers (-2) or stat loss, you auto-fail that portion of the save.

D1	(N) Slaughter the Weak: If you make a killing blow, you may charge.	(A) Sever: On power attacks, foe's dodge is not doubled for limb attacks.	(M) Blood Frenzy: Each time you inflict a stack of bleed, gain a stack of fury.
1	Destroy Armor 1		Rage
2	Destroy Armor 1		Rage
3	Destroy Armor 2		x2
4	Leg Loss		Bleed
5	Bleed	Rage	1/2 D
6	Bleed	Rage	1/2 D
7	Arm Loss	Re-Roll Toughness	Bleed
8	Arm Loss	Re-Roll Toughness	Bleed
9	Mortal Wound	Re-Roll Block	Re-Roll Toughness
10	Mortal Wound	Re-Roll Block	Re-Roll Toughness
9	Knockdown	Bleed	Rage
10	Mortal Wound	Re-Roll Armor	Re-Roll Dodge

A Burst Mode Axe Attack at Advantage

+1. Two weapon dice are rolled to determine options for conditions to inflict. The attacker chooses between destroying armor or inflicting arm loss. Using a D20, the value of 17 counts as a 7.

Mace		
(N) Shield breaker: Foe is at disadvantage to block.	(A) Splintering blows: Inflict bleed whenever you destroy armor.	(M) Blunt Force Trauma: If armor is five or less, destroy armor also inflicts mortal wound.
	Destroy Armor 2	
	Advantage +4: Arm Loss	
	Advantage +4: Knockdown	

A Precision Weapon Back

A defender successfully saves by rolling equal or under their defense score. Conditions with a yellow icon half the needed defence score. Conditions with a red icon bypass that defense —they automatically fail.

Your unit's physical defence is a combination of innate attributes and equipment choices.

- (H) (T)oughness. Per species.
- (A)rmor. By a unit's equipped armor.
- (B)lock. By a unit's equipped shield.
- (D)odge. Per species.
- (W)ill. Per species.

Multiple Attacks and Failed Saves. The effects of a failed save modify subsequent saves in a sequence — knocked down loses dodge, armor loss lowers armor save, etc.

Negative Save Values. If a defence save element goes to zero or lower, through modifiers (-2) or stat loss, you auto-fail that portion of the save.

4. Counterattack?

If the defender reacted with Counter!, they next make their own weapon attack. By default, counterattacks are made regardless of whether defender was incapacitated.

Multiple Weapons. You do not gain additional attacks from dual wielding or natural weapons when counterattacking. However, you can choose which weapon to counter attack with, and, if you can make multiple counterattacks, you may divide them among equipped weapons.

Assault Spells. You can cast assault spells on counterattacks.

Ranged Counterattacks. Ranged units can counterattack other ranged units. Only bolt, assault, and ray spells may be cast as a counterattack.

Phased Attacks

A phased action is declared on a unit's turn, but occurs during later initiative phases. Phased actions can be interrupted.

Initiative Timing. A unit performing a phased action is selected as though a light, medium or heavy unit. Phased attacks are not made on the opposing players turn, unless specifically triggered.

Movement & Targeting. A unit *cannot* reserve its movement for a later phase. This means most melee phased attacks require planning and setup.

Interruption

Interruption results in the loss of the unit's phased attack action. By default, a phased action is interrupted by the Full Defence reaction, or a failed concentration check.

Concentration Check. A willpower save is made whenever a unit performing a phased attack is successfully inflicted daze, bleed, limb loss, burn, or acid. Failing such 'concentration check' interrupts a phased action.

The following conditions auto-interrupt phased attacks: silence, knockdown, shock, petrify, and KO.

Some masteries, such as counterspell, charge, and channel, add bonuses to interrupting or concentration checks.

Miscast. Miscasts occur when a spell phased action is interrupted by a failed concentration check or auto-interrupt condition.

Miscasts result in friendly fire or stolen magic. The interrupter picks a target for the spell, with the caster's allies treated as foes, and foes as allies, for purposes of who may be benefited or harmed by the spell. New target must be within range of spell.

Lesser Fungal Sludge (38 BP, Flanker, Daemon)				
Init	Move	Charge	Item/Focus	Defences
H	3	10 x1		5
				11
				1
				0
				10
				Mental
				1

Stock Attack: Strike(A)

Collective. Mortal wound reduces size of sludge by one measure. KO'd when reduced from infantry.

Spore Laden. Inflicts toxin on hit.

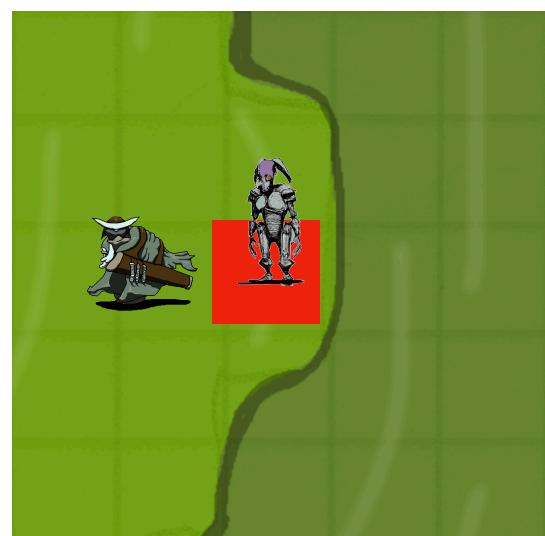
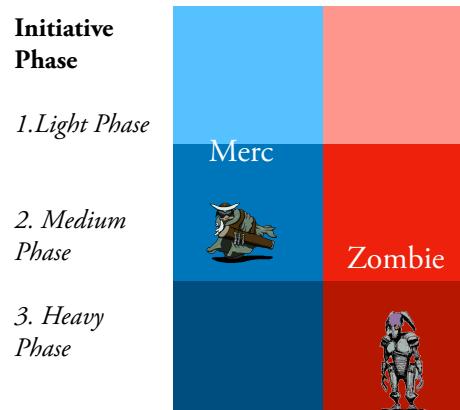
AI
First. Melee, Same Column
Else. Melee, Left to Right

Defense: Absorb vs Melee, else Full

Loot: 50% Fiber

A Defence Save. The four TABD dice are rolled to see if the Sludge suffers effects of the arm loss attack. The Sludge's defense stats are compared to each die's value, saving if the modified value is equal or under.

The Toughness roll of 17 is above the corresponding defense stat of 11 so does not save, save. However, the Armor roll of 1 equals the corresponding defense stat of 1 and thus the Sludge saves and does not receive a condition from the attack.



Phased Attack Example. The MERC (medium) readies a power attack vs the Zombie (heavy.) The MERC's attack activates on the heavy phase, ahead of the Zombie.

Summon. A summoned unit is removed from play when its caster's channeling is interrupted.

Buff/Hex Persistence. Both positive and negative effects of channeled spells stop when channels are interrupted.

List of Generic Phased Weapon Attacks

By default, phased weapon attacks are only available to units with levels of Weapon Mastery. (E.G. the MERC Class.) Special equipment can also confer the ability to make specific phased attacks.

Precise Strike/Aim. Drop an initiative phase to attack at +2 advantage. May move but not charge. Multiple phases dropped stack.

Flurry/Rapid Fire. Drop an initiative phase to make an extra attack at -1 advantage. May move but not charge. Multiple phases dropped stack.

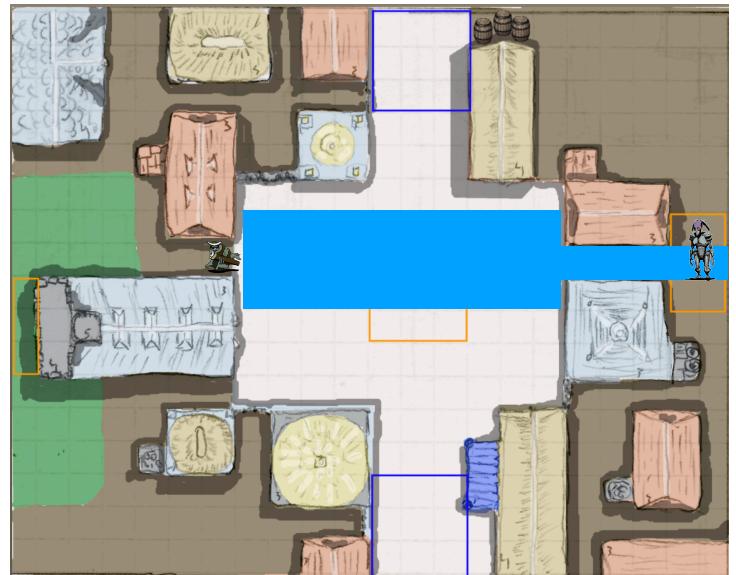
Power Attack/Overhead Swing. Drop an initiative phase to halve foe's armor save, but double dodge. If charged for two rounds, no bonus to dodge. A power attack with a two-handed weapon is called an *Overhead swing*, and halve's foe's armor and toughness save, but doubles dodge.

Snapshot. Ranged Only. Drop an initiative phase. Pick a line of direct fire. You may make an attack each subsequent phase against the first foe moving into a line of direct fire. Cover is as direct line tile entered. Snapshot lasts till the units next turn or interrupted.

Griffin's Gambit. Drop an initiative phase to gain two extra counter attacks.

Spear Wall. Reach weapons only. Drop an initiative phase. Double base attacks on AoO until your next turn. If the foe is charging, on AoO, subtract its M (movement) from TABD saves and attack at advantage M. *spells persist when channel is interrupted.*

Snapshot. A snapshot phased attack triggers on first enemy to enter valid direct LoS. Weapons with Auto N can target N additional units that phase.



Snapshot Example. The Zombie moves into the MERCs snapshot LoS, triggering the attack.

Focus

Key Concepts

Focus Economy
Generate focus at start of unit activation.

Unit Initiative

Light

Thief



Medium

Merc



Heavy

Zealot



Spend unit's focus on items, spells, & abilities.

Spell Types

Focus cost, speed of casting, AoE, power, & persistence combine to offer different value spells.

C. Focus

By default, a unit's focus cap is set by its weight class: Light, 5; Medium, 3; Heavy, 2. A unit generates focus at the start of its activation. Units can activate multiple focus abilities on the same unit activation provided they can pay abilities focus point cost.

Equipped Items. An item must be held in an item slot or in hand (H) to be eligible for focus expenditures. You can use multiple items on the same turn if you can pay the cost. You can't activate the same item multiple times on the same phase, but you can activate multiple duplicate items.

Locked Slots. Some spells or class abilities *lock* a focus/item slot. When a focus slot is locked, its focus is committed to an ability — treat focus cap as -1 per locked slot. Locked slots can only be locked/unlocked between battles.

Focus Sinks

Swap. Pay (1) focus to swap an equipped 1H or 2H item with a held item.

Throw. Pay (1) focus to make one ranged attack with a *throwing weapon* equipped to an item slot. Perform such attack as part of attack or charge action sequence. Refund the (1) cost if you end your movement adjacent to target.

Activate Costs. Pay(N) focus to activate ability of equipment held in hands (H) or item slots.

Spell Costs. Attacking with a spell costs a unit's attack action and sometimes additionally one or more focus. Phased spell attacks, like a channeled ray or charged fireball, pay cost up front.

Spell Types

Bolt. A ranged magical attack requiring direct LoS.

Buff. A persistent boost to offense, survival, or move attributes. Direct or Indirect targeting.

Cone. A 1x3 cone, placed directly adjacent to the caster.

Hex. A persistent penalty to offense, survival, or move attributes. Indirect targeting.

Global. A change to battlefield that effects all units.

Touch. A spell that requires direct adjacency to target. Enemies that dodge touch spells avoid effects.

Instant. A spell that can be cast outside a unit's activation and in response to opponent's action. Effects target caster or a directly adjacent tile.

Assault. A regular weapon attack, counterattack or block sequence gets a spell effect added to it. Can be cast on defensive reaction, or as part of a weapon attack.

	Casting Time		
Spell Persists	Quick	Medium	Heavy
Attack Sequence	Assault, Instant	Bolt, Cone, Touch	AoE
Phase		Unchanneled Ray, Summon, & Mass	
Turn			Mass, Ray
Battle		Buff, Hex	Aura, Summon

AoE. A NxN square, growing in area with casting windup. Direct or indirect targeting.

Mass. The spell is like a unit, occupying tiles and moving to a target tile over several phases. Units that a mass spell passes through are inflicted its effects.

Aura. All tiles adjacent to caster inflict spell effect each phase.

Ray. A line attack that effects all tiles each phase. Originates from caster, 1xW range.

Summon. Generates a new unit, typically maintained for duration of a channel. Adjacent or indirect.

Human Bard			-100 BP	+		
Init	Move	Item/Focus	Defences			
L	4	5	 9			
			 1			
			 0			
			 9			
Lyre (1H, Instrument)			Mental			
Stock Attack:						
Equips: Instr Weight Limit		<i>String Melody</i> Inspire Song. 1 Focus. All allies gain one stack of poise. Sooth Song. 1 Focus. All foes lose one rage stack.				
		<i>String Cadence</i> Dissonant Improv. 2 Focus. Foe's advantage stacks confer disadvantage this turn. Crescendo. 2 Focus. Allies may use fury stacks to instead target an additional foe with attack sequence.				

The Human Bard spends focus to maintain or activate different song abilities, buffing all allies or debuffing all foes.

Human Spellhacker			-108 BP	•		
Init	Move	Item/Focus	Defences			
L	4	5	 9	 1		
			 0	 9		
			Mental	 9		
Stock Attack: Unarmed Spell						
Firebolt Root-Wand (1H, Artifact)						
						
Equips: Wands Weight Limit: Light: 5, Me						
1H, Item Activation. 1 Focus. Casts spell tree's root spell.						
<i>Firebolt Spell Tree</i>						
Root. Firebolt. (1 F) Bolt. Inflicts 1d3 stacks of burn. Channel. Fire Ray. (2 F) Ray. Inflicts 2 stacks of burn. Hits each phase channelled, same endpoint. Units crossing path are attacked. Charge. Fireball. (2 F) AoE. 2x2 aoe, 1d3 stacks of burn, increases AoE for each phase charged. Empowered: add one burn per phase charged, knockdown. Enchant. Fire Shield. (2 F) Enchant. Enchant one shield or weapon. Inflict one stack of burn on block, no save, melee. Empowered: Global Enchant by item type. Transcend. Pyroblast. (3 F) Bolt. 3d3 stacks of burn. Unblockable but adv on dodge save.						

The Human Spellhacker spends focus to cast spells hacked with the firebolt root-wan. As the Spellhacker gains casting masteries, she gains new spell options.

Ryann Kherty, Gor Assault			94 BP	6
Init	Move	Item/	Defences	
M	4, D6	2	     	10 6 0 12
			Mental	 10
Stock Attack: Horns(N) + Greatclub(N)				
Planted Stance. <i>Lock 1.</i> When this unit does not move, it makes an additional attack.				
Sprinter. May roll two charge dice and pick the highest.				
Equips: Greatclub, Greathammer, Lance				
Weight Limit: Light: 6, Medium: 13, Heavy: 20				

The Gor Fighter *locks* a focus slot to maintain the Planted Stance Jutsu, allowing her to make additional attacks.

The Gobold Alchemist spends focus to use Fury potions on himself and adjacent allies. If the Alchemist had multiple potions, it could activate many on the same turn — with the risk of toxin KO'ing targets.

V. Enemy AI

What does the AI do?

1. Roll for enemy type AI behavior



Vampire Bat, Beast Avian			41 BP	?
Init	Move	Item/Focus	Defences	
1	Fly 5		5	
			1 1 0 11	
			Mental	3
Stock Attack: Bite(A)				
<p>Swoop. A bat that inflicts bleed or mortal wound resets its movement.</p> <p>Drain. When unit inflicts bleed or mortal wound, all its bleed stacks.</p>				
AI (D10) 1-4. Isolated Charge 5-8. Flank Attack Perch 9-10. Lowest Armor Move Attack				
Defence: Full Defence				

AI Syntax specifies target, *move*, and *action*, plus their order.



2A. If it can, enemy performs rolled behavior.



2B. If no target, enemy performs map default behavior.



- Enemy picks highest roll weapon dice.
- Enemy defends with defence reaction.
- When in doubt, pick a fitting behavior.

Enemy AI

You can play Radiant Tactics with or without one player controlling the enemies. Playing with a Game Mediator (GM) can amplify immersion, challenge, and role-playing experience. Yet, it can also be fun for everyone to play together, or more practical.

Players should pick the fun they'd like to prioritize: GM for challenge & immersive behaviors, AI for its social & practical benefits.

The following rules are used for unit AI in tactical battles. Any unexplained tie-breaker should default to book-wise selection: top to bottom, left to right. Else, players should just pick.

Enemy Priorities

Activation. Each phase, the enemy unit types activate in order as though reading a book: left to right, top to down.

Pathfinding. Enemy units will avoid walking through threatened tiles, snapshot LoS, and hazards if they can otherwise reach a target. Else, they will trigger them.

Weapon Dice. Enemy units default to highest weapon dice value rolled, unless their unit card specifies another focus.

Targeting Ties. Enemy units default to human, then fay, then dverg targets. If none or further tie, book-wise.

Defence Reaction. If an enemy card does not specify a reaction, use Full Defence. All Counter reactions drop the lowest value TABD defence, players picking if tied.

Scenario Default Gambits. Some scenarios specify gambits enemies default to should a gambit lack a valid target. (Typically 'Attack, Capture, Attack' in capture based objectives, 'Nearest, Move, Attack' in casualty based objectives.)

Enemy Gambit Behaviors

All enemies cards have a 'Gambit' that determines how the enemy behaves when activated.

Gambit Syntax. A gambit has three elements, indicated by font styles.

Target Term. Who or what the monster performs an action on.
Move Term. How or where the monster moves.

Action Term. What action the monster performs.

Gambits are performed in the order terms are listed.

Examples. Nearest, *Move*, **Attack**. The foe targets the nearest enemy unit, moves towards them, and attacks (if in range.)

Nearest, **Attack**, *Capture*. The foe attacks the nearest foe in range (if any), then moves to nearest capture point.

Gambit Selection

Enemy Gambits may be randomized or ordered by an if/else logic.

Dice Randomized. Roll a D10 and use the gambit from that range. Roll one D10 once for each monster type at the start of each turn.

If/Else. The monster will perform the first listed gambit if it can reach a valid target. Otherwise, it will perform the next listed gambit. See tables for complete definitions of AI gambit terms.

Objective Defaults

If an enemy cannot perform a gambit, it performs instead a default gambit.

Attrition. Nearest **Charge**

Targeted Strike. Leader **Charge**.

Capture Points, Breakthrough. **Attack** *Capture* **Attack**.

Lesser Eyewin (79BP, Artillery, Beast)				
Init	Move	Charg	Item/	Defences
L	Fly 3	12 x1	5	 11  1  0  10  5
				
Stock Attack: Unarmed Spell				
Hover. Unless engaged, may only be targeted by ranged or reach weapons.				
(2) Fire Ray. Ray, Channel. One burn per phase. (1) Shock Touch. Assault, Melee. Inflicts shock.				
AI First. Shock Touch Adjacent Else. Channel Ray, Same Column				
Defense: Full Defence				
Loot: 20% ? Ichor				

Enemy AI Example. The 'AI' row of the Eyewin monster card lists the 'If/Else' gambits it chooses, and its default defensive reaction.

Gambit Term Definitions

Move Term	Meaning
<i>Move</i>	Move in attack range of target, do not charge
<i>Charge</i>	Move in attack range of target, attempting charge
<i>Assist</i>	Move adjacent to ally & in melee range
<i>Perch</i>	Move to highest tile in move range, preferring in LoS of target
<i>Capture</i>	Move on to capture point
<i>Kite</i>	Move furthest from foes but in effective range
<i>Hide</i>	Move out of LoS
<i>Intercede</i>	Move between ally and foe
<i>BuffAura</i>	Move to maximize adjacent allies
<i>DebuffAura</i>	Move to maximize adjacent foes
<i>Avoid</i>	Move as far from nearest foe as unit can
<i>Support</i>	Move to engaged ally, in attackable position
<i>Cover</i>	Move to nearest cover in range of target, prioritizing heavy over light
<i>Flank</i>	Move parallel to target engaged ally, preferring within max move range or less.
<i>Plant</i>	Does not move

Action Terms	Meaning
Power	Power OR Overhead
Multihit	Flurry OR Rapid Fire
Aim	Aim or Precise Strike
Snapshot	Snapshot
Hex	Debuff target
Buff	Buff target
Charge	Charge spell
Channel	Channel spell
Guard	Spear wall>shield stance>Griffin
Attack	Full attack, using assault spells, items, and thrown weapons
Cast	Cast equipped bolt, cone, etc spell. Will prefer multicast if available.

Targeting Terms	Meaning	Targeting Terms	Meaning
Nearest	Closest foe	Massed Allies	Grouped Allies
Fastet	Closest light foe	Largest	Largest Foe
Middlest	Closest medium foe	ValuedA	Highest Mastery Ally
Slowest	Closest heavy foe	ToughestA	Highest TABD Ally
Weakest	Lowest TABD sum foe in range	WeakestA	Lowest TABD Ally
Armored	Highest A foe	Fastest	Highest Move foe
Toughest	Highest T foe	Flying	Flying foe
Quickest	Highest D foe	Fragile	Lowest T foe
Engaged	Closest pincer, then flank, then engaged	Aggressive	Dual wielding or greatweapon foe
Casting	Interrupt caster charge, channel, etc	Shielded	Shield bearing foe
Grouped	Hit the most foes	Bard	Bard
Bleeding	Foe with highest bleed stack	Medic	Medic
Burning	Foe with highest burn stack	Lead	Leader or target of targeted strike
Prone	Stunned>entangled>immobilized	Strongest	Highest TABD sum foe
Brittle	Frostbrittle or Petrified	InjuredA	Ally with highest bleed stack, then limb loss
Advantage	Target at highest advantage bonus	Limbed	Lowest limbed foe.
Defenseless	Ranged/Caster/Unarmed	Exposed	Lowest Armor
Farthest	Furthest	Clumsy	Lowest Dodge
Alone	Isolated	Akratic	Lowest Will
Guarding	On capture or skill point	Smallest	Smallest Foe
Massed Allies	Grouped Allies	HighestT	Highest Tile in Range

Attack Focus Keywords. (Listed on Monster Card)	
Focus	Priority
Burst	Bleed Proc>MW>Limb Loss>Bleed Stack>Buff Self
Bleed	Silence>Bleed Stack> Destroy Armor> Hamper
Shatter	Knockdown>Destroy Armor> Arm Loss
Sunder	Destroy Armor>Break Item>Disarm>Hamper>Daze
Delimb	Limb Loss>Leg Loss>MW>Bleed
Assist	Stun>Entangle>Disarm>Batter>Destroy Armor>Stat Loss>Daze
Interrupt	Stun>Silence>MW>Limb Loss>Bleed
Weaken	Stat Loss>Blind>Destroy Armor>Limb Loss
Immobilize	Leg Loss>Immobilize>Bleed
Displace	Scatter>Knockdown>MW
Neuter	Disarm>Immobilize>Knockdown>Daze>Limb Loss



Beast



Avian

Mammalian

Reptilian

Leviakin

Daemon



Necromancy

Sacrificial

Wyrd

Nightmare Veil

Psychomancy

Undead



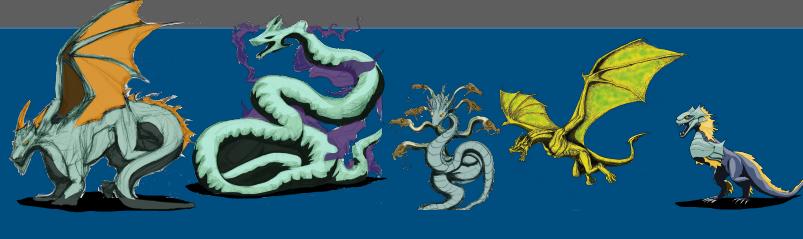
Ghost

Zombie

Vampyr

Skeleton

Dragonkin



Drake

Wyrm

Hydra

Wyvern

Jabberwock

Plantoid



Vine

Grass

Tree

Fern

Moss

Fungi

Insectoid



Arachnid

Insect

Krypulus

Crustacean

Elemental



Rock

Fire

Aqua

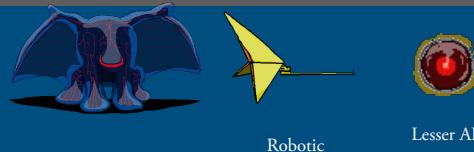
Air

Smoke

Shadow

Light

Construct



Golem

Robotic

Lesser AI

Ooze



Slime

Ooze

Jelly

“...Wurtal’s principles of organization are entirely inconsistent:

Undead families are distinguished by what their defences, Daemon by summoning technique, Dragonkin by morphology, Beast, Insect, & Plantoid by ancestry, Elemental by substance, Ooze by viscosity, and Construct by power source & architecture.

...The ‘taxonomy’ fails to conform to any elementary standard of biological studies; Wurtal fails to even follow his own idiosyncratic methods.”

House Ungyn, *Peer-Review Findings*

“Wurtal was an adventurer writing for other adventurers, not the scholarly community.

Whereas scholars demand systematicity, adventurers demand practicality. Wurtal’s taxonomy emphasizes what’s *relevant* to surviving encounters with various new beings in the wild. It may not reveal new connections among genomes, but it will quickly convey whether fight or flight is more prudent.

Clara Tryfar, *A Traveller’s Reflections on Wurtal*

“...whereby Wurtal treats the sacred descendent as animal and animal as sacred...

...whereby Wurtal denies Elemental Lords their proper domains...

...whereby Wurtal consorts with Daemons, propagating their blasphemous deceptions...

...whereby Kami clans are slandered through false associations...

...whereby Wurtal worships artifacts as false idols...”

Hissyx Cipactli, Teculxin Priestess
Excerpts from Wurtal’s 66 Heresies



RADIANT TACTICS

We followed these style guidelines in creating Phoibos' monsters. Whether you are customizing existing monsters, adding new, or building your very own biology, you can use this style guide's method to compose profiles that feel and play like an in-world monster type.

Style Guide: Composing Your Own Monsters

Palette Key

T: Toughness
A: Armor
B: Block
D: Dodge
W: Willpower
M: Movement
xN: Number of Attacks
SP: Special Abilities

Main Ingredients

Stats
Special Abilities
Weapons
AI

Elemental



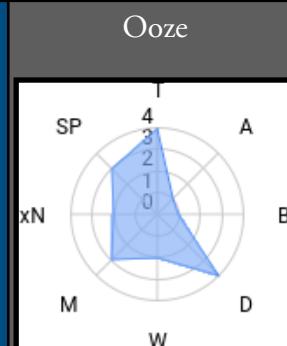
Signature Specials

Elemental Immunity, Elemental Conditions, Elemental Magic, Elemental Vulnerabilities

"Elementals stats vary with substance — rock and ice spike armor up to max, air movement, and flame dodge."

For elemental's weapons, we consider what pairs with a characteristic condition as well as what element 'looks like.' Whips for flame check both boxes."

Ooze



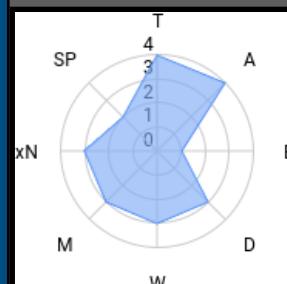
Signature Specials

Splitting, Merging, Co-Occupy Tile

"Ooze's liquid, organ-less form is represented by high toughness paired with high dodge — the only monster with this profile."

Weapons suggest what Oozes do absent of any hand — grapple and throw one image, and spear like weapons another."

Dragonkin



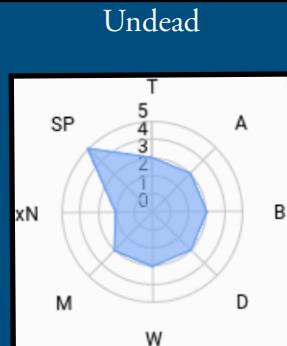
Signature Specials

Breath Attacks, Elemental Resistance, Venomous Blood

"Dragonkin's stats take up the majority of their depiction — dragonkin should feel like doesn't *need* lesser being's special trick because already 'superior physically in every category.' (Breath attacks being the exception to the rule.)

We like to imagine dragonkin having a big personality, like a cat's, that we try to reflect in attack patterns and behaviors."

Beast



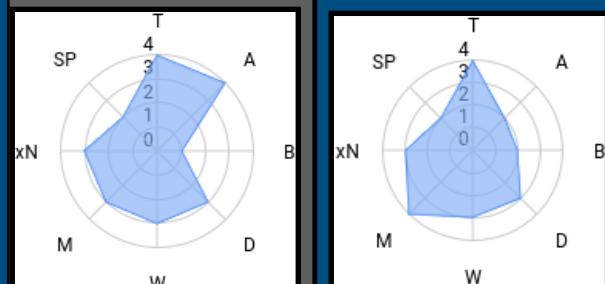
Signature Specials

Habitat bonus, Pack Bonus, Self-Buffing, Stealth, Acrobatics

"Beasts often have special movement — flight, swim, burrowing—and abundance of natural weapons attacks, like claws, bite, and horns. We like to make rules that emphasize a move-attack pattern, like a Bat's swoop."

Beast stats shift to reflect their morphology, with Avian having higher dodge and lower toughness."

Undead



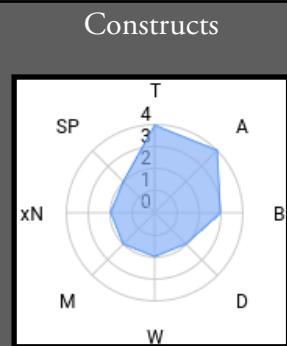
Signature Specials

Bleed or Limb Loss Resistance, Spawn Enemy on KO, Disease or Curses, Heal Bleed on Bite, KO recovery

"Undead have special defences that make them harder to eliminate than their stats might suggest. Undead can surprise you with getting back up after KO'd, spawning more undead, or seemingly minor wounds with bad consequences."

We pair Undead with weapons that reflect what they'd have in former life, but also like how shields make undead feel even tougher to put down."

Constructs



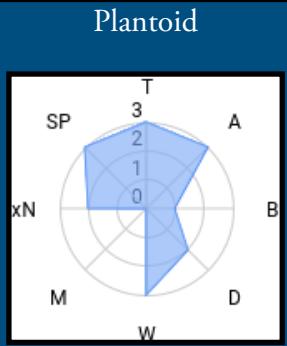
Signature Specials

Breakpoints, Immunity to Mental Effects, Hackable, Bonus Attacks when Immobile

"Constructs start from a baseline high armor, toughness and block that makes them extremely durable. Then, special abilities are used to add fitting vulnerabilities — stripping armor to expose engine, hackable systems, overload with shock, etc."

Big weapons with big windups, like overhead swing greatweapons, add that heavy & powerful feel. Lostech, ballistic weapons, and like add sense that you're fighting something mechanical."

Plantoid



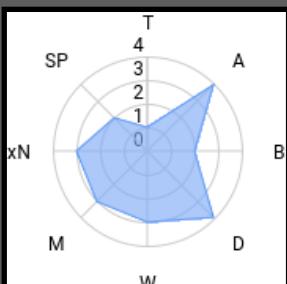
Signature Specials

Earthbound, Regeneration, Mass Condition Infliction, Infiltration Deployment, Collective

"Plantoids typically have no movement, a fun constraint to design around. How do you make an immobile enemy threatening? You make them function like turrets, or like support stations for other foes, or a global hex, or you place them to make terrain treacherous to cross, and such."

Whips, clubs, thorns as arrows or bolts, scimitars for sharp leaves, are some of the weapons we look to when arming plants."

Insectoid



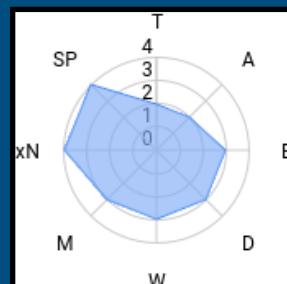
Signature Specials

Toxin, Abundant Poisons, Acid, Psionic Powers

"Insectoids give designers options for a novel defensive profile — insectoid's exoskeleton are represented with high armor but low toughness."

Like Beasts, Insectoids also have special movement types, jumps, climbing, flying. Insectoid behavior makes the movement play differently — Insectoids tend towards harassing, hit and run with poisons, whereas Beasts prefer to get stuck in or flee altogether."

Daemon



Signature Specials

Summoning, Teleports, Assault Magics, On Charge, On Crit, On KO attack resets

"Daemons are glass cannons that often focus more on maximizing havoc than self-preservation. Daemon special abilities reflect this aggressive dimension, or else the Daemon's magical origins."

Axes, Horns, Harpoons, and Kusirigma are weapons whose passives pair well with feel of Daemons."

Unit Components

Alder Human Mercs			59 BP	
Init	Move	Item/	Defences	
M	4	3	 9  12  0  10 Mental  9	
				Stock Attack: Weapon(A)
Pariah. In targeting ties, monsters will prefer humans over other targets.				
AI (D10) 1-5. Attack Capture Attack. 6-10. Grouped Cast Charge.				
Defence: Counter				

Unit Card Breakdown

Top Row

Name: What the unit is called.
Species: What species the unit's stats and specials reflect.
Class-Mastery: What mastery the unit has.

BP: The Unit's Battle Potential, how formidable it is.

Battle Role: How unit contributes to its team winning battles.

Faction Color. Which faction the unit is associated with.

Second Row

Initiative (Init.). Does unit activate in Light, Medium, or

Heavy phase?

Move/Charge. How many tiles the unit can move on its turn. What charge dice it uses.

Item/Focus. How many items the unit can equip & how many 'focus' uses (items, spells) it can make in a battle.

Right Column

Defenses. Roll under or equal to defend or counter attacks.

Tough. Can creature take a hit and keep going? Counteracted by bleed stacking and overhead phased attacks.

Armor. Can creature deflect attacks with armor? Counteracted by weapon specials, destroy armor or power phased attacks.

Block. Can creature block or parry? Counteracted by pinching or weapon specials.

Dodge. Can creature get out of the way? Counteracted by flanking or entangle conditions.

Third Row

Stock Attack. How many attacks at what mastery does the unit make. (A '| symbol means 'either or'

Special Rules. What default rules the creature ignores.

Equip. What the character can equip without penalty. For weapons, means the character can use while retaining its N-M weapon mastery level.

Weight Limit. How much the unit can carry before changing initiative brackets.

Stock Attack Syntax

Notation	Meaning	Sources
Weapon()	Attack with weapon	Equipped 1Hs or 2H
(U), (N), (A), (M)	Mastery level weapon dice are rolled at.	Martial, Jutsu, Weaponmaster, Smith
		Masterwork & Intelligent Weapons
x2, x3, etc	Additional attacks made when not charging	Weaponmaster
Weapon(N) + Weapon(N)	Additional attacks made with additional weapons. Compatible with charging.	Equipped 1Hs or 2Hs. Natural 0H weapons. Martial arts.
, -3T & -3A, Burn on Hit, Break on Block	How the defender's defence is modified or additional effects inflicted.	Jutsu, Assault Spells, Enchanted Weapons
Snapshot, Power, Fury, Precise, etc	The phased attack type made with the weapon	Weaponmaster, Equipment
(1F), (2F), etc	The focus cost for making attack or gaining assault spell benefit.	Throwing Weapons. Assault Spells.
Echoing Slash, Vault, etc.	Ougi art used with attack.	Jutsu(M), Enchanted Weapons
Weapon(N) Weapon(N) Spell	A second attack option available to the unit	Equipped 1Hs or 2Hs, Arms, Spell Masteries
Spell Name	A spell attack option	Spell Masteries, Wands
Unarmed	This unit re-rolls successful defence saves when attacked in melee	No melee weapon equipped to 1H or 2H.



MERC, WM(M)

Stock Attack: Overhead
x3HHSword(M)



Trooper, Martial(A)

Stock Attack: Axe(A), burn on-hit | Crossbow(A)



Fighter, Jutsu(N)

Stock Attack: Claw(N) + Claw(N) + Bite(N) + Throw(N)

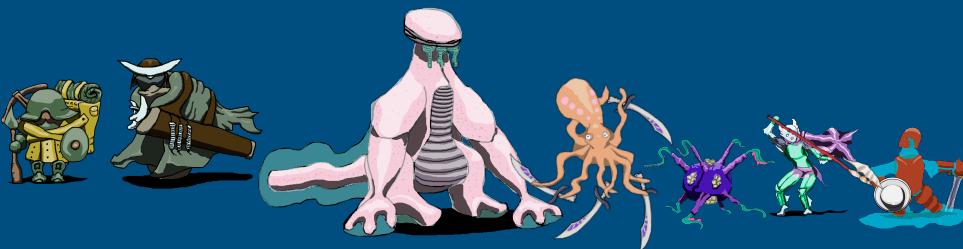


RADIANT TACTICS

Playable Characters = Species + Arms + Class-Mastery

Species

Abyssal



Fay



Fay Lineages: *Sylvan, Áuos, Necrotic, Exile*



Unaligned

Underdeep



Genomes: *Gobold & Kodwa, Dverg, Droll, Trollgre*

Centaur



Hierophant

Blessed:

Unicorn, Pegasi, Elken, Centaur, Nightmare



Matthias & Munin's Clans: *Sbi, Bat, Avine*

Were



Belarius & Minos' Clans: *Hog, Taur, Gor*

Bast's Clan: *Big Cat, Cat*

Ashina & Nogitsu's Clans: *Worgen, Wolven, Kitsune*

Beorn's Clan: *Ursan, Tanuki*



Zealot

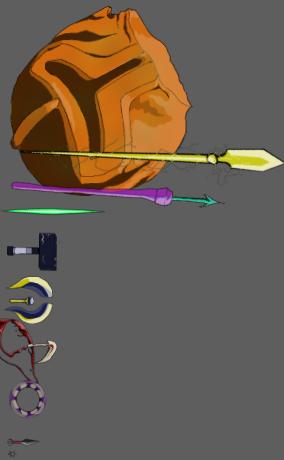
Vow

Arms



Ballistic:
Longbow, Cho nu ka, Crossbow, Shortbow, Sling, Pistol, Shotgun, Rifle, Needle Rifle/ Blowgun

Thrown:
Boulder, Throwing Spear, Harpoon, Javelin, Throwing Hammer, Throwing Axe, Kusarigama, Chackaram, Kunai/ Throwing Knife, Shuriken



Offhand:
Net, Trophy, Banner, Drum, Flute, Horn, Lyre, Prism, Orb, Wand



2H Melee:
Pike, Longspear, Quarterstaff, Greatclub, Greatflail/ Meteor Hammer, Greatmace, Greathammer, Scythe, Greatsword, Greataxe, Curved Greatsword, Estoc, Hand & 1/2 Sword, Katana, Garrote

1H Melee:
Trident, Spear, Lance, Whip, Rapier, Longsword, Axe, Broadsword, Scimitar, Iron Claw, Shortsword, Kama, Dagger, Club, Nunchaku, Sai, Hammer, Pick, Mace, Morningstar, Flail



Martial Arts & Natural Weapons:
Throw, Strike, Grapple.
Bite, Stinger/Venom Fang, Claw/Talon, Horns/Tusks, Tail/Tentacle/Tongue, Pincer.



Heavy Shields: Tower, Ishlangu, Aspis, Scutum

Medium Shields: Kite, Skjold, Adarga, Chimalli

Light Shields: Tatede, Kalkan, Sipar, Buckler

Class-Masteries



Weapon Dice Breakdown

A weapon dice has the following parts:

Dice Value. What attack option you get when a D20 weapon dice rolled lands on that value. (11-20 are same as 1-10.)

Passives, (N)ovice, (A)dvanced, (M)aster. When you are novice (N), advanced (A), or master (M) in a weapon, you gain that passive ability for that weapon. Higher mastery levels also get lower level bonuses. Untrained (U) gains no passive ability.

By default, (U)ntrained attacks are made at -1 Adv, (N)ovice at +0, (A)dvanced at +1, and (M)aster at +2.

Weapon Effect Columns, N, A, M. What condition you inflict when you pick that option for your attack. Higher mastery level effects or modifiers stack with lower level. Yellow defence icons indicate that the effect halves the defense. Red defense icons indicate that the effect bypasses the defense, no save.

Common Advantage Modifiers

-2	Light Cover, Darkness, Trophy
-1	Untrained Weapon, Lower Height (per tile), Fog
+1	Advanced Weapon, Higher Height (per tile), Vs Flanked Foe, Vs Stunned Foe
+2	Master Weapon, Vs Pincer Foe, Banner, Vs Exhausted Foe (per stack)
+4	Vs Failed Dash-Charge

D1 0	(N) Slaughter the Weak: If you make a killing blow, you may charge.	(A) Sever: On power attacks, foe's dodge is not doubled	(M) Blood Frenzy: Each time you inflict a stack of bleed, gain a stack of fury.
1	Destroy Armor 1  		Rage
2	Destroy Armor 1  		Rage
3	Destroy Armor 2  		x2
4	Leg Loss 		Bleed 
5	Bleed 	Rage	1/2 D
6	Bleed 	Rage	1/2 D
7	Arm Loss  	Re-Roll Toughness	Bleed 
8	Arm Loss  	Re-Roll Toughness	Bleed 
9	Mortal Wound	Re-Roll Block	Re-Roll Toughness
10	Mortal Wound	Re-Roll Block	Re-Roll Toughness
9	Knockdown  	Bleed 	Rage
10	Mortal Wound	Re-Roll Armor.	Re-Roll Dodge

Condition	Physical Defences	Effect
Mortal Wound	   	Remove unit from battle, 'KO'd.
Arm Loss	   	Lose an arm. (Defender picks.) Inflicts Mortal Wound if no arm to lose, saved as arm loss. Units with no arms are 'disabled' for victory purposes.
Leg Loss	   	Lose leg. Half dodge and movement at one leg, immobilize and no dodge at two. Mortal Wound if no leg to lose, saved as leg loss. Units with no legs are 'disabled' for victory purposes.
Bleed	   	When three bleed stacks are inflicted, unit is removed from battle unless it passes ALL toughness saves proc'd by bleed. Bleed procs every three stacks and scales: 3:2, 6:4, 9:8, 12:16, etc.
Silence	   	Auto-interrupts phased attacks and applies one bleed.
Blind	   	Inflicts one bleed. While bleed remains, a blind unit makes no AoO and is -1 adv per bleed stack.
Destroy Armor (N)	   	Lower opponent's armor by N. At zero armor, inflicts N bleed instead.
Knockdown	   	Target skips next turn, cannot block or dodge., and attacker gain +1 advantage. Wears off on attacker's turn.
Stat Loss	   	Lower stat by two. Inflicts Mortal Wound at zero or less, saved as stat loss.
Daze	   	Disadvantage one until next turn, may not use items while dazed.
Immobilize	   	Foe may not move this round. A second application inflicts entangle.
Entangle	   	Foe may not dodge this round. A second application inflicts immobilize.
Batter	   	Foe cannot block this round. If no shield, lower targets initiative. (L>M>H)
Disarm	   	-1 attack, and a 1H weapon is scattered to an adjacent tile. (2H require two applications.) Units with no weapons in hand and flanked are disabled for victory purposes.
Scatter	   	Move foe one tile in any direction. Procs AoO.
Burn	   	When three burn stacks are inflicted, burn 'procs' and unit is removed from battle unless it passes all toughness or arm saves. proc'd by burn. Burn procs every three stacks and scales: 3:2, 6:4, 9:8, 12:16, etc. Burn self stacks at end of turn unless move or action used to prevent.
Shock	   	Target skips next turn, cannot block or dodge. Wears off on attacker's turn.
Acid	   	Stacks. Destroys one armor per stack per turn. If no armor, inflicts bleed for each stack.
Frostbrittle	   	Foe is brittle. Batter and daze additionally inflicts bleed, Destroy Armor and knockdown additionally inflicts breaks limbs.
Toxin	   	Counts as a bleed stack. Procs bleed stacks regardless of count. Remove after save.
Advantage (N)		Attacker rolls N extra weapon dice when picking values for attacks.
Disadvantage N		Foe rolls N less weapon dice when picking values for attacks. If negative, opponent rolls one additional die and you choose what value to apply. Stacks.
Parry		On counterattack, negate one incoming condition. On attack, gain a block of 1/2 dodge vs next attack sequence. Parry counts as blocking for unblockable and break on block interactions.
Fury		Buff Self. One extra attack per stack. Remove after Attack sequence.
Poise		Requires one additional attack for flanking per stack, or make one additional counterattack per stack. Remove after defense or counterattack.
Rage		-2 to ALL defence saves for each stack. Remove after Attack sequence.
Demoralize		Will save. On failure, reset one buff stack of attacker's choice, and may not gain new stacks for battle. Demoralized unit does not count towards capture point weight.
Petrify		Hex, Will Save. Stunned till end of battle or dispelled. While petrified, Destroy Armor inflicts break limbs, and knockdown inflicts mortal wound. Immune to bleed while petrified.

Black: Full Save. **Yellow:** Half Save. **Red:** No Save.



RADIANT TACTICS

Design Philosophy: Composing Weapons

Main Representational Tools

Weapon Value Conditions
Mastery Growth Pattern
Weapon Passives

Three Steps: Palette, Pattern, Passive

1. Pick Condition Palettes
2. Pick a Growth Pattern.
3. Pick Weapon Passives.

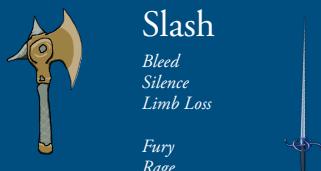
Three Questions to Decide

1. "What can the weapon do? What is it good at?"
2. "What does mastering the weapon get you? What does it look like to get better?"
3. "What's needed to tie it all together, to make weapon feel unique?"

Want to tweak how a weapon plays to better fit your own vision? Want to add your own unique regional weapons? Here's our approach to designing weapons that you can adapt to your own compositions.

1. Condition Palettes

Q. "What is the weapon good at?"



Slash

Bleed
Silence
Limb Loss

Fury
Rage

Pierce

Mortal Wound
Blind
Pierce
Immobilize

Advantage



Impact

Batter
Destroy Armor
Knockdown
Daze
Break on Block

Demoralize

Counter Dodge



Entangle
Reach
Stat Loss
Reroll Dodge
Rage

Counter Block

Batter
Break on Block
Reroll Block
Rage

Counter Tough



Limb Loss
Bleed
Stat Loss
Reroll Tough
Rage

Counter Armor

Destroy Armor
Reroll Armor
Rage

CC

Damage

Knockdown	Limb Loss	Mortal Wound
Demoralize	Blind	Bleed
Disarm	Silence	
Parry		
Entangle	Stat Loss	
Immobilize	Destroy Armor	
Batter		
Scatter	Rage	
Pose	Fury	
Daze	Advantage	

2. Growth Patterns

Q. "How do you translate answers to game mechanics?"

Baseline Power Curve

1. Low Power
2. Low Power
3. Lower Power
4. Lower Power
5. Normal
6. Normal
7. Normal
8. Normal
9. Normal
10. High Power

← 'Fumble' ← 'Crit'

Q. "What's changes when you go from untrained to mastering the weapon?"

A. The weapon becomes...

- More Consistent
- More Versatile
- Better at Bypassing Defences
- More Utility
- Hits more Targets

Condition Spreads

Extreme Consistent

	1. A	1. A	1. A	Extreme Versatility
No Adv	2. A	2. A	2. B	High Adv Scaling
Scaling	3. A	3. A	3. C	
	4. A	4. A	4. D	
	5. A	5. B	5. E	
Position	6. A	6. B	6. F	Position Sensitive
Insensitive	7. A	7. B	7. G	
	8. A	8. C	8. H	
	9. A	9. C	9. I	
Early Class	10. A	10. C	10. J	Late Class Preferred
Preferred				

Pattern: Consistent to More Versatile

Pattern: Random to More Consistent

Pattern: Multi-Use to More Specialized

Pattern: Multi-Use to Extreme Versatility

N. A. M.

N. A. M.

N. A. M.

N. A. M.

1. A D

2. A D

3. A D

4. A D

5. A B +

6. A B +

7. A B +

8. A C +

9. A C +

10. A C +

1. A I

2. B H

3. C J

4. D F

5. E G

6. F H

7. G I

8. H J

9. I J +

10. J + +

1. A +

2. A +

3. A +

4. A +

5. B +

6. B +

7. B +

8. C +

9. C +

10. C +

1. A +

2. A +

3. A +

4. A +

5. B I +

6. B H +

7. B G +

8. C G +

9. C E +

10. C D +

Pattern: Same but better vs defence

Pattern: Same but more utility

Pattern: Same but hits more targets

N. A. M. For '+' use Weapon Values like...

1. A +

2. A +

3. A +

4. A +

5. B + +

6. B + +

7. B + +

8. C + +

9. C + +

10. C + +

N. A. M. For '+' use Weapon Values like...

1. A +

2. A +

3. A +

4. A +

5. B + +

6. B + +

7. B + +

8. C + +

9. C + +

10. C + +

N. A. M. For '+' use Weapon Values like...

1. A +

2. A +

3. A +

4. A +

5. B + +

6. B + +

7. B + +

8. C + +

9. C + +

10. C + +

Rules of Thumb for Passive's Power Level

S Tier. Resets Attack Sequence.
 A Tier. Multi-Target, Recursive Bonus Attacks.
 B Tier. Unconditional Defence Bypass

3. Weapon Passives

Q. "What's still missing that's needed for the weapon to play like an X?"

A. The Weapon's Parts and Design give it...

Reach: This weapon has reach.

Pull: Can pull ally or entangled foe.

Chain: Attacks are unblockable

Ricochet: Hits one opponent adjacent to target, and then an additional new foe.

Multiple Grips: Choose to either dual wield, making two 1H, or make one 2H.

Pierce: All attacks pierce 1.

Armor Piercing: Half all armor saves.

Etc....

A. The Weapon has a Signature Attack...

Whirlwind Attack: May attack all threatened tiles. No dodge vs counters when doing so.

Throat Lock: Entangle inflicts silence from flank.

Jujutsu: Your counterattacks are always resolved first, and may preempt foes attack.

Etc....

A. Wielders get Portrayed as...

Berserkers

Gain rage when...

Bonus attack when...

AoE but friendly fire...

Disciplined

Gain poise when...

Gain advantage when...

Adjacent to allies,

Cunning

When you do X, Ally can do Y...

Make an additional move when...

A. The Wielder Excels at a Battle Role...

Sniper

On Aim...

Vs Low Armor...

Harasser

Gain mobility when...

Additional move impair when...

Assault

On Charge...

Flanker

On Flank...

On Pincer...

Defender

On Capture Points...

Protect Ally when...

Area Control

Reach

On AoO...

Juggernaut

When not moving...

On Power Attack...

Recursive bonus attack when....

Carry

Stacking buff when...

Attack reset when...

Assassin

From Stealth...

Vs Isolated foes...

Vs Unarmed foes

Artillery

Gain AoE when...

Disruptor

When adjacent to foes, CC...

When KO'd...

Dualist

Can make ranged attacks when...

Can make melee attacks when...

Support

Allies gain buff stack when...

Once per battle, Buff, CC, or Move.

Etc....

Examples

Axe (1H, Melee, Weapon)			
			
D1	(N) Slaughter the Weak: If you make a killing blow, you may charge.	(A) Sever: On power attacks, foe's dodge is not doubled	(M) Blood Frenzy: Each time you inflict a stack of bleed, gain a stack of fury.
0			
1	Destroy Armor 1 		Rage
2	Destroy Armor 1 		Rage
3	Destroy Armor 2 		x2
<i>"Fluid in transit the axe represents between worker rebounded post-a</i>			
4	Leg Loss 		Bleed 
5	Bleed 	Rage	1/2 D
6	Bleed 	Rage	1/2 D
7	Arm Loss 	Re-Roll Toughness	Bleed 
8	Arm Loss 	Re-Roll Toughness	Bleed 
9	Mortal Wound	Re-Roll Block	Re-Roll Toughness
10	Mortal Wound	Re-Roll Block	Re-Roll Toughness
9	Knockdown 	Bleed 	Rage
10	Mortal Wound	Re-Roll Armor.	Re-Roll Dodge

Axe Commentary

Palette. Mostly damage colored, with '+' painted using rage self-buffing and defence bypass.

Pattern. Goes from random but consistently damaging in untrained hands, to versatile and better defence bypassing in expert.

Passive. KO reset and fury stacking promote a carry or juggernaut playstyle. Power attack bonus portrays signature attacks as wind up with extra power.

Overall. Game mechanics portray Axe as an easy-to-lose control, dangerous weapon. Suggests Axe wielder is someone who ramps up into a rampage.

Great Hammer (2H, Melee, Weapon)			
			
D1	(N) Inspiring Strikes: Adjacent allies gain two advantage when you inflict knockdown	(A) Disrupting Swing: Knockdown inflicts scatter and bleed	(M) Indomitable Leader: Treat your toughness as one higher for each adjacent ally or foe
0			
1	Poise		Knockdown 
2	Poise		Knockdown 
3	Knockdown 		Break on block
4	Knockdown 		Break on block
5	Arm Loss 	Unblockable	Half armor save
6	Arm Loss 	Unblockable	Half armor save
7	Leg Loss 	Knockdown 	Half armor save
8	Leg Loss 	Knockdown 	Half armor save
9	Toughness Loss 	Mortal Wound	No armor save
10	Mortal Wound	No armor save	Break on block

Great Hammer Commentary

Palette. Hybrid CC-damage colors with knockdown CC highlights. Most '+' values represent Great Hammer as counter-armor and counter-block.

Pattern. Multi-Use to more Specialized growth pattern. Novice is likely to inflict limb loss, while expert can consistently inflict knockdown. 'Crit' attacks gain defence bypass with mastery.

Passive. Ally buffing passives portray wielder as hero supporting allies. Adjacency requirements promote a defender and disruptor playstyle, reinforced by knockdown values in palette and utility boosting second passive.

Overall. Game mechanics portray the Greathammer as an armor counter, consistent hard CC tool. The wielder is suggested to be someone who supports allies or jumps in to midst of foes, akin to classical hero archetypes.

Claw, Talon (1H, Melee, Natural Weapon)			
			
D1	(N) Pounce: Halve foe's dodge save on charge.	Combo: When bleed is applied twice to foe on same turn, inflict mortal wound.	Bleed out: Claw procs at -1 to toughness save for every two stacks of bleed.
0			
1	Poise		Bleed 
2	Fury		Bleed 
3	Poise		Bleed 
<i>"Unexpectedly imagined, freezes at the clawed are so ill equipped so</i>			
4	Fury		Bleed 
5	Bleed 	Fury	Poise
<i>Unknown Foe</i>			
6	Bleed 	Poise	Fury
7	Bleed 	Fury	Re-roll dodge
8	Bleed 	Poise	Re-roll dodge
9	Bleed 	Re-roll dodge	Mortal wound
10	Bleed 	Re-roll dodge	Mortal wound

Claw Commentary

Palette. Largely monochromatic 'bleed', with poise and fury self-buffing highlights. '+' values are used to portray a weapon that counters dodge.

Pattern. A Consistent to more Self-Buffing growth pattern. A novice can reliably inflict bleed, while expert gains even greater consistency but little variety.

Passive. Bleed interactions magnify and reinforce claw as a weapon specializing in one damage condition. 'On charge' conditions to promote an assault playstyle. Compared to the Axe and Greathammer, little is implied from passives about the character of the wielder.

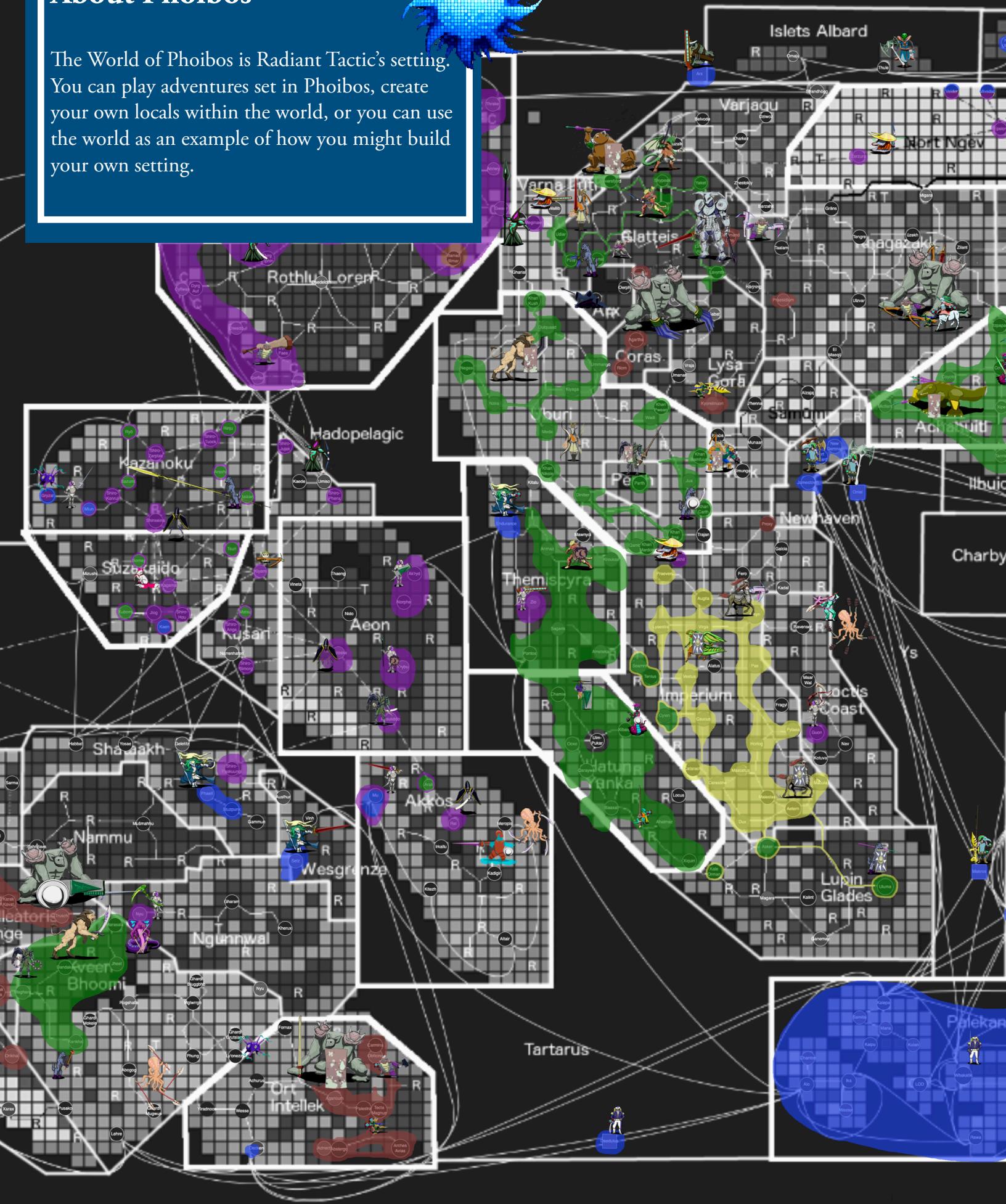
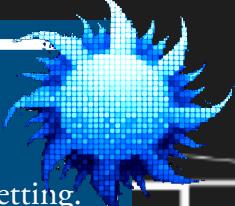
Overall. Game mechanics portray the Claw as bleed specialized tool, useful against dodge reliant foes and self-ramping over course of battle. The wielder is someone capable of fury and poise, the character more a blank slate to be developed by other means.

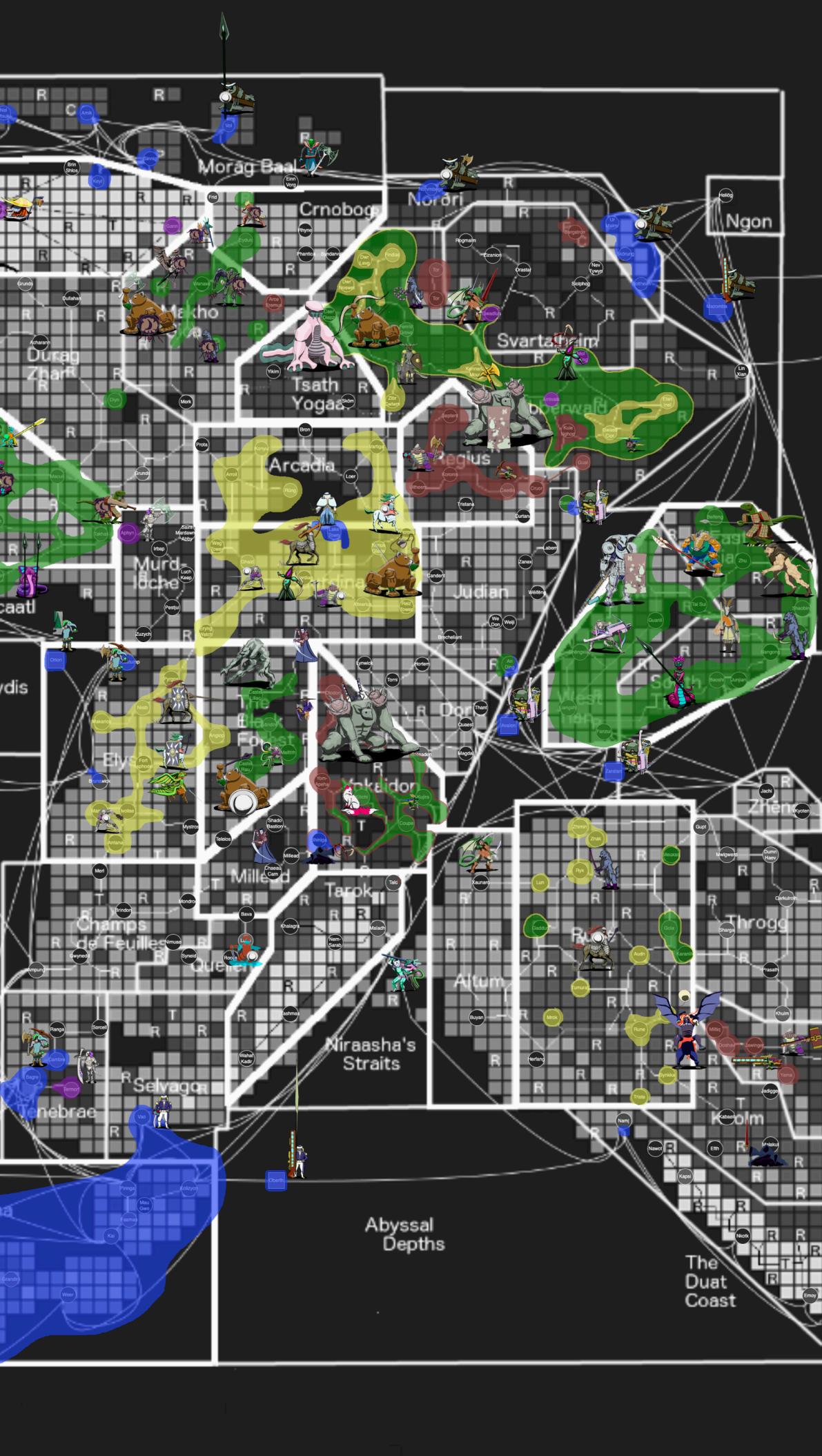
	About Juggernauts		Profile					Strategies for Overcoming Juggernauts	
	The juggernaut has high melee range damage potential, average to high survivability, and low movement. Variants have ramping damage, sustain, or counterpunch potential		Move	1				<ul style="list-style-type: none"> Kiting, staying out of the juggernaut's melee range while she attempts to engage. 	
			Survive		3.5			<ul style="list-style-type: none"> CC can negate juggernaut's as threats, but requires selection choice tradeoffs. 	
			Offence			5		<ul style="list-style-type: none"> Vs stackers, dedicated healing can negate damage output. This can leave a healer less able to respond to other threats. 	
			Utility	2					
			Targeting	1					
	About Snipers		Profile					Strategies for Overcoming Snipers	
	The Sniper targets priority targets, yet, unlike Assassins, uses range as her method for bypassing enemy lines. Snipers typically have high ranged damage and low survivability.		Move		2			<ul style="list-style-type: none"> Snipers typically require line of sight, so one can avoid being target by corners and LoS blocking obstacles. Light and heavy cover also help mitigate damage. 	
			Survive	1				<ul style="list-style-type: none"> Snipers, being fragile, are vulnerable to counter-sniping or assassination. Mobile and dive units that function effectively solo can tie snipers up. 	
			Offence			4			
			Utility	2					
			Targeting			4.5			
	About Defenders		Profile					Strategies for Overcoming Defenders	
	Defenders use positioning to protect other units. A defender has low to average damage and high survivability, and typically also has area control, cc, or abilities that limit foe's target selection.		Move		2			<ul style="list-style-type: none"> Defenders are not often high priority targets, and can sometimes be ignored or bypassed. 	
			Survive			5		<ul style="list-style-type: none"> Divers, stealth, and mobile units often have abilities that let them overcome a defender's area control. 	
			Offence	1				<ul style="list-style-type: none"> If a defender's allies cannot return damage, typically because of range differences, then team may end up with worst of the exchange. 	
	About Assault		Profile					Strategies for Overcoming Assault	
	The Assault has above average mobility or engage and inflicts extra damage or status effects when charging. Assaulters can typically chase down kiting units and threaten backline targets, though without the same ability to bypass frontline area control possessed by disruptors or assassins.		Move			4		<ul style="list-style-type: none"> Since an assaulter's damage potential depends on charging, a common strategy is absorbing an assaulter's charge with a unit than can likely survive its burst. 	
			Survive		3			<ul style="list-style-type: none"> Assaulters' movements are often more limited in certain terrains, which sometimes allows mobile units to engage on them first, negating their advantage. CC, debuffs like slow, and mobility buffs can also help a force get the jump on assaulters. 	
			Offence		3			<ul style="list-style-type: none"> Extreme range attacks can force assaulters into choosing a sub-optimal engage. 	
	About Harassers		Profile					Strategies for Overcoming Harassers	
	With low to average ranged damage and low to average survivability, the Harasser can be a low priority target. Yet abundant kiting or mobility coupled with stacking damage or debuffs means harassers can significantly influence battles if ignored.		Move		3			<ul style="list-style-type: none"> Harassers are vulnerable to being run down by units with engage or mobility. 	
			Survive	2				<ul style="list-style-type: none"> Harassers typically fare poorly in sustained trades with carries or snipers, and prefer targets that cannot easily trade back. Harassers with a form of sustain can typically win out against such targets in the long term over a series of trades. 	
			Offence		2			<ul style="list-style-type: none"> Harassers' mobility advantage can sometimes be negated through avoiding fights in their favored terrain. 	
	About Ranged Carry		Profile					Strategies for Overcoming Ranged Carry	
	Ranged Carry deals sustained range damage that, left unchecked, will greatly damage foes over time. Ranged Carries can often self-stack buffs, or perform multi-shot phased attacks.		Move		2			<ul style="list-style-type: none"> A carry that is constantly re-positioning is not inflicting its valued damage. Assassins, snipers, and disruptors are generally the prime threats to carries, with some tanks or assaulters also representing dangers. 	
			Survive		2			<ul style="list-style-type: none"> Debuffs to damage or attacks can greatly hinder carry's sustained damage, as well as defensive buffs and healing. 	
			Offence			4		<ul style="list-style-type: none"> Line of sight blocking terrain, hard or soft cover, and vision reducing abilities all tend to effect ranged carry performance. 	
	About Disruptors		Profile					Strategies for Overcoming Disruptors	
	The disruptor uses its average to high survivability, dive abilities, and crowd control to access and disrupt backlines, impeding an enemy's ability to coordinate effectively. Disruptors typically have low damage potential.		Move		3			<ul style="list-style-type: none"> Disruptors must coordinate their engagements well, for disruption attempts often leave the disruptor surrounded by enemies. 	
			Survive		3			<ul style="list-style-type: none"> Disruptors whose combat control, taunts, or debuffs have long cooldowns become low priority targets once these are expended. Baiting a disruptor into using such abilities on a low priority target can mitigate their effectiveness. 	
			Offence	1					
			Utility			4			
			Targeting		3				

	About Supports	Profile					Strategies for Overcoming Supports	
	The Support possess one or more extreme healing, control, buff or debuff ability, but is otherwise unremarkable. Supports can act as force multipliers, making them prime targets.	Move	█	█	█	3	<ul style="list-style-type: none"> Dispels type abilities in general can sometimes neutralize the powerful buffs or debuffs a support brings. 	
		Survive	█	█	█	█	<ul style="list-style-type: none"> Dedicated Supports are often good targets for well timed charm type abilities, as these can get the support to use battle altering spells on your force's foes. 	
		Offence	█	█	█	█		
		Utility	█	█	█	█	5	
		Targeting	█	█	█	3		
	About Area Control	Profile					Strategies for Overcoming Area Control	
	The Area Control deters foes from moving through threatening tiles, typically through a reach weapon.	Move	█	█	2	█	<ul style="list-style-type: none"> Divers, stealth, and mobile units often have abilities that let them overcome a deterrent's area control. 	
	Area Control can also use reach to safely engage dangerous targets without retaliation, setting up flanks for allies.	Survive	█	█	█	3	█	<ul style="list-style-type: none"> Area Control have lower defences than defenders, so can be worn down by ranged damage more easily.
		Offence	█	█	█	3	█	
		Utility	█	█	█	3	█	<ul style="list-style-type: none"> Timely combat control can allow allied units windows into bypassing deterrents zone control.
		Targeting	█	█	█	3	█	
	About Dualists	Profile					Strategies for Overcoming Dualists	
	The dualist offers tactical flexibility, possessing both ranged and melee damage capabilities. Dualists help fill in gaps in a composition.	Move	█	█	2	█	<ul style="list-style-type: none"> A jack-of-all trades, the Dualist is often outclassed by more specialized melee and range units, and relies more heavily on buffs or debuffs to equalize performance. 	
		Survive	█	█	█	3	█	
		Offence	█	█	█	3	█	
		Utility	█	█	2	█		
		Targeting	█	█	█	3	█	
	About Flankers	Profile					Strategies for Overcoming Flankers	
	Flankers have additional bonuses when flanking, be that higher than typical melee damage, self-buffs, debuffs, or sustain. Flankers prefer that foes focus other frontline units, often engaging only after other more survivable allies occupy a foe.	Move	█	█	█	3	█	<ul style="list-style-type: none"> Limiting flankers ability to attack from flanks negates much of their utility. This can be achieved through tight positioning, the use of terrain to secure frontline corners, or from units with area control.
		Survive	█	█	2	█	█	
		Offence	█	█	█	█	4	
		Utility	█	█	█	█	█	
		Targeting	█	█	█	█	4	
	About Assassins	Profile					Strategies for Overcoming Assassins	
	The Assassin uses area control bypassing or target avoidance abilities to access enemy back lines and eliminate priority targets.	Move	█	█	█	3	█	<ul style="list-style-type: none"> Good positioning by priority targets can help prevent assassins' from being able to engage effectively.
		Survive	█	█	2	█	█	
		Offence	█	█	█	█	4	
		Utility	█	█	█	█	█	
		Targeting	█	█	█	█	4	
	About Artillery	Profile					Strategies for Overcoming Snipers	
	Artillery typically use ranged indirect AoE attacks to wreck havoc on clumped units. Artillery's average to high damage potential is balanced by fragile survivability.	Move	█	█	2	█	█	<ul style="list-style-type: none"> Artillery's fragility and damage threat make such units prime targets for focus fire, especially from ranged units and divers.
		Survive	█	█	1	█	█	
		Offence	█	█	█	█	3	
		Utility	█	█	2	█	█	
		Targeting	█	█	█	█	4	
	About Melee Carry	Profile					Strategies for Melee Carry	
	Melee Carries ramp in damage over the course of a battle, or have potential to wipe out several foes on one turn through attack resetting powers.	Move	█	█	█	3	█	<ul style="list-style-type: none"> The Melee Carry tends to be a glass cannon. Carries who don't position well behind allied units can be focus fired.
		Survive	█	█	2	█	█	
		Offence	█	█	█	█	5	
		Utility	█	█	1	█	█	
		Targeting	█	█	2	█	█	

About Phoibos

The World of Phoibos is Radiant Tactic's setting. You can play adventures set in Phoibos, create your own locals within the world, or you can use the world as an example of how you might build your own setting.





Human Cardinal Fleets: North, East, South, Central, Ex-West



Abyssal Depths: Troglydite, Taki, Cecilia, Nereid, Ooze

Fay



Fay Lineages: Sylvan, Auo, Necrotic, Exile

Underdeep



Genomes: Gobold & Kodwa, Dverg, Droll, Trollgre

Centaur



Hierophant Blessed: Unicorn, Pegasus, Elken, Centaur, Nightmare

Were



Broods of Quetz, Shiya, Fafnir, Zimmitra, & Tiamat: Lisk, Saur, Dragonkin-Suar, Lesser Naga, Greater Naga, Gador



Bast's Clan: Big Cat, Cat



Ashina & Nogitsu's Clans: Worgen, Wolveen, Kitsune



Beorn's Clan: Ursan, Tanuki



Belarius & Minos' Clans: Hog, Taur, Gor



Matthias & Munin's Clans: Shu, Bat, Avine

Unaligned



Orrick, Morsus Spawn, Vampyr, Wraith



RADIANT TACTICS

Long ago, a war amongst the ancient civilizations unravelled dimensions, murdered the gods, and set the void of space aflame

The conflict was born from different beliefs about magic, ideologies implying different relationships, different obligation, between people and the world.

“Magical phenomena are the acts of elemental substances and god-concepts! The world has a will and rights; it is owed fealty, obedience, tribute. We trusted elect will act for the gods’ sake.”

“Nonsense! Magical phenomena are merely natural phenomena whose laws are yet well understood. Yes, there are more powerful entities, but they too are natural, not ‘divine.’ Might does not make right, we are no lesser beings, we violate no one’s rights in our extraction of resources!”

Phoibos, miraculous conglomerate world, is what remains of life in a wounded universe. Refuge to old powers, birthplace of new, Phoibos returns to health from edge of death.

Yet, the conflicts that broke galaxies culminated in no final answer, the resulting cataclysm merely adding new urgent questions. Will reemergence of technologies and magics lead to another fatal disaster? Can the Peoples of Phoibos invent shared ways of life on a broken world’s resources that do not repeat the ancient’s mistakes?

...In the silence and diversity of replies, disaster looms anew.

Magic Physicalism

“Magic is a complex but natural force capable of being scientifically explained. ‘Gods’ are rare life-forms with powers over magic, but no genuine claim to it.”



A.T.I. Engineer, South Fleet



Ungyn Artificer, Necrotic



Cecilia Geneticist, Abyssal Tyrants

Elemental Teleology

“Magic is reason-responsive, capable of manifesting due to a person’s needs or desires, protecting right action, punishing wrong. Energy, substance, and place are capable of acting independently of the gods that claim to govern them.”



Ranger Patroller, Gardonia



Zhou Change-Reader, East Fleet



Pyromancer, North Fleet

Degeneralism

“Magic is at odds with reality; oil and water. Magic’s ‘exceptions’ degrade natural laws, causing systemic breakdowns. Non-magical means should be preferred to magical wherever possible.”



Templar, Nomos



Dark Archer, Rune



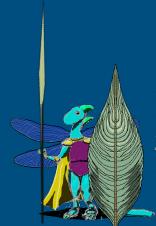
High Fabricator, Forge Lords

Communalism.

“Magics are communal products and those benefiting or using a magic should in turn give back to the the community from which a magic flows.”



Grove Warden, Kennaria



Winged Guard, Teculxin



Crimson Spire Sage, Black Woods

Divine Intermediary

“Magic is and should be the domain of gods, with mortal use of magic meditated by their personal relationship to a divine being.”



Natural Eminence

“Magic that emanates from one’s nature and being is as much a part of one’s self as legs, mind, or health, and should be used in the same manner and same rights as body and mind”



Bottled Chaos

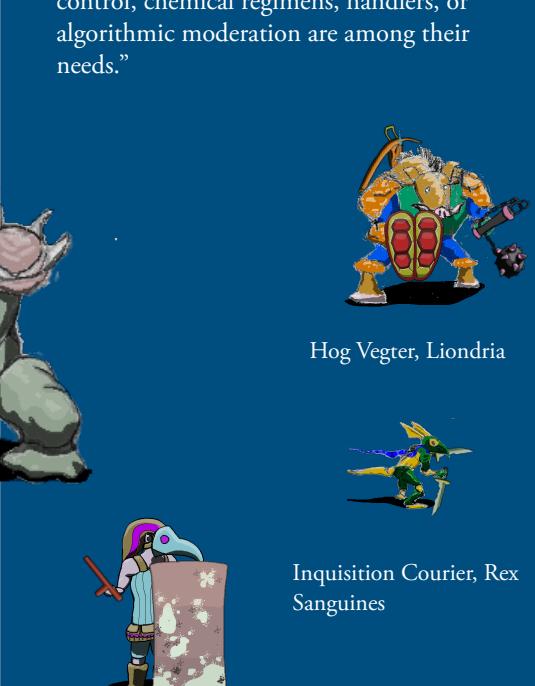
“Magic is an inherently chaotic and unpredictable force, whose mal consequences both can defy natural laws and be far-reaching. Access and use of magic should be controlled by those with the capability of foreseeing its consequences. Magic use should be constrained and structured via technology.”



Mysticism

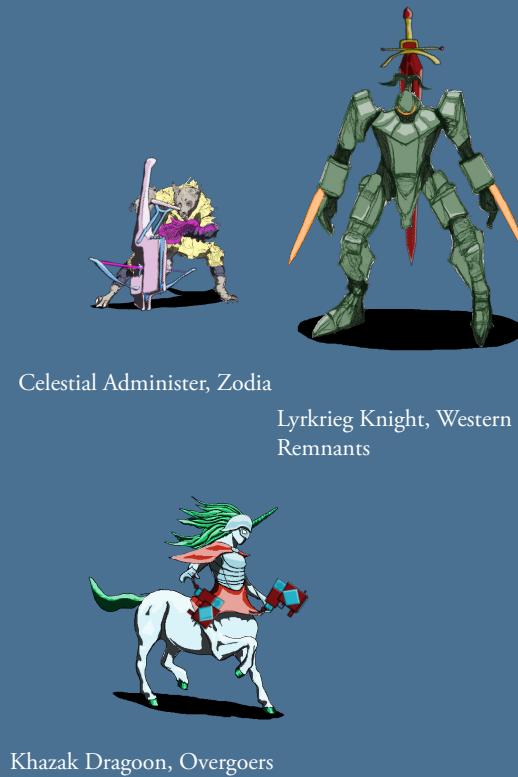
Electric

“Magic provenance is in special individuals, who should be treated differently for their capacity for magic. Specialized knowledge, emotional control, chemical regimens, handlers, or algorithmic moderation are among their needs.”



Charaginomai

“Magic is capable of merciful, kind acts, defying natural laws to forestay a harm that would impact the deserving and undeserving alike. One should not expect magic to intercede on one’s behalf, but should trust in the inherent goodness of magic.”



Justice

"I care about the fair distribution of scarce resources, righting of wrongs, level playing fields, equal lifting of burdens, or punishing the guilty."



Health

"I combat sickness, famine, or ecological fragility, and promote longevity, fertility, or flourishing biomes."



Knowledge

"I will add to what our people know about history, natural laws, the nature of magic, or craft."



RADIANT TACTICS

What do you value most?

What do others trust you for?

Gentler World

"I aim to make the world less violent, in the many forms violence may take. I promote kindness and universal personal worth."

Chieftain, Sylvan



Caravan Crew, Overgoers

Rakasha, Kveen

Royal Mining Co., Rex Sanguines

Warden, Central Fleet

Senator Merchant, Imperium

Prosperity

"People's material well being comes from somewhere: agriculture, trade, resource extraction, manufacturing, etc. I'm focused on finding ways to increase the size of the pie."

Illus. Michael Vossen

Family, Friends, Love

"The needs, dreams, and wellbeing of my personal relations matter most to me."

Personal Freedom

"I'm against taking choices away from individuals, and for the proliferation of options to choose among. I'm against restrictions to individual expression, speech, and self-determination."



Rune Rover, Rune



Fasyth's Call, Sylvan



Perfection, Beauty

"Complete, flawless, perfect. I seek, personally and for others, full mastery and realized self-potential. I aim to replicate that which is good and desirable, and remove that which is ugly."



Ensis Arena Lead, Southern Fleet

Rule of Law

"Laws, not individuals, govern. No one is above the law, all people are accountable to the same laws, lawful agreements are to be honored, and change within a system's rules is preferable to lawless change."



EX.SF, Exile Fabricator Council, Forge Lords



Khari, Liondria



Norn, North Fleet

Heavenly Guard, Âuos



Fortress Governor, Teculxin



Thantheoi, Western Remnants



Maethlon, Kinnaria

Security

"The world contains threats to peoples' very survival, liberty, and way of life. I combat or circumvent the biggest, most immediate risks."

Phantasmal Force, Cthonic



Knightly Orders, Nomos



Celestial Administer, Zodia

Harmony

"I seek compromises that preserve ways of life whilst co-existing with others."

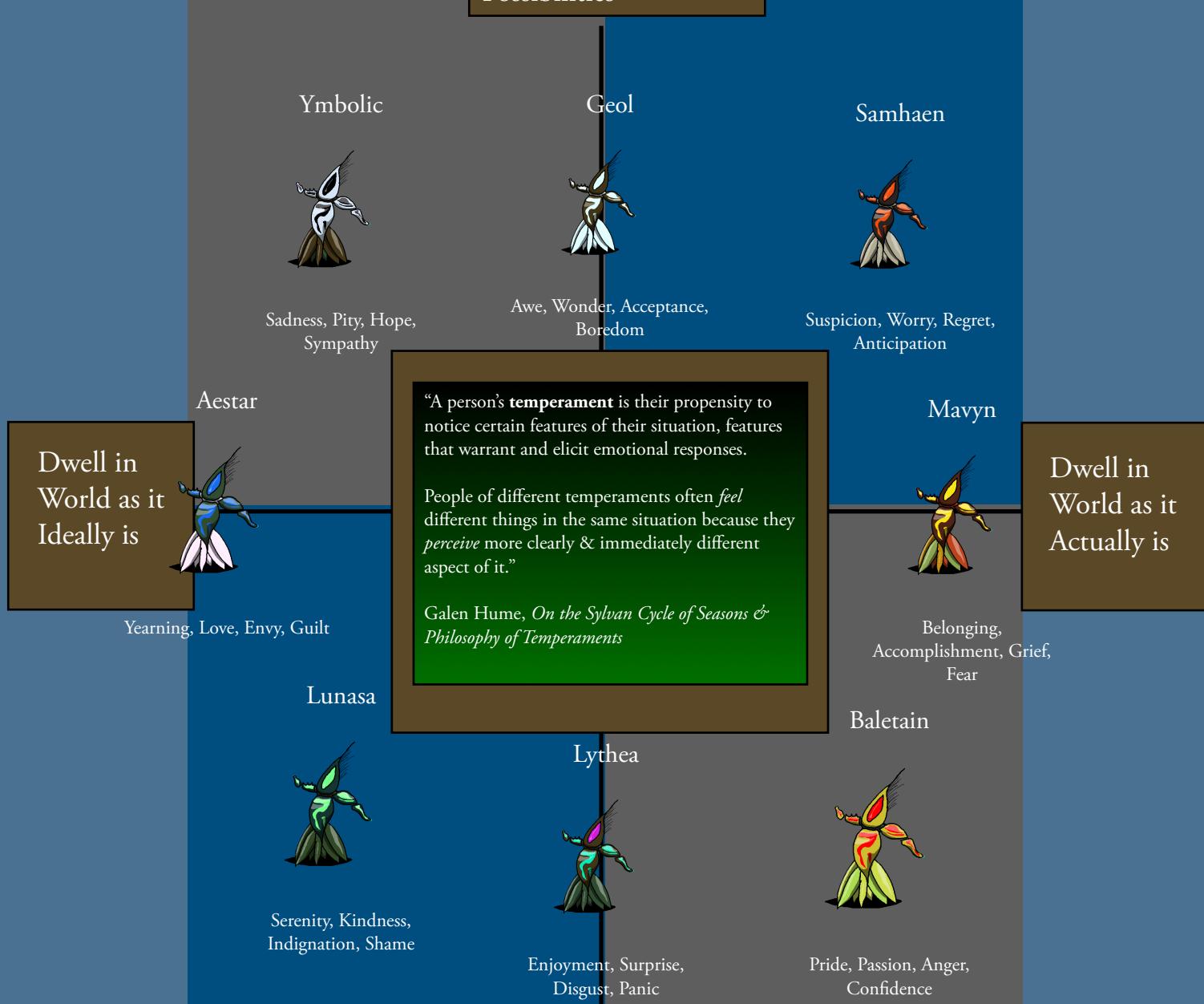
Power

"Be it status, influence, an army, wealth, or secrets, I seek whatever it takes to make my will and vision a reality."



RADIANT TACTICS

Dwell in All Times, All Possibilities



"A Fay's 'mood' lasting the full lifecycle of most life-forms, it's no wonder that shorter-lived species representations of Fay lean to the 'one dimensional.'

Kan Tānesh, "A Survey of Fay Characters"

Dwell in The Immediate Here & Now

"The prominence of the Sylvan 'Theory of Temperaments' has *far less* to do with any empirically adequate study of the brain, and *far more* to do with the popularity of the Sylvan calendar and connivance of the culture's personality shorthand."

House Nugyn, Peer-Review

"The archway's *askew* stands out to the stonemason, the restaurant's *premium* to the underclass, the district's *transmission potential* to the health obsessed. What [name] leaves out are the contributions of mastery, social experience, and values *sharpen* what *potentials* one is conscious of in situations."

Carl Yung, *On Phoibion Collective Unconscious*



RADIANT TACTICS

Alpha Roadmap

Where We're At...

- Crossplay & Versatility Demos
- Tactical Battle Core Rules
- Tutorials



...Where We're Going...

Core Systems					
Tactical Battles	Explore	Traversal	Social		
Progression Mechanics					
	Mastery	Exploration	Narrative		
	Equipment	Economic	Character Development		
		Roster	Status		
Setting Resources					
World of Phoibos Reveals: Factions, Houses, Greater Entities, Regions, Orgs, Monsters, & More!					
Hobbyist Support					
Digital Resources for Character, Scenario, and Campaign Building. Campaign Style Guides Play Guides					

Alpha Final Destination

- Proof-of-Concept
- Community Formation
- ‘Where’s the Fun At?’ Priorities
- Gameplay Refinement



Try the Alpha or Support Us at RadiantTactics.com !

What is Crossplay? Interoperable RPG System?

Crossplay means you can play and progress the *same* character across *multiple styles of games* all set in the World of Phoibos, or home-brew settings built using Radiant Tactic's standards.

It's a bit like if D&D characters could function equally as Warhammer 40k units, Magic the Gathering creatures, and Heroes of Might & Magic heroes, only without each game's distinctive setting, lore, and world-context.

Radiant Tactics is an *interoperable* RPG system in the sense that it allows you to *create* games that *play like* D&D, Warhammer 40k, or Heroes of Might and Magic, whilst making all characters, monsters, and equipment *crossplayable* across supported gameplay styles.

You can't directly use D&D, Warhammer, MtG, or Heroes of Might and Magic characters in Radiant Tactics and vice-versa, but you can convert units to playstyle near equivalents.

Want to see how it work? [Try Radiant Tactic's Crossplay Demo](#)

1. Choose a Character

2. Play in Game-Style A

3. Continue Playing Character in Game-Styles B, C, D, ...

Styles Comparable to D&D, Pathfinder, Metal Gear, and Zelda



Styles Comparable to Warhammer 40k, Infinity, and Warmachine



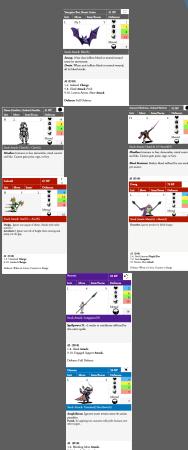
Crossplay and Progress the Same Character in Any and All Styles



Styles Comparable to Heroes of Might & Magic, Unicorn Overlord and Age of Wonders



Styles Comparable to Magic the Gathering, Slay the Spire, and Hearthstone



RADIANT TACTICS