

Full Reference: Weapon Effects

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



RADIANT TACTICS

QUICK START BATTLE HANDBOOK



EVERYTHING YOU NEED
TO BATTLE ACROSS GENRES
IN THE WORLD OF PHOIBOS

Damage

Condition	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	Every three bleed stacks, bleed procs. KO unless pass ALL toughness saves. At 3 stacks, roll 2 toughness saves, at 6, 4 saves, at 9, 8 saves, and so on.	♥️🏠👤👤
Toxin	Counts as a bleed stack. Procs bleed stacks regardless of count. Remove after save.	♥️🏠👤👤
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.	♥️🏠👤👤
Burn	Every three burn stacks, burn procs. KO unless pass ALL toughness saves. Burn stacks at end of turn, unless move or action used was used to prevent. At 3 stacks, roll 2 toughness saves, at 6, 4 saves, at 9, 8 saves, and so on. Target skips next turn, cannot block or dodge., and attacker gain +1 advantage. Wears off on attacker's turn.	♥️🏠👤👤
Knockdown	Target skips next turn, cannot block or dodge. Wears off on attacker's turn.	♥️🏠👤👤
Shock	Target skips next turn, cannot block or dodge. Wears off on attacker's turn.	♥️🏠👤👤
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) -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.	♥️🏠👤👤
Disarm	Move foe one tile in any direction. Procs AoO.	♥️🏠👤👤
Scatter	Move foe one tile in any direction. Procs AoO.	♥️🏠👤👤
Daze	Until end of target's next turn, disadvantage two and reduce focus by one.	♥️🏠👤👤
Destroy Armor (N)	Lower opponent's armor by N. At zero armor, inflicts N bleed instead. Stacks. Destroys one armor per stack per turn. If no armor, inflicts bleed for each stack.	♥️🏠👤👤
Acid	Foe is brittle. Batter and daze additionally inflicts bleed, Destroy Armor and knockdown additionally inflicts limb loss.	♥️🏠👤👤
Frostbrittle	Lower stat by two. Inflicts Mortal Wound at zero or less, saved as stat loss.	♥️🏠👤👤
Stat Loss	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.	♥️🏠👤👤
Dis. N	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.	♥️🏠👤👤
Demoralize	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.	♥️🏠👤👤
Petrify	Attacker rolls N extra dice when picking weapon conditions.	♥️🏠👤👤
Adv. N	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.	♥️🏠👤👤
Parry	Buff Self. One extra attack per stack. Remove after Attack sequence.	♥️🏠👤👤
Fury	Requires one additional attack for flanking per stack, or make one additional counterattack per stack. Remove after defense or counterattack.	♥️🏠👤👤
Poise	-2 to ALL defence saves for each stack. Remove after Attack sequence.	♥️🏠👤👤
Rage		♥️🏠👤👤

Welcome to the tactical battles of Radiant Tactics! This handbook strips down the full rulebook to give you only what you need to play immediately. We’ve focused on clarity, speed, and fun.

If an uncommon situation comes up that isn't covered here, we recommend making your own group ruling in the moment, so that play can continue with little interruption. You can refer to the full rulebook for details after—or submit a FAQ for any truly novel situation!

Game Overview

In *Radiant Tactics* battles, you maneuver your units on a grid map to achieve a tactical objective while stopping your opponent from achieving theirs.

A battle is fought in a series of turns, and typically lasts **five turns**. When the battle ends, the player who has completed their objective wins. A campaign book details how outcomes of won or lost battles are linked.

1. What You’ll Need

To play a tactical battle, you’ll need:

- Tactical Battle Rules:** This simplified document or the full rules.
- Battle Maps:** A grid map that shows starting zones, terrain, and features.
- Unit Tokens:** Pieces to represent units and track their position on the map.
- Asset Cards:** Quick reference cards for unit stats, weapons, and spells.
- Dice:** You will need a **D20** (20-sided die) most often. A D10, D6, and D4 are also helpful.
- Counters (Optional):** Small tokens used to track status effects like **Bleed**, **Fury**, or **Immobilize**.

2. How to Set Up a Map

- Pick a Map & Objective.** Each map lists victory conditions, terrain, and any special rules.
- Form Your Squad.** Place up to nine units in a **3×3 formation**.
- Deploy:** Place your formation in your map’s **blue starting zone**. Enemies start in formation in their starting zone or on icon-marked locations.
- Set Up Cards & Dice.** Lay out your **unit cards** and any **weapon/spell cards** beside the map.
- Ready to Play!**

3. How to Win

Victory depends on the **objective** you choose or the scenario sets:

- Capture Points:** Control more marked points than your opponent. Decisive points win with most at end of battle. Progressive points earn Vs for holding each turn.
- Attrition:** Defeat (KO or disable) half or more of the enemy squad.

Enemy AI Terms

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.

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

Targeting Terms	Meaning	Targeting Terms	Meaning
Nearest	Closest foe	Massed Allies	Grouped Allies
Fastest	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

7. Tips for New Players and FAQs

- **Use height advantage** - Fighting from high ground gives you more options
- **Flank when possible** - Two units attacking one is much better than two separate fights
- **Protect your squishy units** - Keep light units behind your heavy units
- **Watch for Attacks of Opportunity** - Don't run past enemies unless you have a plan
- **Read your weapon cards** - Different weapons are good at different things
- **Play to the objective** - Avoid needless skirmishes, bait your foe into them.
- **Stick together** - Units close together can easily support each other. Lone units often get picked off.
- **Stack, not spread** - Much bleed, or limb loss, or burn, is stronger than a little of each.
- **Play for round 2** - Armor, bleed, and limb loss persist battles. Against powerful squads and bosses, softening up first encounter is a winning strategy.

FAQs

Q. **Wait when do I lose HP? How does damage work?** There's no HP damage in Radiant. Instead, units are 'damaged' through condition effects like KO, loss of limb use, or take stacks of bleed and burn that increases risks of KO.

Q. **Can I move through my ally?** Yes, but can't end on their tile

Q. **Can I attack diagonally?** Only reach weapon melee and ranged.

Q. **What if I can't reach anyone?** You can move without attacking, dash-charge, prepare a phased attack, and use items.

Q. **Do I have to use all my movement?** No, you can stop early.

Q. **Can I attack then move?** Yes! Do actions in any order.

Q. **What happens if I'm knocked down?** "You skip your next turn and can't dodge or block until then. Enemies gain +2 adv attacking you while you're down.

Need More Details?

This guide covers the basics for your first battles. For advanced rules, edge cases, and detailed examples, check the full Tactical Battle Rules at **RadiantTactics.com**.

Play, imagine, and shape your legend in the World of Phoibos.

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Designed by Michael Vossen

- **Target Elimination:** Defeat the enemy leader or marked target.
- **Breakthrough:** Move half your units off the map through exit tiles.
- **Skill Points:** Interact with enough marked tiles (using attack actions or class skills).
- **High Score:** Win by earning the most Victory Points (VP) for disabling enemies, controlling capture points, and interacting with skill points.

If you're unsure how to resolve a tie, continue for one more turn.

Key Concepts:

Capturing: To control a capture point, have more units on it than your opponent:

- Large units (taking multiple tiles) count as multiple units
- Units with **demoralize** don't count
- Count at the **end of each turn**

Disabled: When determining victory (and in some scenarios loot), a unit is disabled if:

- Lost use of both arms
- Lost use of both legs.
- All weapons, shields, instruments, wards, etc carried in arms have been lost, and it has no other means of attack or support.

4. Turn Structure

A battle lasts **5 turns**. Each turn has **3 phase**

1. **Light Phase** - Light units activate
2. **Medium Phase** - Medium units activate
3. **Heavy Phase** - Heavy units activate

During a phase:

- The **attacker** activates all their units of that type.
- Then the **defender** does the same.

After all three phases, the turn ends.

At the end of Turn 5 (or a final turn), check victory conditions.

5. On a Unit's Turn

When you activate a unit, you can do these actions **in any order**:

A unit can do these — in any order:

- 1. **Move** (uses its Move stat)
- 2. **Focus** (use items or special abilities)
- 3. **Attack** (with weapons or spells)

You can mix these in any order: Move → Attack → Focus, or Focus first, etc.

5A. Movement

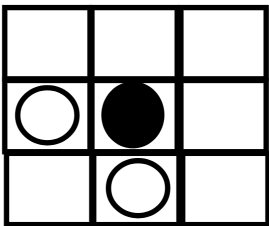
Spend movement points to move across tiles. Most units move 2-4 tiles.

- **Tiles:** You move one tile per point of Move. Diagonal = 2 Move.
- **Blocking:** You can't move through enemies. Allies can be moved through but not ended on. If you're attacked while on an ally tile, that ally is attacked too.
- **Height:** Moving up height cost an additional Move. Units without acrobatics or flying cant move up < 2 height differences. Units scattered from height suffer **fall damage**. (2 limb loss per level fallen - this ignores armor, block, and dodge.)
- **Cover:**
 - **Soft cover** (like bushes): enemies attack you at -2 disadvantage.
 - **Hard cover** (walls, pillars): +8 defense vs ranged attacks.

Key Concepts

Flanking & Pincering. When multiple units attack the same enemy:

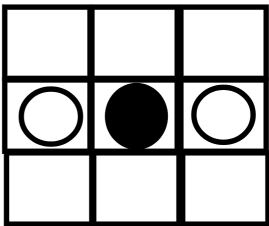
- **Flanking** - Attacking from different sides gives +1 advantage and halves the enemy's dodge and block
- **Pincering** - Attacking from opposite sides gives +2 advantage and removes dodge and block completely. The enemy cannot counterattack.



Flanked

Charging. Want to move further? **Dash-Charge:**

- Roll your charge die (default D4) and add that to your movement
- You must move in one general direction (no zigzagging)
- If you reach an enemy, attack once with all equipped weapons



Pincered

Failed Charge Risk: If you don't reach an enemy, all enemies get +4 advantage against you until your next turn

Threat & Attacks of Opportunity. Units with melee weapons threaten adjacent tiles. If you leave a threatened tile, the enemy gets a free attack called an Attack of Opportunity (AoO). Reach weapons threaten tiles 2 spaces away.

Foe 'Gambit' Syntax. Cards include rules for foe behaviors, called 'gambits.' Gambits use an intuitive, three-part format:

- 1. **TARGET** Term (Who) - Written in *italics*
Examples: *Nearest, Weakest, Leader, Casting, Grouped*
Determines which enemy the monster focuses on
- 2. **MOVE** Term (How to get there) - Written in **bold**
Examples: **Move, Charge, Kite, Perch, Capture, Flank**
Determines how the monster positions itself
- 3. **ACTION** Term (What to do) - Written in regular text
Examples: Attack, Power, Cast, Buff, Hex, Guard
Determines what action the monster takes

Reading Order: The monster performs these in the order listed.
Examples: "*Nearest, **Move**, Attack*" = Target closest enemy, move toward them, then attacks if in range.

Reading Unit Cards

Initiative - When the unit activates (L=Light, M=Medium, H=Heavy)

Move/Charge - How far they move normally / what die they roll when charging

Defenses (T/A/B/D):

- Toughness - Natural resilience
- Armor - Protection from equipment
- Block - Defense from shield
- Dodge - Ability to evade

Willpower - Resistance.

Stock Attack - How the unit attacks by default

Example: "*Sword(M) x2*" = *Makes 2 sword attacks at Master level*

Special Rues- Special active or passive abilities.

AI - How the unit behaves on its activation.



Name			BP	
Init	Move	Item/Focus	Defences	
			Mental	
Stock Attack:				
Special Rules:				
AI (D10)				
Defence:				

Special Ranged Interactions

- **Shooting Into Melee** - If your target is standing next to your allies, your allies also have to defend against your attack! Be careful with friendly fire.
- **Hard Cover** - When shooting at someone behind walls, barriers, or other hard cover on tile edges, they get +8 block against your ranged attack
- **Soft Cover** - Standing in bushes, tall grass, or other soft cover gives -2 advantage to attackers.
- **Reach Weapons** - These can target through allies and enemies, unlike ranged weapons.
- **Unarmed Penalty** - Ranged units fight melee at a disadvantage. Re-roll a ranged units saved defences vs melee inflicted conditions.

Phased Attacks. Some abilities take time to prepare and happen in later phases:

Power Attack - Drop a phase to halve enemy armor (or armor AND toughness with 2H weapons), but double dodge. No dodge penalty at two-phase charge.

Precise Strike - Drop a phase to attack at +2 advantage. Stacks.

Flurry - Drop a phase to make an extra attack. Stacks.

Charging and Channelling Spells - Cast over multiple phases for bigger effects

Risk: If you are attacked while preparing a phased attack, you might lose it. (Drop a defence to maintain melee phased attack. Make a willpower save if damaged while spell-casting; failure lets enemy retarget spell as though cast by its side.)

6. Enemy AI (Solo/Co-op Play)

If no player runs the enemies, follow these simple rules. Each turn, activate enemies by type (Light → Medium → Heavy). When it's an enemy's turn:

1. Check their card for attack and defence behavior usually "Nearest, Move, Attack" and Full Defence.)
2. They target the closest valid enemy.
3. They pick the highest weapon die rolled.

If they can't follow their listed behavior, they use the scenario's default (usually "Move toward nearest enemy and attack"). Activate and ta

Key Concepts

Foe Behavior Selection. Foes pick behaviors in these ways:

Dice Randomized - Roll D10 at start of a phase to pick which behavior the monsters use.

If/Else - Try first behavior; if no valid target, use next one down the list

Default Behaviors - If a monster can't perform its listed behavior, it uses the scenario's default (typically "Nearest Charge" for combat scenarios or "Attack Capture Attack" for objective-based ones).

Advantage Sources

- +1 per level of higher ground
- +1 weapon mastery (Advanced)
- +2 weapon mastery (Master)
- +2 attacking a pincered enemy
- 1 attacking uphill (per level)
- 2 attacking through light cover

Common Terrain

Water - Costs extra movement. If you start your turn in water, lose either movement or your attack

Soft Cover - Attacks against you are at -2 advantage

Hard Cover - Gain +8 block against ranged attacks

Height - Each level up gives attacker +1 advantage. Moving up costs extra movement. You can jump down 2+ levels by using your action, but you take fall damage (2 limb loss per level fallen - this ignores armor, block, and dodge.) You also take fall damage if scattered down height.

Impassable - Can't move through.

Large Units. Some units take up more than one tile.

- Large units can move through narrow spaces so long as it can end move fully on empty tiles.
- When capturing point, each tile of the large unit on point counts as a unit.
- Threaten all tiles adjacent to all parts of the large unit.
- Take multiple attackers per side to unlock flanking and pincering bonuses.

5B. Focus

Each unit has a **Focus Cap**. Default: Light = 5, Medium = 3, Heavy = 2. You regain full focus each turn. Spend Focus to use **items**, **spells**, or **special actions** listed on your cards.

Common focus actions:

Swap (1): Switch equipped weapons or items.

Activate (X): Use an ability that costs Focus.

Throw (1): Throw a weapon or item at range.

Key Concepts

Spell Types - Who Can You Hit? Spells cost focus and come in types that target in different ways:

Touch - Must be directly next to your target (allies or enemies)

Bolt - Works like a ranged weapon attack - needs line of sight to one target

Cone - Hits a 1x3 area directly in front of you (starts adjacent to you)

Ray - Hits everything in a straight line from you (stops at walls or height changes)

Aura - Hits all allies and/or all enemies within a certain number of tiles from you (usually ignores walls, but not height)

AoE - Hits a square area (like 2x2 or 3x3). Some need line of sight to the center ("Direct"), others don't ("Indirect")

Assault - Adds a magical effect to your weapon attack (uses weapon's targeting)

Mass - Creates a magical effect that moves across the battlefield over several turns, hitting whatever it passes through. (check the spell card.)

Summon - Creates a new unit either next to you or at a distant location (check the spell card.)

5C. Attacking and Defending

Attack by targeting units in range and picking conditions to inflict from your weapons or spells.

1. Attacker **picks a target it** can see or reach (LoS = line of sight). That target picks a **defensive reaction**.
2. Attacker picks a condition to inflict from their weapon, with advantage increasing options.
3. The **Defender saves** vs the condition with their four defense dice (Toughness, Armor, Block, Dodge), then **Counterattacks (if chosen)**.

Key Concepts

Defender Chooses Reaction: When targeted, the defender immediately choose between:

- **Full Defense** - Roll all 4 defense dice (Toughness, Armor, Block, Dodge)
- **Counter** - Drop any one defense to attack back, even if you get KO'd or Stunned.

Weapon Cards and Choosing Conditions

- **Burst Weapon Card Back** - Roll weapon dice and pick what conditions to inflict with each attack. More advantage = more dice = more options. Burst weapons are versatile and can adapt to different situation. They take longer to resolve though, and work better on smaller scales and with elite foes.
- **Precision Weapon Card Back** - No rolling, consistent, reliable conditions to pick from each attack. Some gain bonus effects when you have enough advantage (like +3 or higher). Precision Weapons are faster to resolve and work better for larger scales and common foes.
- **Spells** - inflicts the effect described by the spell. Pick or roll weapon dice based on your advantage:

Defence Saves: Roll ally your defense dice in one throw. If any die rolls **equal to or under** your defense stat, you avoid that condition. If all dice fail, you suffer that conditions effects. (See the table on back of cover for all condition effects.)

Defense Bypass: Yellow icons on conditions mean that defense is halved. Red icons mean that defense is skipped entirely. Full defence = all dice. Counter = autofail dropped save. Pincer, Knockdown = autofail dodge and block.

Counterattack: If a defender chose Counter, they make counterattacks even if they were KO'd, Stunned, Disarmed, etc.

Ranged Attacks and Line of Sight. Ranged weapons need a clear line of sight (LoS) to hit targets. Here's how it works:

Ranged from Same Height Level

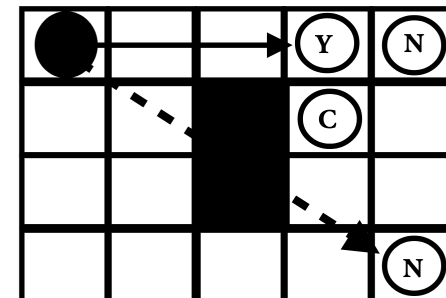
Draw imaginary lines along the eight directions (up, down, diagonal, left, right) from your tile:

- You can shoot anyone **on these lines**
- You can shoot anyone **one tile to the side** of these lines (called "firing paths")
- **Allies and enemies block LoS** - you can't shoot through other units
- If terrain blocks your direct line but your target is next to an unblocked line, you can still shoot them but they get **hard cover** (+8 block)

Ranged from Different Height levels.

When you and your target are at different height levels:

1. Draw a line from the center of your tile to the center of their tile
2. If the line is unbroken, you can shoot them
3. If a direct line is blocked but they're **next to** a tile you have a clear line to, you can shoot them but they get **hard cover**



Y: Yes target.
N. No, can't target.
C. Yes, but cover.