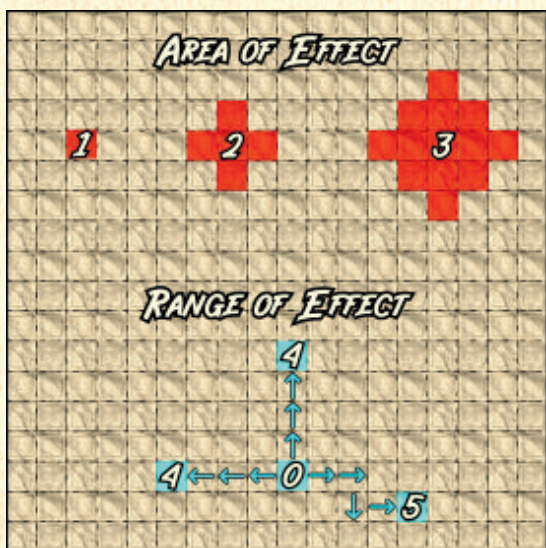




ABILITY DAMAGE RANGE				
TIER	MINOR	MEDIUM	MAJOR	MASSIVE
1	1d6	3d6	5d6	7d6
2	1d6	3d6	5d6	7d6
3	1d6	3d6	5d6	7d6
4	2d6	4d6	6d6	8d6
5	2d6	4d6	6d6	8d6
6	2d6	4d6	6d6	8d6
7	3d6	5d6	7d6	9d6
8	3d6	5d6	7d6	9d6
9	3d6	5d6	7d6	9d6
10	4d6	6d6	8d6	10d6



# REFERENCE

マズナニヨリモ、ブソウセヨ

## TURN ECONOMY

All units get one Move and one Action every Turn.

A Round is over when all fielded units have had a Turn.

## UNIT ACTIONS

<b>MOVE</b>	Move a unit a number of tiles up to their Move value.
<b>RUSH</b>	Spend a unit's Action to Move a second time.
<b>ATTACK</b>	Perform a basic attack with the unit's weapon.
<b>ABILITY</b>	Use a readied Ability on a valid target/tile.
<b>ITEM</b>	Use an readied item from a unit's Item Pouch.
<b>WAIT</b>	End the unit's turn immediately.
<b>RISKY ACTIONS</b>	Gain -20% To Hit, add 1 to your Swagger Pool, which caps at 10.
<b>CHARGING</b>	Gain the Channeling condition for 1d6 turns, upgrade ability's damage tier.
<b>FACING</b>	Attacks from the Side gain +10% To Hit, attacks from Behind gain +20% and negate Shield bonuses.
<b>ELEVATION</b>	Attacks from Above gain +10% To Hit, while attacks from Below gain -10% To Hit. Melee attacks cannot target elevation differences of 2 or more.

## NEUTRAL BREAK ACTIONS

Before Initiative is rolled, add +1 to the Tactician's Initiative for each Swagger spent.

## DEFENSIVE BREAK ACTIONS

Before an enemy rolls to hit, apply a -10% penalty To Hit for each Swagger spent.

Before an enemy rolls damage, add a value equal to the Tactician's Clan Tier to the unit's Mitigation for each Swagger spent.

When a Reaction ability is triggered, add a +10% bonus To Hit for each Swagger spent.

## OFFENSIVE BREAK ACTIONS

Before rolling to hit, apply a +10% bonus To Hit for each Swagger spent.

Before rolling damage, add one die of damage to the attacker's damage roll for each Swagger spent.

Before rolling to inflict a bane, apply a +10% bonus to the Affliction Rate for each Swagger spent.