

UNCOMMON TRACKER OPTIONS

- A = 2 EACH OF 4 UNCOMMONS
- B = 1X4 + 2X2 EA, C = 2X4 EA.
- D = 1X6 + 1X2

A				
B				
C				
D				

UNCOMMON FIGURE TRACKER

1



2

UNCOMMON FIGURE TRACKER

1



2

UNCOMMON FIGURE TRACKER

1



2

UNCOMMON FIGURE TRACKER

1



2

ROUND PHASES

- PHASE 1: START OF ROUND
- PHASE 2: PLANNING
- PHASE 3: INITIATIVE
- PHASE 4: TURNS
- PHASE 5: CLEANUP
- PHASE 6: END OF ROUND

TURN PHASES

- PHASE 1: START OF TURN
- PHASE 2: ACTIVATION
- PHASE 3: MOVE PHASE
- PHASE 4: TRANSITION PHASE
- PHASE 5: ATTACK PHASE
- PHASE 6: END OF ACTIVATION
- PHASE 7: END OF TURN

• Round/Turn Phases

THROW SPECIAL ATTACK

Before attacking, place the chosen destructible object on an empty space adjacent to the defender. After combat, roll 1 damage die against the chosen destructible object for each skull rolled in the attack.

If the attacker does not have Super Strength:

Small: Range 2, Attack 4.

If the attacker has Super Strength:

Small: Range 6, Attack 4.

Medium: Range 5, Attack 5.

Large: Range 4, Attack 6.

Objects without a card have 1 Life, and their Defense increases by size:

- Small 4 Defense
- Medium 5 Defense
- Large 6 Defense
- Huge 7 Defense

• Throwing & DO Reference Card

Reminders

- **FALLING:** FIGURES WITHOUT ROLL 1 DAMAGE DIE FOR EACH 10 LEVELS THEY MOVE DOWN TO A MAX OF 4 (EX: 10-19 LEVELS = 1 DAMAGE DIE). -1 WOUND EACH FOR OR WHEN FALLING INTO WATER
- **KNOCKBACK:** THIS DIAGRAM ILLUSTRATES THE DIFFERENT SCENARIOS THAT MAY OCCUR IF BLUE ATTACKS ANY OF THESE FIGURES AND HAS 2 KNOCKBACK
- **KNOCKBACK DAMAGE:** IF ANY OF THE FIGURES SHOWN CANNOT MOVE THE ROLL 2 SPACES DUE ELEVATIONS CHANGES, FIGURES OR OTHER TERRAIN, ROLL 1 DAMAGE DIE AGAINST THAT FIGURE.
- **BLUE IS THE ATTACKER**
- **TAN LINES ARE THE STRAIGHT LINE FROM ATTACKER TO DEFENDER**
- **RED IS THE POSSIBLE KNOCKBACK DIRECTIONS**
- **LAVA:** MOVEMENT STOPS AND FIGURES WITHOUT MUST ROLL 4 DAMAGE DICE FOR HEAT/EXPOSURE DAMAGE
- **LAVA FIELD:** FIGURES WITHOUT ROLL 1 DAMAGE DIE FOR HEAT/EXPOSURE DAMAGE AT THE END OF THE ROUND.
- **MOVE ACTIONS:** INCLUDE NORMAL MOVE ACTIONS, SPECIAL MOVE ACTIONS, AND MANEUVERS.
- **OBSTRUCTION:** ANY TERRAIN PIECE OR OBJECT THAT BLOCKS PART OF A FIGURE'S HIT ZONE WHEN DETERMINING WHETHER AN ATTACKER HAS CLEAR SIGHT ON IT IS CONSIDERED AN OBSTRUCTION. IF AN ATTACKER ESTABLISHES CLEAR SIGHT ON ITS TARGET BUT 1+ OBSTRUCTIONS EXIST, THE DEFENDING FIGURE ADDS 1 DIE TO ITS DEFENSE FOR THAT ATTACK. PLAYER-CONTROLLED OBJECTS DO NOT CREATE OBSTRUCTIONS.

UNCOMMON FIGURE TRACKER

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UNCOMMON FIGURE TRACKER

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Symbols

- **CROSSOVER** - CAN BE DRAFTED WITH OTHER FIGURES OF THE SAME NAME.
- **FLYING** - IGNORE TERRAIN AND ELEVATION DURING A MOVE ACTION.
- **MAGICAL AFFINITY** - WHEN ATTACKING OTHER FIGURES WITH MAGICAL AFFINITY, THEY CAN'T IGNORE WOUNDS.
- **MENTAL SHIELD** - OTHER PLAYERS CANNOT TAKE CONTROL OF THIS FIGURE.
- **STEALTH** - IGNORE SWIPES.
- **SUPER STRENGTH** - IGNORE 1 WOUND FROM EXPOSURE OR FALLING.
- **WATER AFFINITY** - THIS FIGURE DOESN'T STOP IN WATER.

- **RESISTANCE:** IF THIS FIGURE RECEIVES 1+ [DAMAGE TYPE] WOUNDS, IT IGNORES ONE OF THOSE WOUNDS.
- **WEAKNESS:** IF THIS FIGURE RECEIVES 1+ [DAMAGE TYPE] WOUNDS, IT RECEIVES ONE ADDITIONAL [DAMAGE TYPE] WOUND.

UNCOMMON FIGURE TRACKER

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