



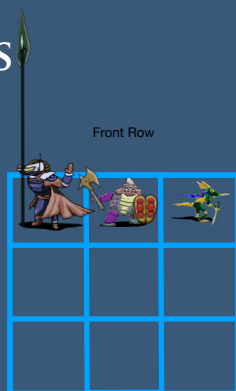
## RADIANT TACTICS

# TRAINING SCENARIOS

### Melee Mirror

**Objective.** Attrition  
**Turns:** 5 Turns

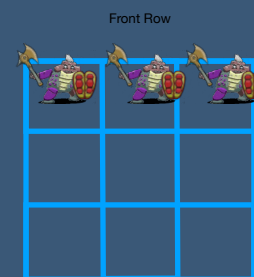
**Opposition:** Human Longspear, Gobold Dual Dagger, Dverg Axe and Shield  
**Your Force:** One Human, Dverg, and Gobold. Custom Loadouts.



### Vs. Dverg Defenders

**Objective.** Decisive Control Point.  
**Turns:** 5 Turns

**Opposition:** Three Dverg Axe and Shield  
**Your Force:** Four Gobold. Custom Loadouts.



### Ranged Skirmish

**Objective.** Attrition  
**Turns:** 5 Turns

**Opposition:** Four Human Crossbow  
**Your Force:** Four Human Crossbow



### Vs. Gobold Assassins

**Objective.** Target Strike/Protect NPC  
**Turns:** 5 Turns.

**Opposition:** Four Gobold, Dual Daggers.  
**Your Force:** Three Dverg, Custom Loadout. One Human 'NPC', Unarmed.



### Ranged Vs Melee

**Objective.** Attrition  
**Turns:** 5 Turns

**Opposition:** Four Human Dual Axe  
**Your Force:** Four Gobold Crossbow  
**Variant:** Switch squads.



### Vs. Human Juggernauts

**Objective.** Decisive Control Point.  
**Turns:** 5 Turns

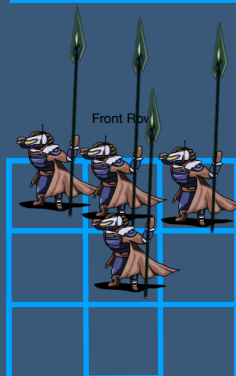
**Opposition:** Four Human Dual Axes.  
**Your Force:** Four Gobold. Custom Loadouts.



### Vs Spearsmen

**Objective.** Decisive Control Point.  
**Turns:** 5 Turns

**Opposition:** Four Human Longspear  
**Your Force:** Four Units, Human or Gobold. Custom Loadouts.



### Full Squad Take and Hold

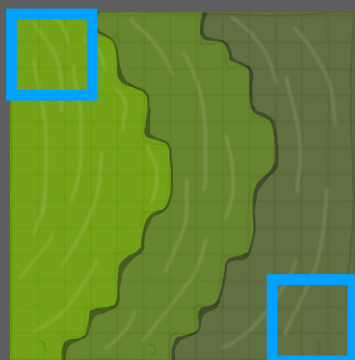
**Objective.** Progressive Control Points  
**Turns:** 5 Turns

**Opposition:** x3 Human Longspear, x3 Gobold Dual Dagger, x3 Dverg Axe and Shield.

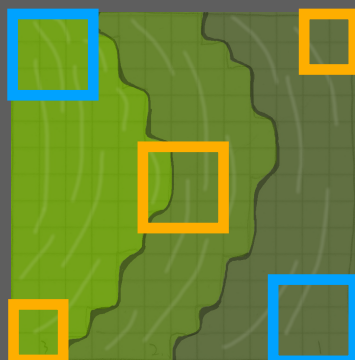
**Your Force:** Three Human, Three Gobold, Three Dverg. Custom Loadouts.



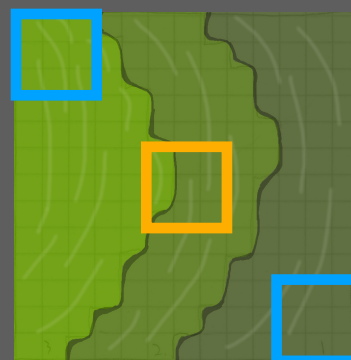
### Map Setup



Attrition, Target Strike



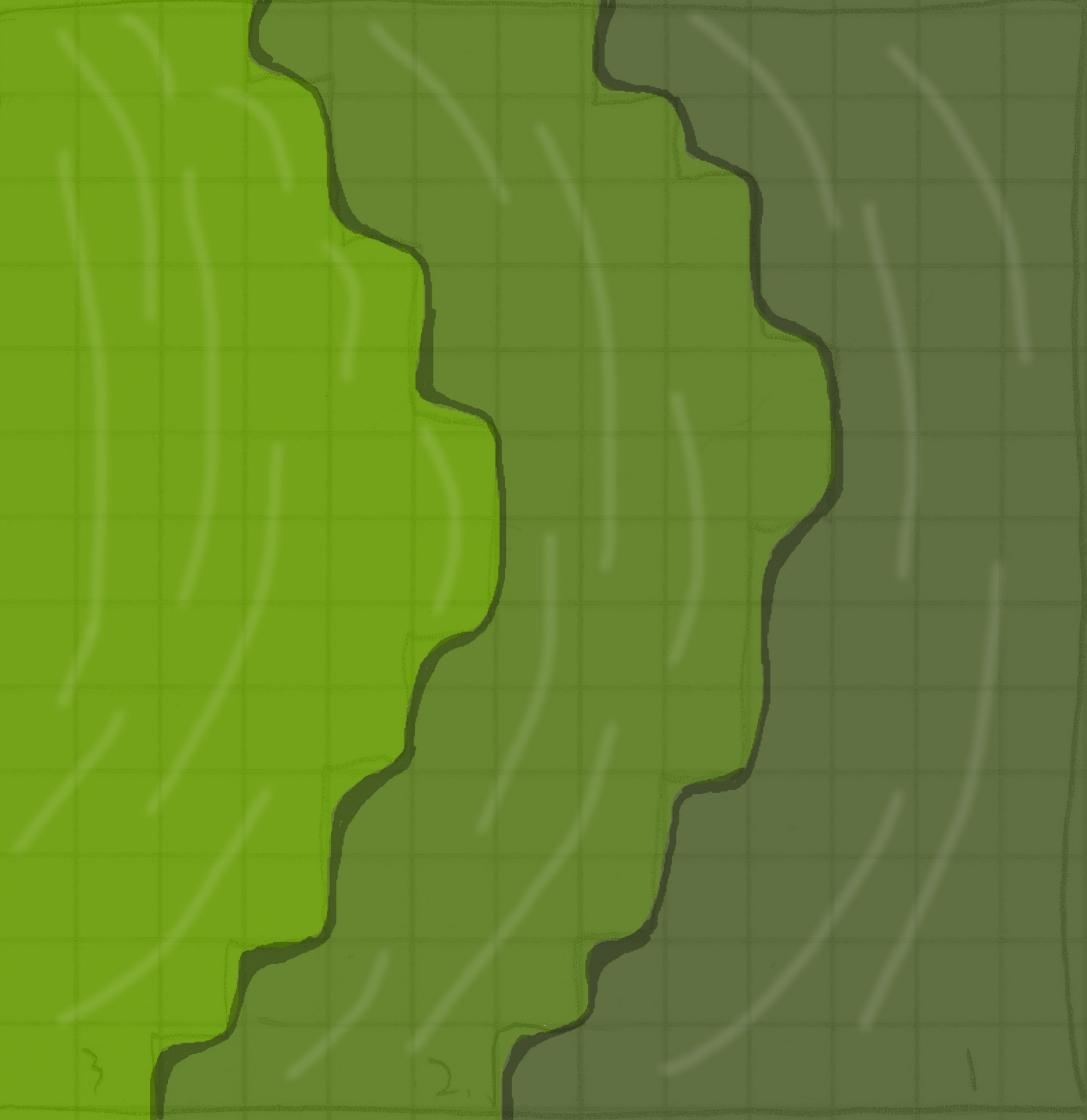
Progressive Capture Points. (PC)



Decisive Capture Points. (DC)

### Squad Build Options











# RADIANT TACTICS

## Map Key

Bright Green Grass. *Height 3.*

Green Grass. *Height 2.*

Dark Green Grass. *Height 1.*

Dverg Militia			75 BP	
Init	Move	Item/Focus	Defences	
H	3	2		14
				16
				0
				8
			Mental	
				14

Stock Attack: Weapon(N) + Weapon(N)

**Dauntless.** No penalty for failed charges.

#### AI (D10)







1-8. Armored **Charge**  
9-10. **Attack Capture Attack**

Defence: Counter



RADIANT TACTICS

*Illus. Michael Vossen*

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H	3	2		14
				16
				0
				8
			Mental	
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H	3	2		14
				16
				0
				8
			Mental	
				14

Stock Attack: Weapon(N) + Weapon(N)

**Dauntless.** No penalty for failed charges.

#### AI (D10)







1-8. Armored **Charge**  
9-10. **Attack Capture Attack**

Defence: Counter



RADIANT TACTICS

*Illus. Michael Vossen*

Human Militia			59 BP	
Init	Move	Item/Focus	Defences	
L	4	5		10
				5
				0
				10
			Mental	
				10

Stock Attack: x2Weapon(A) + Weapon(A)

**Amphibious.** Ignores water terrain move and action penalties.

#### AI (D10)







1-6. Bleeding **Attack Move Attack**  
7-10. **Attack Capture Attack**

Defence: Full Defence



RADIANT TACTICS

*Illus. Michael Vossen*

Human Militia			59 BP	
Init	Move	Item/Focus	Defences	
L	4	5		10
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				0
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**Amphibious.** Ignores water terrain move and action penalties.

#### AI (D10)







1-6. Bleeding **Attack Move Attack**  
7-10. **Attack Capture Attack**

Defence: Full Defence



RADIANT TACTICS

*Illus. Michael Vossen*

Gobold Militia			57 BP	
Init	Move	Item/Focus	Defences	
M	5	3		4
				9
				0
				10
			Mental	
				10

Stock Attack: Weapon(N) + Weapon(N)

**Dodgy.** Ignore one square of threat. (Stacks with other sources.)

#### AI (D10)







1-8. Engaged **Move Attack**  
9-10. Unarmed **Charge**

Defence: Full Defence



RADIANT TACTICS

*Illus. Michael Vossen*

Gobold Militia			57 BP	
Init	Move	Item/Focus	Defences	
M	5	3		4
				9
				0
				10
			Mental	
				10

Stock Attack: Weapon(N) + Weapon(N)

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9-10. Unarmed **Charge**

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				0
				10
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				10

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**Dodgy.** Ignore one square of threat. (Stacks with other sources.)

#### AI (D10)







1-8. Engaged **Move Attack**  
9-10. Unarmed **Charge**







Defence: Full Defence











RADIANT TACTICS







*Illus. Michael Vossen*







Axe (1H, Melee)		
		
 RADIANT TACTICS		
(N) <b>Slaughter the Weak:</b> If you make a killing blow, you may charge.	(A) <b>Sever:</b> On power attacks, foe's dodge is not doubled.	(M) <b>Blood Frenzy:</b> Each time you inflict a stack of bleed, gain a stack of fury.
Destroy Armor 1  		
Arm Loss 		
Leg Loss 		
Advantage +5: And re-roll Block <i>Illus. Michael Vossen</i>		




Dagger (1H, Melee)		
		
 RADIANT TACTICS		
(N) <b>Find Opening:</b> May treat armor and toughness as a 10 on flank and as a 5 on pincer.	(A) <b>CQC:</b> Melee opponents you engage are at -1 mastery vs you	(M) <b>Strike Vitals:</b> May inflict MW in place of bleed or silence when pincering.
Immobilize  		
On Flank, Bleed 		
On Pincer, Silence 		
Advantage +6: Parry <i>Illus. Michael Vossen</i>		






Longspear (2H, Melee)		
		
 RADIANT TACTICS		
(N) <b>Reach:</b> This weapon has reach.	(A) <b>Offensive Defense:</b> Make two attacks vs threatened moves.	(M) <b>Defensive Offense:</b> Can move one square after each AoO.
On AoO or Flank, Mortal Wound		
Bleed 		
Advantage + 5: Half Dodge Save <i>Illus. Michael Vossen</i>		









































































Crossbow (2H, Ranged)		
		
 RADIANT TACTICS		
(N) <b>Armor Piercing Bolts:</b> within five range, treat armor eight or less as one.	(A) <b>Bolt Thrower:</b> Attacks pierce 1.	(M) <b>Silent Ambush:</b> From stealth, instant full Aim and may treat bleed values as MW.
Arm Loss 		
Leg Loss 		
From Stealth, Mortal Wound		
Advantage +4: And Bleed  <i>Illus. Michael Vossen</i>		

Axe (1H, Melee)		
		
 RADIANT TACTICS		
(N) <b>Slaughter the Weak:</b> If you make a killing blow, you may charge.	(A) <b>Sever:</b> On power attacks, foe's dodge is not doubled.	(M) <b>Blood Frenzy:</b> Each time you inflict a stack of bleed, gain a stack of fury.
Destroy Armor 1  		
Arm Loss 		
Leg Loss 		
Advantage +5: And re-roll Block <i>Illus. Michael Vossen</i>		

Dagger (1H, Melee)		
		
 RADIANT TACTICS		
(N) <b>Find Opening:</b> May treat armor and toughness as a 10 on flank and as a 5 on pincer.	(A) <b>CQC:</b> Melee opponents you engage are at -1 mastery vs you	(M) <b>Strike Vitals:</b> May inflict MW in place of bleed or silence when pincering.
Immobilize  		
On Flank, Bleed 		
On Pincer, Silence 		
Advantage +6: Parry <i>Illus. Michael Vossen</i>		

Longspear (2H, Melee)		
		
 RADIANT TACTICS		
(N) <b>Reach:</b> This weapon has reach.	(A) <b>Offensive Defense:</b> Make two attacks vs threatened moves.	(M) <b>Defensive Offense:</b> Can move one square after each AoO.
On AoO or Flank, Mortal Wound		
Bleed 		
Advantage + 5: Half Dodge Save <i>Illus. Michael Vossen</i>		

Crossbow (2H, Ranged)		
		
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Arm Loss 		
Leg Loss 		
From Stealth, Mortal Wound		
Advantage +4: And Bleed  <i>Illus. Michael Vossen</i>		

								
Dverg			Human			Gobold		
I	M		I	M		I	M	
H	3	14	L	4	9	M	5	10
								
14	16		9	5		4	9	
								
0	8		0	9		0	10	
								
Dverg			Human			Gobold		
I	M		I	M		I	M	
H	3	14	L	4	9	M	5	10
								
14	16		9	5		4	9	
								
0	8		0	9		0	10	
								
Dverg			Human			Gobold		
I	M		I	M		I	M	
H	3	14	L	4	9	M	5	10
								
14	16		9	5		4	9	
								
0	8		0	9		0	10	