ULTRA WAR

STRATEGY GAME

Instruction Manual

Written by Christopher Gaizat

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Ultra War – Strategy Game

The Story

Four years ago, the world was as we knew it changed after a nuclear bomb went off destroying most of the Washington D.C. area. The world had changed and though many people believe it was caused by domestic terrorism, everything was in question as to homeland security and the government's ability to protect its own citizens. Two years later the mounting tension between government and its people led to what we refer to now as, 'the Uprising;' the country's citizens tearing the United States into a fractured remnant of its former unity. Thousands of 'sub-cities' grew from the ashes and each one ruled by either Savior or Tyrant. Four factions have risen up in the newly formed Monument City, and little do these opposing forces realize, but their appearance in this place and time is far from being coincidence. Playing out in a bigger stage, forces are gathering that will eventually decide the fate of humanity itself; each faction swaying the outcome in their own way, for good or for ill. Those that witnessed the events will look back and remember it as, the Ultra War!

The Overview

Ultra War is an objective-based, strategy game that allows each player to command an army from one of the four Faction groups. While controlling character pawns on a game map and rolling dice to battle each other, each player is also given a faction deck of cards to help gain the edge over their opponent and sway the outcome of the battle to achieve the objective laid out by the scenario. As players continue to the next scenario, the larger story will unfold giving each player the opportunity to sway the outcome of the larger story.

Though the box set comes with many pre-set scenarios, the objectives for each game will change depending on the story and the goals set within the scenario itself. The scenario may call for a recon mission to rescue a character who is imprisoned and escape, or to recover several items, or possibly an all-out war on another army. Whatever the objective, it can only be limited to your imagination, as you can create your own scenario and objectives. You won't be limited to just ours

Components List

1 **Instruction Manual**
1 **Scenario Book**
4 **Dry Erase Markers**
1 **Components box** that fits the following:
    1 **Transparent Card Box** (for Scenario Objective and Un-Affiliated cards)
    4 **Quick Reference Ability Cards** (1 for each Faction)
4 **Faction Deck Boxes** (1 for each Faction) that hold the following:
    200 **Faction cards** (50 Faction cards for each deck box)
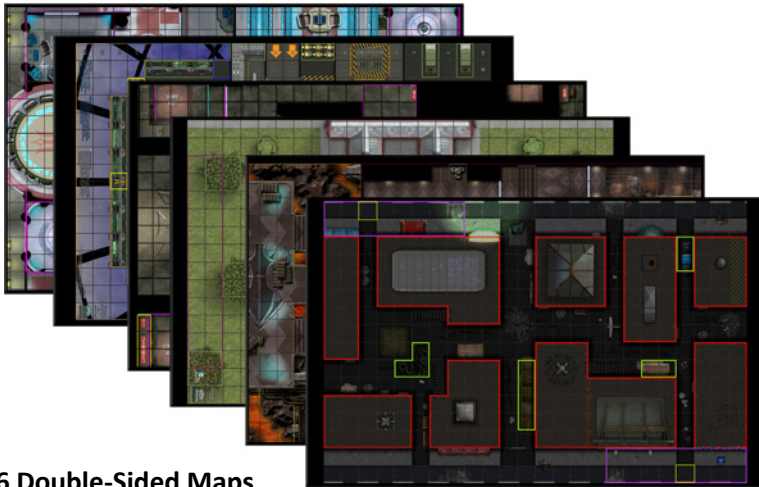   93 **Character and Power Source Cards**

Components List (cont.)
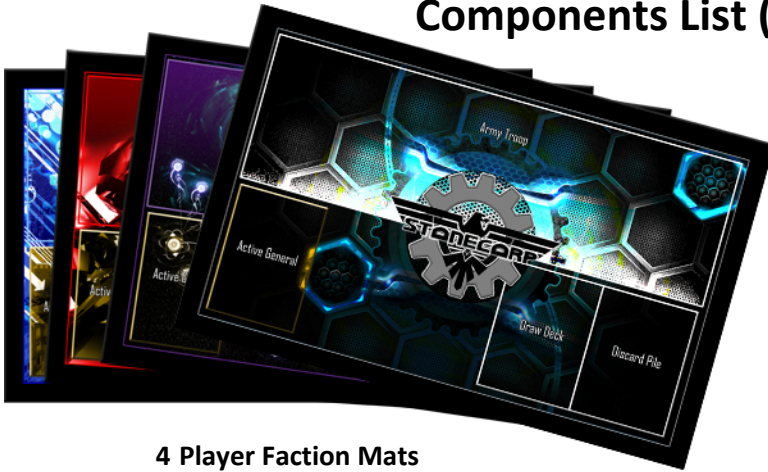
4 Player Faction Mats

47 Character Pawns (with stands)

6 Double-Sided Maps

8 Faction Dice

Character Pawns/Stands Box with Divider

46 Circular Tokens

Faction Groups

Order of the Round – Power Source: Crystals

Descendants of the Knights of the Round Table, the Order of the Round have long since defended the planet against all that threaten the survival of mankind, even if it's from themselves throughout the centuries. Under the supervision of the essence of the wizard, Merlin, the Order use the legendary sword of Camelot, Excalibur, and the power of the magical crystals, enabling them to perform miraculous feats to gain leverage over their arch-nemesis the Legion of Maximus.

Legion of Maximus – Power Source: Crystals

An alien race from the planet Maximus, the Legion of Maximus is a terrible force to be reckoned with. The Legion wish to enslave the human race and claim Earth for their own by using the same magical crystals (some believe originated on Maximus) as the Order of the Round for their power source. Their leader Vegron believes he can accomplish this by first claiming the legendary sword Excalibur for his diabolical purposes. Every victory of the Legion is a step closer to the eventual goal of total annihilation of the human race.

Stone Corp. – Power Source: Energy

After the Uprising of 2006, the country fractured into thousands of sub-cities, one of which was Monument City, and if there was money to be made in tragedy, Stone Corp hit it BIG. Stone Corp's President and mayor to Monument City, Edward Blackstone disguises himself as a servant to the people, but in reality he is the crime lord of the sub-city; possibly several. Priding himself on his technological achievements, his stance on anti-magic and Natural Resource Energy, Blackstone's opposition become easy targets as scapegoat-terrorists. Blaming the inadequacy of the Police Department, Blackstone dismisses the entire force and replaced it with his army of Robot Droids. Stone Corp's robots take to the streets every night, battling those that would stand in Blackstone's way, and every night, Blackstone moves one step closer to his ultimate goal…Total control of the country.

W.O.L.F. – Power Source: Energy

When the Uprising started, mass chaos ensued inside the sub-cities, and people began to grasp for power and order; some good, and some evil. Vigilantes began to fight against the growing crime and give the people hope for a brighter and more united tomorrow. In Monument City, those vigilantes call themselves, W.O.L.F. A militia of truly gifted individuals plagued by the power struggle of rising crime at the hands of Edward Blackstone and his company Stone Corp.; W.O.L.F. is tagged as an anti-energy terrorist group, and are often shunned by much of the population, however the price of failure will be too high if Stone Corp. wins the battle against the only protection Monument City, and the remaining sub-cities have.

The Game Setup

Step 1: Choose your Scenario

To set up the game as intended for each player, you'll need to first choose a Scenario from the Scenario Book. (Generic game types are included in the back of the book) Once the Scenario is chosen, the text of the Scenario will dictate which Factions are engaged in battle, and each Player will need to choose one to play. The Scenario Card also informs the players on which Map they will be playing on. (See examples below)

Army Total:	35
Power Sources:	4
Factions:	Order vs Legion
Battleground:	Legion Fortress

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Power Sources:	4
Factions:	Order vs Legion
Battleground:	Legion Fortress
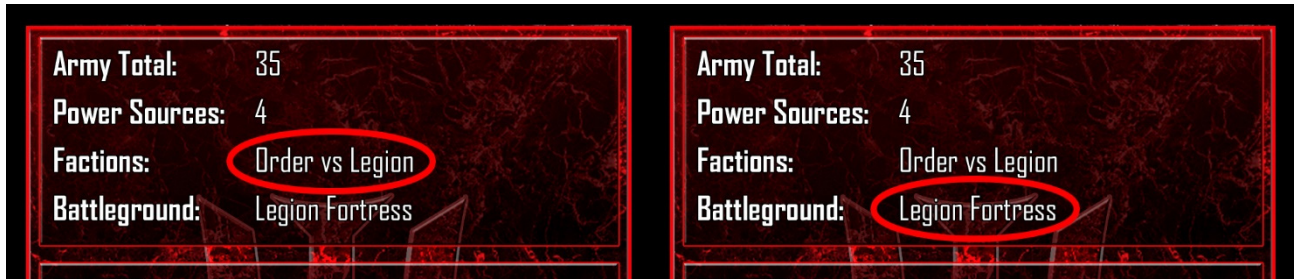
Understanding the Map Layout

Please use the picture below for reference in this section.

Start Area (Purple Highlight)

Objective Placement (Yellow)

Level Change (Red)

Obstruction (Green)

Map Name

Monmuent City Streets

Upper and Lower Level Changes

The Level changes (Upper Levels) will be highlighted in Red. Only Characters with Flying or Level Change Movement can traverse this line. (*See* **Flying** *and* **Level Change Movement** *in the Abilities Glossary*)

Obstructions

Obstruction Objects are highlighted in Green. Obstruction objects can be passed through, but Ranged Attacks cannot pass through them. These objects can be tables, trees, etc.

Start Area

The Start Areas for each Army are highlighted in Purple. All Character Pawns reside here at the start of the game.

Objective Placement

Certain Scenarios call for Objective Tokens (Circle Tokens) or highlight places that Feats will need to be performed in a given Scenario. These spaces are highlighted Yellow.

Step 2: Choose your Army

Once the Factions have been assigned, the Scenario card then informs the players of the Army Total which is the total point value of the Army you are playing. If the Scenario states the Army Total is 35, then the sum total of all Characters chosen for your Army must not exceed 35. (See reference below of where to find the Character Value) When choosing an Army, you must at least choose 1 General. The Rank of the Character card is found on the Middle Bar next to the Race and the Faction Affiliation. (See examples below)
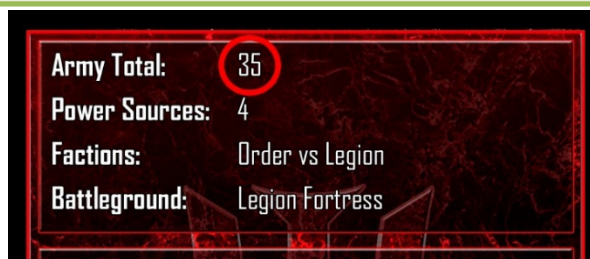
Character's Value
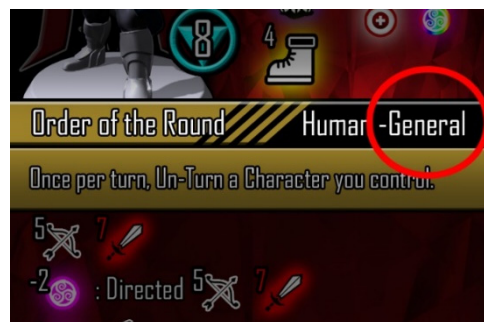
Character's Rank (General or Troop)

The Character Cards

To understand the character cards, you'll need to know what each item on the cards represent. Below is a card that you may reference for this section.

Character Stats
(Attack, Defense, Magic, Energy, Movement)

Character Value

Middle Bar
(Faction, Race, Rank)

Ability Box

Health and Magic/Energy Reserve

Active General Ability Box

.

Character Stats:

Base Offense Points: This number represents the Character's attack or offense points. This comes into play when the Character is engaged in battle. (See the section titled: ***How Battle Works*** for reference) This number is used in Melee combat if no Weapon or modifiers are in effect.

Base Defense Points: This number represents the Character's defense points. This comes into play when the Character is engaged in battle. (See the section titled: ***How Battle Works*** for reference)

Base Magic Familiarity Points: This number represents the Character's level of familiarity regarding Magical Feats. If a card calls for a Magic Feat roll to be made, this is the number specified that is added to the Feat roll. (*See section: **Performing Feats and Playing Feat Cards** for more information.*)

Base Energy Familiarity Points: This number represents the Character's level of familiarity regarding Energy Feats. If a card calls for an Energy Feat roll to be made, this is the number specified that is added to the Feat roll. (*See section: Performing Feats and Playing Feat Cards for more information.*)

Base Movement Points: The number associated to the yellow circle represents how many spaces the Character can move in any given turn. Please reference the section titled *Character Movement* for rules regarding movement.

Character Value:

Point Value/Cost: This symbol indicates the Value of a Character or Card. In every game, a scenario will call for a specified Army point total. The Point value would be the sum of all characters chosen that adds up to the specified point total.

Health and Energy Reserve:

Life Reserve: The health circles represent the Character's life points. As battles ensue, the Character will possibly take damage. For each point of damage taken, the circles are marked off until the Character has no more life reserve to give; at that point, the Character is considered defeated and is no longer considered in the game any longer.

Magic Reserve: The violet circles represent the magic points the Character has in reserve to use for an ability. These points are removed as magical abilities are used based on the number needed to perform the ability. (If X then any number that can legally be used to perform the action)

Crystal Magic Reserve: This is a Magic Reserve that ONLY becomes available if the Character is equipped with a Crystal Power Source. If the Character loses the Crystal, this Reserve becomes unusable.

Electrical Energy Reserve: The light blue triangles represent the Electrical energy points the Character has in reserve to use for an ability. These points are removed as Electrical energy abilities are used based on the number needed to perform the ability. (If X then any number that can legally be used to perform the action)

Fuel Energy Reserve: The yellow triangles represent the fuel energy points the Character has in reserve to use for an ability. These points are removed as fuel energy abilities are used based on the number needed to perform the ability. (If X then any number that can legally be used to perform the action)

Alien Energy Reserve: The red triangles represent the Alien energy points the Character has in reserve to use for an ability. These points are removed as Alien energy abilities are based on the number needed to perform the ability. (If X then any number that can legally be used to perform the action)

Ammunition Reserve: The gray bullets represent the available ammunition a mechanical weapon has in reserve to use for a mechanical attack. These points are removed as Munition Attacks are performed.

Other Symbols:

The Mark of Ivac: This indicates the Character, Equipment, Enhancement or Power Source is originated from the mind and hands of Marko Ivac. Certain Enhancements may target only those with the Mark of Ivac. (ex. Stone Corp.'s Faction card Sabotage)

Robotic Upgrade: This symbol on Robot-Droid and Bionic Characters indicates how many Upgrades can be played on that Character.

Middle Bar:

Character Faction, Race and Rank: The faction that the Character belongs to (ex. Legion of Maximus), the race of being it is (ex. Alien) and the rank of the Character (General, Troop, or Minion) can be represented in the middle bar. If there is an Affiliation bonus/penalty given to those belonging to the same faction, this character would be affected by the bonus/penalty. Also, the Character's race, rank or type might dictate a selected effect of an Ability, or effect how Characters might be affected in certain scenarios; we will take a look at these.

Bionic – A secondary status that allows for Robot-Droid upgrades to be played on that Character, but it is unaffected by Robot-Droid weaknesses, such as Powered Down status. (See below)

General – These Characters are the 'leaders' of the group. Their existence in the Play Area is vital to most Scenarios for victory. The Active General has an Ability that is in effect for as long as that General is in play. Generals cannot be taken over or controlled by another Player.

Note: *More than one General may be played though only one Active General is considered in play at a time. See Active General Ability Box on the next page for more information. All Inactive Generals are considered Troop in Rank.*

Gigantic – A Character or Token with the status of Gigantic blocks characters from moving through it or over it, and no Ranged Attacks can be made through it, even by Characters with Flying abilities.

Magical – These cards are considered Magical in nature and some Enhancements only Select or affect Magical Characters. If a Magical token Character is 'dispelled' by a Dispel Magic card, it is removed from the game.

Minion – The number of Minions allowed into play are dictated by the max number indicated on the Minion Character Card itself. Minions must also adhere to a Control Range. (*See **Minion Hub** in the Abilities Glossary*) **Note:** All Generals are considered Minion Hubs.

Troop – Troop are the Characters that make up an Army.

ULTRA – Cards that carry the status of ULTRA cannot be cloned or copied while in play, and only one of these cards can be out at a time.

Abilities Boxes:

Abilities box: All abilities or conditions generated by the Character are located in this box. All abilities you find in this section are defined in the Ability Glossary in the back of the book.

Active General Ability Box: The Ability in the gold bar of a Character (under the middle bar) represents an Ability the Character utilizes **ONLY** if that character is the Active General. (Only one General can be active at any given time for an Army.)

Step 3: Place Character Pawns into Start Area of the Map

After you have chosen your Army, you will need to then utilize the Character Pawns that represent each Character you have chosen. (As well as the Pawn Stands that help support the pawn) Place each Character Pawn in the Start Area position on the map. The Start Area position is highlighted in purple usually found on the ends of the map.


Character Pawn with Stand

Start Area highlighted in Purple

Step 4: Choose your Power Sources

The Scenario then dictates how many Power Source cards you will need for your Army. You may select any Power Source card you wish and bring them into play. (Some Power Sources may/may not need to be Equipped to a Character. Reference *Differences in the Types of Power Sources* section of the book to see how they work with your Faction) If the Power Sources require the use of the round chit Tokens, you'll want to place them into play as well, as stated on the card.
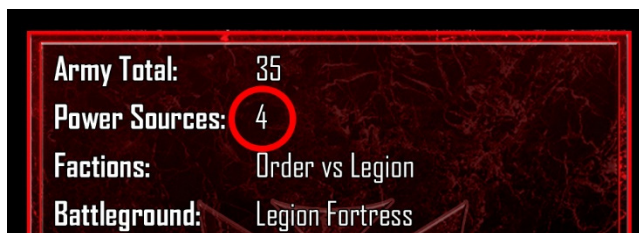

Power Sources and their Functions

Each faction has its own power sources; the Order of the Round and Legion of Maximus use the Crystals of Power for their power source, while Stone Corp. and W.O.L.F. use various Energy Power Sources.

There are some general rules concerning the Power Sources that we will talk about first.

Primarily, Power Source Reserve points are marked off to pay for Faction Card costs. Each Power Source replenishes 1 point of power every round. (You can keep track by marking on the card where the numbered Magic/Energy counter place holders are.) Whatever the Power Source, each source has a Max Point value on the card; most are at 10, but some can be more or less.

Paying for Faction Cards

Power Sources are used to play Faction Cards from your hand. You do this by paying for the card's cost from points in your Power Source Reserve; points may be removed from any number of Power Sources to pay for them. Below is an example of the cost/value located on the Faction Card.
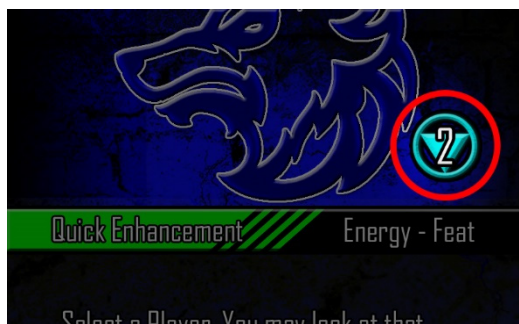
Power Source Abilities

A Power Source may have abilities available on the card that have a cost associated to it. *Note:* If a Power Source has an Ability with a cost, **other Power Sources cannot be used to pay for that ability**.

Differences in the Types of Power Sources

The differences in the way Energy Sources work are vital to understanding how they are played. On the next page is a card you may reference for this section.

Crystals (Magic Sources):

Crystal power sources are equipped to Characters and they gain 1 point every round, as normal, but if the equipped Character dies, the Crystal is dropped at the space its owner was defeated and no longer generates a point every round until the Crystal is picked up by another Character. (A Crystal loses all Magic points if dropped.) A Character can only be equipped with 1 Crystal at a time, although they may carry more than one. A Crystal is NOT considered an Equipment Card and does not interfere with Equipment allotment.

Characters Equipped with Crystals that are sent to the Void:
A Crystal Power Source follows the Character to the Void and cannot be used to provide power source points while in the Void. The Character must return from the Void before it can be used to generate points again. Crystals that have points going into the Void have the same amount when placed back into the game.

**Who can pick up Crystals if they are dropped?**
Any Character may pick up a Crystal if dropped, however only Order of the Round, Legion of Maximus or Characters with Magic Familiarity can pick up the Crystal and use it as an Energy Source. A Crystal may be given to another Character within one space of a Character, but won't generate a point until the beginning of the turn.

How Characters use their Abilities that require Magic Points:
If the Character has Abilities on their Character Card that require Magic Points as a cost, they can only perform them one of three ways:

1. The Character uses its own Magic Reserve on its Character card, or is equipped with an Equipment that has a Magic Reserve the Character can use. (ex. Spell Book, Magic Bracers)
2. They use the Crystal points *from* the Crystal that they are equipped with.
3. A Support Character (ex. Skydas) uses Magic Transfer Ability to help the Character pay for the cost. (*See **Ability Glossary** in the back of the book for details on **Magic Transfer** Ability*)

Energy Sources:
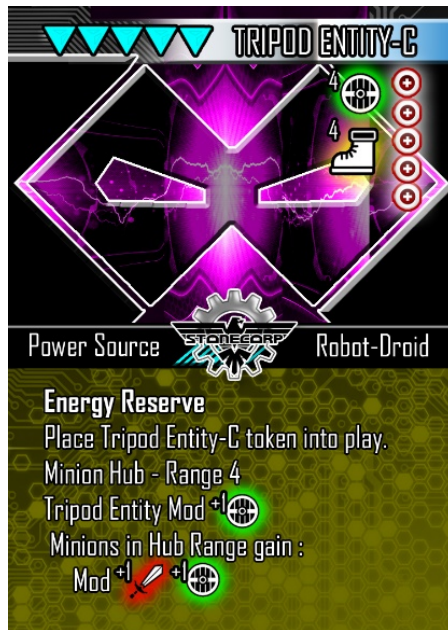
Most Energy Power Sources are placed as tokens on the Play Area, and are able to be attacked. (*It will be indicated on the card if a token is necessary.*) Destroying these Energy Sources will cause the owner's ability to generate Energy Reserve useless. For Energy Power Sources that have no token in play, there is no way to stop these power sources from producing Energy Points.

One other note about the Energy Power Sources; the Energy Power Sources used by Stone Corp. (Tripod Entities, like the one shown above and to the left) will dictate a range in which Robot-Droid minions can be controlled by the player. If one of the Power Sources is destroyed and the Robot-Droids fall out of a control range, that player would have to "power-down" the Robot-Droids. These units could no longer be used to move, attack, defend, or generate abilities of any kind and are considered to be unusable by the controlling player.

Step 5: Utilizing your Faction Deck

Next, is utilizing the Faction Deck. The Faction Deck is a deck of 50 cards that help the players out to get the edge over their Opponent; allowing players to utilize Equipment and Enhancements to their favor. Each player takes their 50 card Faction Decks and shuffles them, and then draws 5 cards for their opening hand. (Faction cards have the black border on the backs of the cards. See below.) At this time, you may utilize the reserve from your Power Sources to pay for any Faction Cards in your hand at this point. Once you are done paying for any Faction Cards in your opening hand, you may draw back up to the 5 card limit.

Backs of the Faction Cards

The Faction Deck Card Types

Equipment Cards
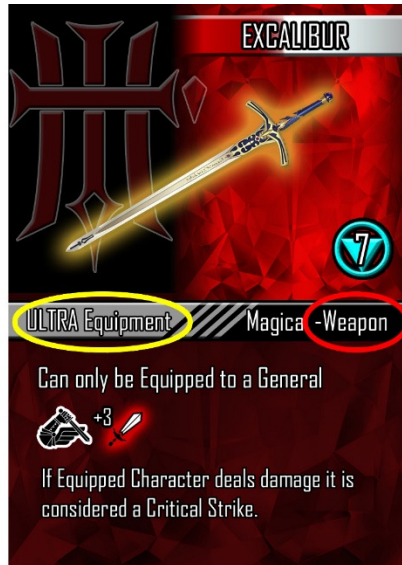
Equipment Cards are cards used to attach to Characters in play (usually kept behind the character cards on the sideboard of the game). The Equipment Cards are separated into three types: Equipment (General), Weapons and Armor. Characters can only be Equipped with ONE of each at any given time. (Weapon + Armor + Standard Equipment) See the red-circled indicators on the pictures above. If it states neither, it is a Standard Equipment. (Ex. Medic Case above)

Once an Equipment card has been attached to a Character it can be discarded by simply removing it from the game, but ONLY on its controller's turn. Characters cannot hand off weapons, armor or equipment to other Characters.

The abilities of Equipment can vary, and are either immediate effects (ex. Granting a +# to a Character's Offense Statistic) or an effect that has a cost. If an Equipment is an ULTRA Equipment (like Excalibur in the picture above) then only one of this particular equipment can be on the battlefield at any given time. A Player may not play the same card or copy this card if it is already on the battlefield; it must stay in that Player's hand and cannot be played.

Robotic Upgrades:

Robot-Droid Upgrades work differently from standard Equipment, Upgrades cannot be stolen by any Ability. Some Robot Droids can only be upgraded a certain number of times indicated on the Character Card itself indicated by the number over the Gear icon.

Enhancement Cards
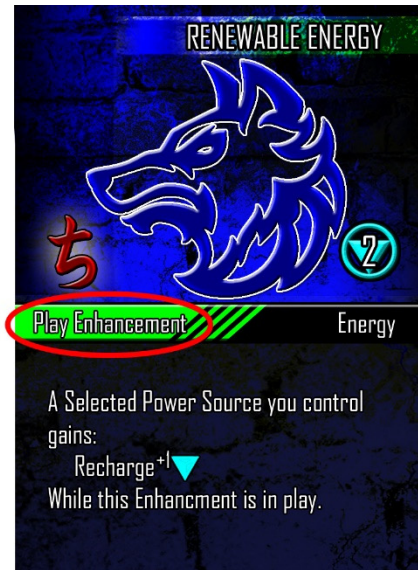
Enhancement Cards are cards that can be played at specific times throughout the game. Enhancements are separated into two groups: Play and Quick Enhancements (as indicated in the red-circled parts of the cards above). Play Enhancements can only be played on your turn. Quick Enhancements can be played at any time. If more than one Quick Enhancement is played at the same time, the rule of thumb is that the last Quick Enhancement is played first. *(Any ability that a Character can play by paying a cost or is caused by turning, are played at Quick Enhancement speed and are treated as such.)* Play Enhancements stay in play until the end of the game or if it is un-enhanced by another card or ability. Enhancement card costs are paid by the controller's Power Source's reserve points.

Line of Sight: Any card with the Eye symbol in the Ability box (usually a feat), must be performed within line of sight of the character performing it, meaning a straight line must be made from the character performing the feat to the intended target and cannot performed if blocked by objects or characters in the way. (Much like a Ranged Attack works)

Performing Feats and Playing Feat Cards

If the Enhancement Card is noted with a "– Feat" notation in the middle bar (ex. Yellow-circled portion of Behind Enemy Eyes card above), it MUST be performed by a specific character, and ALL Feats infer the ***Turning*** of a Character. (See the next section titled ***Turning*** for rules and definition.) ****Note: Feat Enhancement costs can be paid by Energy or Magic reserve*** *of the Character itself*, *because the Character is performing the Feat*. *Magic Feats* **must** *be paid with Magic reserve points, and Energy Feats* **must** *be paid with Energy reserve points. If the card is a Feat with no indication, it can be paid with either.*

Turning

If a Character Attacks, Charges (*see **Character Movement** for info on Charging*), performs a Feat, or has an Ability with the Turn arrow icon, it simply turns the character card 45 or 90 degrees to the right, as seen below indicating that it is performing an action.

Turning Characters prevents them from performing an ability twice that they might otherwise be able to do if no turning to be necessary. Turned Characters cannot attack if they use an ability that Turns them first. Turned Characters cannot move, Attack or make Feats after being Turned. Characters may move and then be turned which will force the Character's controller to make the strategic decision to move or not to move before performing the action. Abilities that only cost Energy Reserve may still be used even if the character is turned. (Using the example above, Skydas' Mod Ability does not require her to turn to perform the ability, and can be used at any time.)

Step 6: Set up your Play Area Mat

How the Game Mat is Setup:
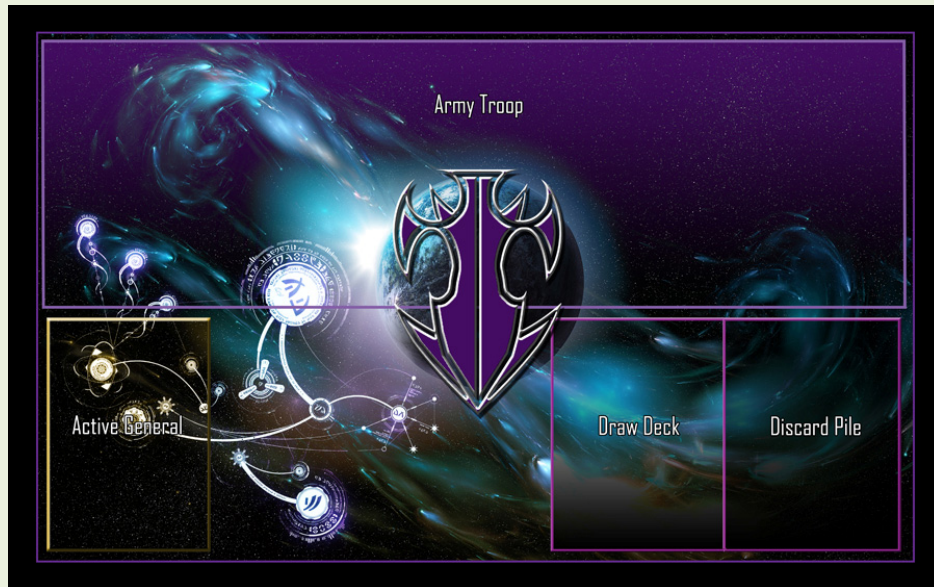
You can see how the Player Mat is set up; with the Army Troop section at the top, the Active General kept in the bottom left box, and the Faction Deck and its Discard Pile would be placed on the bottom right. Below, you can see how a Player Mat might look once a Player has positioned all his cards. Equipped items can easily slide behind the Character card itself to save room.
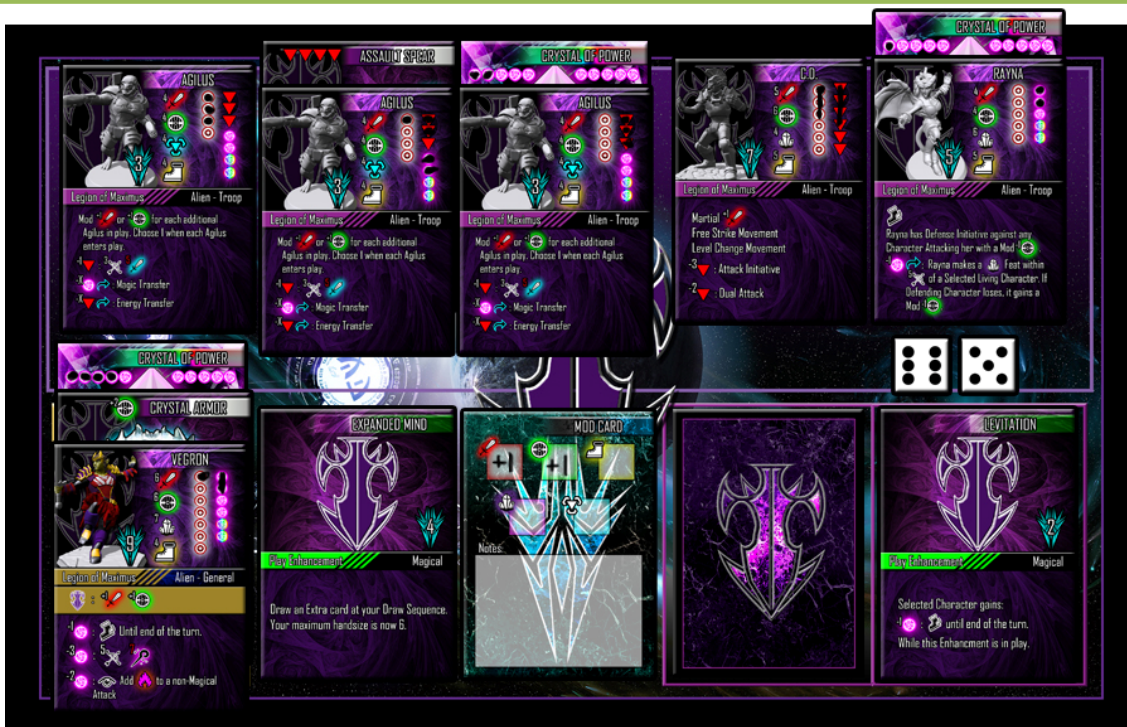
The goal is to keep it organized so as not to get confused when cards are moving around (even if you have to move cards off of the Player Mat). You can keep track of the points on the cards by marking on the cards themselves with the dry erase markers packaged with the game. (The cards are UV coated, so dry erase markers wipe off of the cards just by rubbing your finger or a dry cloth/tissue over them!)

Step 7: Pre-Requisites and Objectives for the Scenario

Lastly, the Scenario will inform the Players of any Pre-requisites they must do before the game starts. Once you have followed these steps, the game is then set up. Understanding these steps will help make game setup go much quicker the next time you need to set the game up again. The rest of the game will consist of moving your Character Pawns and strategically accomplishing your team's objectives, which can be found on the Scenario itself.

PRE-REQ: Emperor Tameron must be your only General and Onyx of the Order must be one of your Troop. Place the Maximus Portal token at the Start Area.

OBJECTIVE: Have Onyx gather the coordinates in the Control Room by making a feat roll at the panel. Escort him to the Maximus Portal Token. If reached, you win.

PRE-REQ: None.

OBJECTIVE: Kill Onyx. Without him, the Legion cannot access the coordinate database.

The top Objective (Red) would be for the Order of the Round Player, the Purple, would be for the Legion of Maximus Player to achieve. The first to achieve their objective, wins the game.

Player Turns

After the game is set up, you will need to know the sequence of events that constitute a turn. Deciding who goes first will be the luck of the Faction Die roll; the winner decides who goes first. Once that is decided, we will talk about the turn sequence.

1. **Power Event:** Add a point to every power source.
2. **Draw Event:** Draw a Faction card.

At this point each Character will cycle through Events #3 and #4

3. **Movement Event:** You may move a Character up to the number indicated on their Character card (Yellow Boot Icon). See the section titled ***Character Movement*** for more information on movement rules.
4. **Attack Event:** Each character will roll their attacks and defenses during this event. (See the section titled ***How Battle Works: (Step-by-Step)*** for rules on Attacking.)
5. **Discard Event:** At this event, you must discard down to 5 cards if you have more than 5 in your hand. If you have less than 5, you are not affected by this event. This event is played **AFTER** all Characters have exhausted their movement, attacks and feats for the turn.
6. **End Turn Event:** This event ends your turn.

The turn sequence would repeat back and forth between the players until one side's objectives are met. Faction cards may be played at any time during your turn (Except in the Attack Event where Quick Enhancements can only be played).
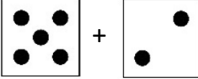
Game Mechanics

Once the game is set up, you can then go on to perform the actions of Characters and Faction Cards. The next sections will go on to explain the rules of Attack, Movement, and Ability Definitions so that you can fully utilize each Character in your Army and better understand the limitations and rules for each battle/scenario.

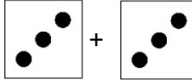## How Battle Works: (Step-by-Step)

To explain how the Battle System works, we're going to break it down using two particular Characters, Justice and the Vigil Droid as shown below.
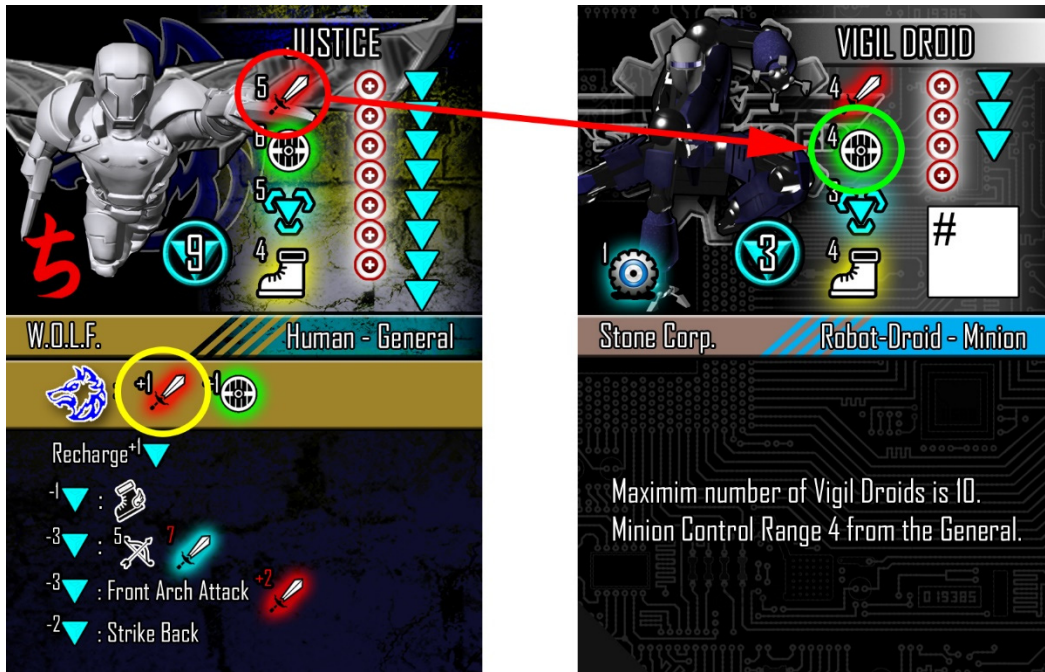
The confrontation we are going to paint is where Justice and the Vigil Droid are squaring off in Melee range (right next to one another). Let's say Justice is the one attacking the Vigil Droid. Here's how we would start this:

Let's say Justice is attacking the Vigil Droid rolls the two Faction die and gets:

We take the rolled 7 and add Justice's Offense number (number circled in red next to the red sword icon) for a total of 12. After that, we need to see if Justice has any modifiers to add. If he is the Active General, he would get an additional +1 to the score. (Referencing the yellow circled +1 Attack under the gold middle bar.) Let's say he is, and the total Attack Score is 13. We then allow the owner of the Vigil Droid to make a roll.

Let's say the Vigil Droid rolled two Faction die and rolled:

If we add the rolled score, 6 with the Vigil's Defense number (number circled in green next to the green shield icon) 4 we would get the total of 10. When we subtract the Offense score from the Defense score we get -3, and thus the Vigil Droid would take 3 points of damage, nearly defeating it. If the defending Vigil had rolled a 9 or better, it would have taken no damage.

As you can see, if we reverse the situation, you can understand how hard it is for a Vigil to roll high enough to deal damage to Justice without being Upgraded with an Upgrade Equipment. There are ways, though, for the Vigil to deal significant damage without the upgrade; just using the dice.

Critical Rolls

Rolling Double Sixes

If, during an Attack, either Player rolls 2 sixes on the Faction Dice; that Player rolls a 6 sided die for damage (or additional damage) to that Character, resulting in what is called a **Critical Strike**. If Defending Player rolls Double Sixes, the offensive attack automatically fails. If both Characters roll double sixes then both Characters receive a bonus roll of one die of damage against each other. A Critical Strike can make or break any situation that Player may be in, so don't get too cocky. The extra damage can only apply if the character is within range, for example: if David Barrett uses his ranged attack on a Vigil Droid (who only has Melee attacks) and the Vigil rolls double sixes, he could not damage David unless he was equipped with a ranged weapon that could reach David.

Rolling Double ones

If, during an Attack, the Attacking Player rolls double ones on the Faction Dice this is considered a **Critical Miss**; that Player automatically fails to deal damage, even if defending character would receive damage because of added bonuses or not. Rolling Double Ones can be seriously consequential to any battle as are double sixes. Happy rolling!

Ranged Attacks

Next we are going to show how Ranged Attacks work, and remember a general rule of thumb: <u>Almost ALL ranged attacks are line-of-sight</u>, and cannot go through Items, Walls, Barriers or Characters. Let's explain using the two Characters Fogg (W.O.L.F.) and Rayna (Legion of Maximus). If Fogg were going to use her Range 5 Attack on Rayna, we need to see how the Range is defined. See the example on next page for reference:
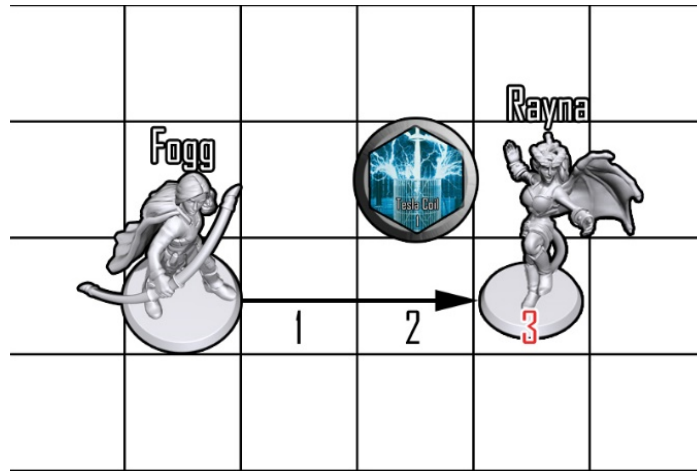
The Range is defined as normal movement from space to space (using connected sides of grid squares). All ranged Attacks travel as normal movement on the map. The Range between Fogg and Rayna is 3; well within range. Not only is it in legal range, the more important rule is applied. A direct line can be drawn from Fogg to Rayna thus making it a legal target. **The line must be between the two closest points in the Character tokens**.

So what does an ILLEGAL target look like? See below.
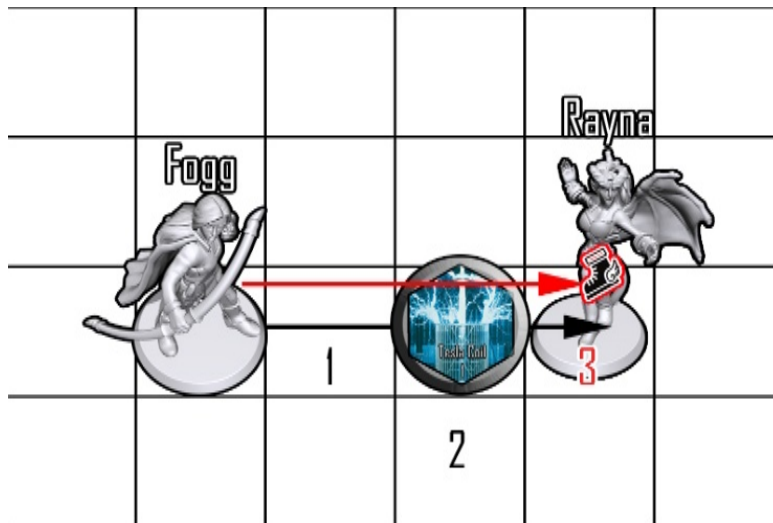
As you can see the general rule of movement would put Rayna in range of the attack, however the attack fails the direct line-of-sight rule because the object is in the way (as represented by the black-arrowed line). The only way Fogg could make a successful Attack is if Fogg or Rayna were flying (as represented by the red-arrowed line). Flying characters forfeit any protection objects would give them during an Attack. The Player must declare if a Character (such as Rayna who has an innate Flying Ability) is grounded forfeiting their flight ability.
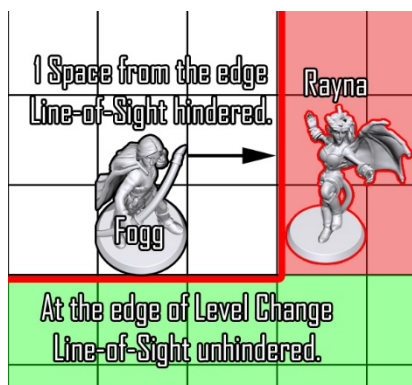
How does Ranged Weapons work on NON-FLYING Characters in Melee Attack Range?
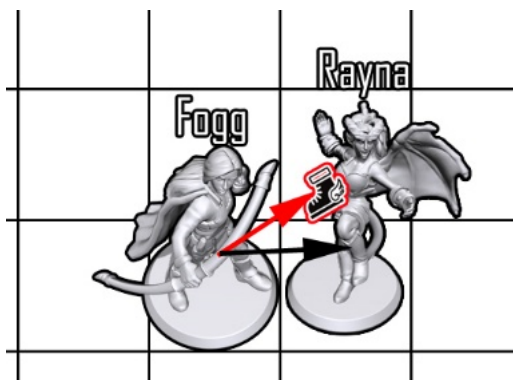
Normally during a standard Attack, any Character defending against a Ranged Attack in Melee Range (Range 1 of the Attacker) receives an extra die roll to their defense roll. (This is also known as Defense Initiative. See Ability Glossary for more information on Defense Initiative.) This is represented by the black-arrowed example on the left.) This rule does NOT apply if the character being Attacked is Flying and the Attacker is grounded, or vice-versa. (This is represented by the red-arrowed example on the left.) The Attack would still be considered ranged.

Level Changes and Attacks

When attacking from a higher ground (such as the top of a building), certain visual rules must apply. For this example we will use Fogg (W.O.L.F.) who has a ranged attack and Rayna (Legion of Maximus) who has flying. The rule on line of sight from an upper level change is: *Unless the Character is positioned at the edge of the level change (example: rooftop ledge) it cannot see anything on the lower level*. See the first example below: Since Fogg is one space from the ledge on the right, (and assuming Rayna is NOT flying) she would not be able to Attack Rayna if she were standing against the level change (like a building's wall). Fogg just cannot see her to attack her. The best example is to think of it as if Fogg were standing on top of a building; how line-of-sight would actually work. If Rayna were flying, on the other hand, she would be able to be seen and attacked. If Fogg were attacking anyone in the spaces below her (downward direction) she could Attack anyone, because she's standing right at the ledge and can see over it with no penalty. In the next example we'll move Fogg one position up to see how her line of sight is affected.
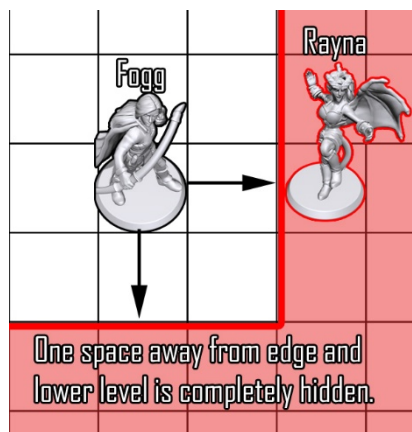
As you can see, Fogg's sight is handicapped further. Rayna (not flying) is safe anywhere on the lower level, because Fogg cannot see her. Fogg would need to move to the edge of the Level Change Line to Attack Rayna.

If the situation were reversed, and Rayna is Attacking Fogg with a ranged weapon, the rule is as stated: *From lower level changes, a Character on an upper level change is only visible if it is at the space on an edge of the Level Change Line*. Imagine if you were standing street level looking at the top of a building. You would only see someone if they were at the building's roof ledge; the same rule applies here.

Character Movement:

Characters on the Map, can move according to their Movement Number on the yellow boot symbol on their Character card. This lets the character move from space to space as long as the spaces are connected (even diagonally), except if there is a Character Piece, token, a wall or floor level difference (tower, 2nd level platform, etc.) then the character may not pass. (Higher Ground is usually represented by a section of the map surrounded by a Red line.) As long as there is a space between the characters/items/etc. then normal movement may commence. (Unless the Character has the flight ability or Level Change movement ability; this gives the Character the vertical movement to span over Characters, objects and Level raises) See below. *(Please reference **Level Change Movement** and **Flight** in the Ability Glossary for clarification on how those abilities work, and see the referenced **Flying** section below.)*
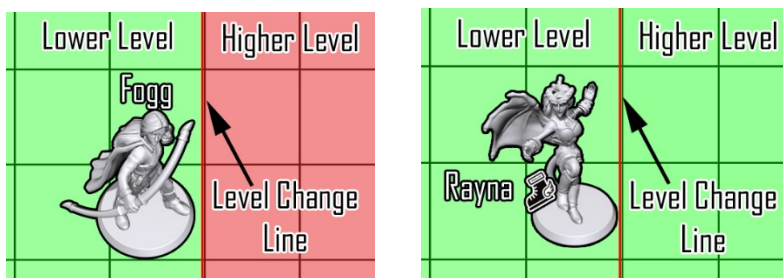
In the example above, you will see Fogg does not have Flight or Level Change Ability, so she cannot move past the level change line (red line on the map.)

In the next example above, you will see that Rayna, who has Flight, can move past the level change line (red line on the map) normally.

Spaces highlighted in Green are spaces that can be moved over, but act as obstructions no Ranged Attack may pass through.

Charging:

Characters that charge may move twice their Base Movement number, but immediately turn afterwards.

Moving Backwards:

Characters that move backwards have their movement number halved (rounded up).

Flying:

Characters with the Ability, *FLIGHT*, can move over Characters and Objects and pass over level change lines without hindrance. Flying Characters can only be attacked with Ranged Attacks. A Flying Character cannot end its turn over a ground based Character. (See section titled **Engagement and Flight Ability** on the next page for more information on Flight and combat.)

Movement and Attacking: (Rules on Engagement)
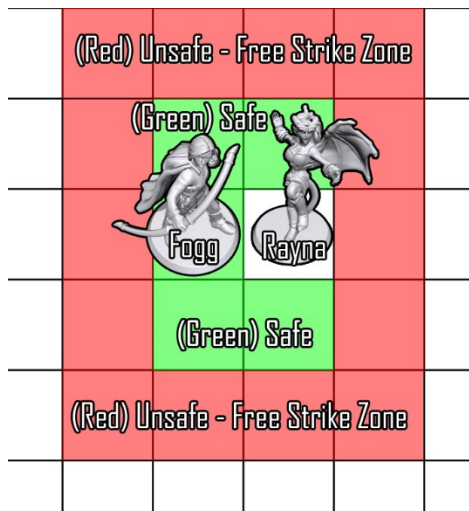
When a Character moves within Melee Range (1 space from an Opposing Character), these Characters become *engaged*. Engaged Characters are considered **"in combat"** with each other, and movement becomes very tricky. Please reference the picture to the left for the example.

Any Characters that become engaged and move away from the Character's forward facing spaces (green spaces surrounding Rayna) including the spaces on each side of the Character, enters into the Free Strike Zone. If a Character enters the Free Strike Zone after becoming engaged, the opposing Character gets a free Attack against the Character with a +2 to the Attack. If the Character survives the Attack, it may become disengaged. In the example, Fogg may move into any green space to avoid a Free Strike Penalty Attack as Fogg stays inside Rayna's front-arch; moving to a red space is an attempt to disengage the Characters which gives Rayna an Opportunity for a free Attack.

A Character can become disengaged a few different ways. Several Abilities such as Stun, Stasis or Powered-Down status will disengage Characters. If a Character has Free Strike Movement as an Ability, it can move freely around Characters without the Free Strike occurring. *(See Ability Glossary for more information on **Free-Strike Movement**.)*

Engagement and Flight Ability

If a Character is engaged and uses the Flight ability, this WILL disengage the characters, but a Free Strike penalty will occur against the character wanting to use Flight. If a character has an innate Flying ability (ex. Rayna from Legion always has flight) the character loses flight to perform a melee attack, feat or ability that effects a non-flying character, but gains the ability again at the beginning of the controller's next turn without suffering a Free Strike penalty.
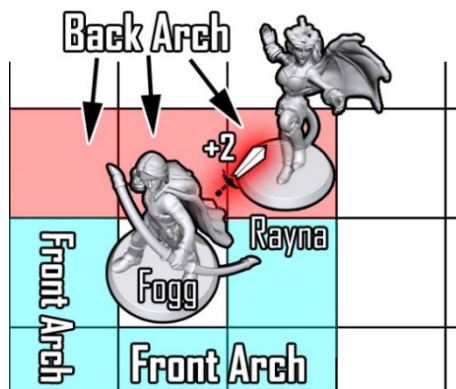
Back Stab Attack

If a Character is attacked from behind in its back-arch (back 3 adjacent spaces) it suffers a Back-Stab Attack, which gives the Attacking Character +2 to its Attack.

In the example you can see Rayna Attacking Fogg from behind. Rayna is in one of the 3 back-arch spaces (red spaces) and will get a +2 to her Attack against Fogg. On Fogg's next turn she may turn to face Rayna without taking a Free Strike penalty.

Ability and Terminology Glossary:

To fully understand what Characters are capable of, you'll need to know what Abilities and their definitions are. Any ability that can be played by paying a cost or is caused by turning, are played at a Quick Enhancement speed and are treated as such. Some Abilities can bend or break previously stated rules. Understanding how these rules can be bypassed can change the dynamic of how an army is played in overall strategy. Get to know these abilities well and you'll find that there's almost ALWAYS an exception to any given rule to give you that tactical advantage you'll need in any given situation.

Reading an Ability should be like reading a sentence to understand its full meaning. For instance you can break down an Energy Attack Ability like this:

For a **Cost of 3 Energy Reserve**, Make a **Range 5**, **Energy Attack** of **6**.

Once you understand each Ability's meaning, the sentence then becomes second nature. This section will help define the Abilities and symbols you'll see on any given card.

NOTE: Most Abilities are <u>NOT</u> considered Feats.

Acid Attack (Damage): Any Character that takes damage from an Acid Attack must make a roll for each Equipment attached to the Character. If the roll comes up 4-6 the Equipment is discarded. (This does not affect Firmware Upgrades)

Affiliate Mod +#Offense/+#Defense/+#Familiarity: Any character that has Affiliation Mod grants all characters in play with the same Affiliation and under the same player's control an added Modification to the Characters *BASE STATS*. (The Offense, Defense and Familiarity # on the card itself.) This does not affect Attacks that ignore the Base Stat of a Character card. (Most alternate forms of Attack have its own Attack #. This number is NOT modified.)

An Affiliate Mod will look like this on a card: Which means ALL Order of the Round Characters you control gain +1 Offense and +1 Defense to their Base Character Stats.

Area-of-Effect: Any Attack that has an Area-of-Effect modifier makes an Attack to ALL Characters inside that area.

Armor Pierce: A Character attacked with Armor Pierce loses all Armor bonuses that are Equipped.

Attack Initiative: Attack Initiative allows the Attacking Character to roll 3 dice instead of 2 for an Attack roll. Attack Initiative may be limited to Melee or Ranged, but will be noted on the card.

Attack Support: Gain +1 to an Attack for each <u>other</u> Character with the Attack Support Icon engaged to the same Opponent.

Back Stab Attack: This is more of an action than ability, but any Character attacking a Character from its back spaces faces gains a +2 to their attack score. Characters may have Back Stab immunity. Back Stab nullifies Defense Initiative. (See the section, *Movement and Attacking* for an example of a Back Stab Attack.)

Breach: This allows for Doors, Debris, Walls (1 space thick or less), or obstacles to be destroyed for allowing passage on a Battleground. The Scenario will usually dictate if these obstacles can be breached. A Breach Token can be used to signify where a breach has occurred.

Charge Attack: A Charge Attack gives the character the ability to move an extra 2 spaces from their standard movement *AND* perform an attack afterwards.

Defense Initiative: Defense Initiative allows for the Defending Character to roll 3 dice instead of 2 for a Defense roll. Defense Initiative may be limited to Melee or Ranged, but will be noted on the card.

Defense Support: Gain +1 to a Defense roll for each <u>other</u> Character with the Defense Support Icon engaged to the same Opponent.

Deviate: If a Ranged Attack deals damage and this Ability can be paid for, it makes another Attack directed in a single direction of Attacker's choice to another Character up to # spaces away. Line of Sight rules apply.

Directed Ranged Attack: Directed Ranged Attacks work like normal Ranged Attacks except you may direct it around objects and Characters to reach its destination. (Example: Homing Missile Upgrade) Directed Ranged Attack nullifies Defense Initiative.

Disarm: This ability removes any Weapon Equipment on an opposing Character in melee range (Range 1). This can be used during Offensive and Defensive situations. Characters that have Weapons disarmed have them returned if the Characters become disengaged.

Double Movement: Characters that use this ability may *Charge* (move double their Base Movement number) without the Turning penalty.

Dual Attack: Character gains the ability to attack twice if Dual Attack ability is used.

Dual Wield: Characters with Dual Wield may equip with two Weapons instead of just one.

Empowered: Characters with this ability do not turn to Attack. Movement and Feats may be played after an Empowered Character attacks.

Energy Attack: An Attack with an Energy Status. This Attack may also be Ranged, but will be indicated on the card.

Energy Innate – Characters that possess Energy Innate, do not Turn to perform Energy Feats.

Energy or Magic Transfer: Any Character that has Energy or Magic Transfer can transfer Energy or Magic Reserve into the reserve of Characters within Melee range of Transferring character, or help pay for an ability of that type for a Character in melee range (Range 1). This type of transfer cannot be used to transfer to power sources.

Equip Icon: Equipment with this icon require the Character to be Equipped with the item before any bonuses or Attack functionality can be added.

Explosive Attack (*Area # Attack (#)*): This Attack is a normal attack (usually an Area Attack). An Explosive Attack that has an Area effect is a normal attack to Characters occupying a space in which the explosion goes off, but for characters in the affected area outside of the initial explosion space the base attack of the explosion receives an attack with a -1 for each space away from the selected space of the Explosive attack. (Ex. Area 2, Explosive Attack 6 would be considered an Attack of 5 in the area surrounding the blast space, and an Attack of 4 surrounding the next previous space outside of that.) See below for example of how the base attacks work for the targeted space and those surrounding it. Explosive Attacks may also be used to place a single Breach Token if performed at a wall.

How an Area 2 Attack 6 would make an attack to those in the affected area.

Exterior Enhancement: Enhancements with this status can only be used on exteriors of building and outside Maps.

Feat Rolls: Certain Enhancements and Abilities will require a Magic or an Energy Feat roll to be made against another Character. This roll is made with two dice and the Base Magic or Energy Familiarity of the Character added to that roll. If the Offensive Character performing the Feat rolls double-ones, the Feat automatically fails, but if they roll a double-six, the feat automatically succeeds.

Fire Attack and Magical Fire Attack (Damage): This ability allows for a normal attack, however if the attacked character is damaged by a Fire, then on the controller's next turn, the damaged character receives another d6 of damage halved rounded down. (A result of 1 or 2 is **1** damage, 3 or 4 is **2** damage, 5 or 6 is **3** damage.) If the Fire Attack is Purple, it is considered a Magical Fire Attack.

Energy or Magic Reserve: Any card that has Energy or Magic Reserve grants a separate reserve that can be used for that card. If the Reserve is a Power Source, it starts with no energy in its reserve, but builds like any other power source.

Ethereal: Characters with Ethereal can move through objects, Characters and walls, and can only be attacked by Magical Attacks. If the Character with the Ethereal status Attacks, it loses the Ethereal ability until the beginning of the controller's next turn.

Flight: Flight gives the Character the Ability to only be attacked by other flying Characters or Characters with Ranged weapons. Flight allows characters with Ranged weapons to use them over other Characters or objects on the board (except those with Gigantic Status or floor-to-ceiling objects and walls). Characters with Flight do not need to turn to use this ability. (This ability can disengage an engaged Character but invokes a Free-Strike Penalty.) See ***Movement and Attacking*** for more rules on how Flight applies in combat.

Free Strike Movement: This ability allows a Character to move into the Free Strike Zones without the Free Strike Attack penalty being made against them, and become disengaged.

Front Arch Attack: Front Arch Attack deals an Attack to 3 consecutive spaces within the front arch of the character within the melee attack range. An Attack roll is made for each character attacked. See below for an example. If the Character can make a Front Arch Attack it would be made to the consecutive spaces as shown, for three different colored Attack options. In this example, if up to three Characters occupied the spaces with the Green numbers, a separate Attack could be made to each of them in a Front Arch Attack.
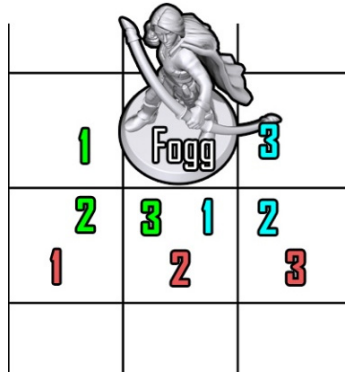
Example of the 3 different set of consecutive spaces that a Front Arch Attack can make.

Initiative: Characters with Initiative have BOTH Attack and Defense Initiative abilities. Initiative allows for an extra die to be rolled when Attacking and Defending.

 Kamikaze: Any Character with an Ability or Attack that ends with a skull-and-crossbones symbol, means the Character is considered defeated, automatically after that Ability or Attack is made.

Legacy +#: This ability gives the controlling player an extra # of points to allot to their equipped Magic Power Source or to the Character's personal magic reserve at the beginning of their turn.

 Line of Sight: A Character, or ability that makes a selection must be able to have a direct line between the forward facing base piece to the intended selection without being blocked by an object or Character. This is usually indicated by the "Eye" symbol or noted on the ability of a card when Line of Sight is necessary. The rule is, the line is drawn from the middle of the space it originates from.

 Linear Attack: A linear attack is a directional attack (a straight specific direction) made to all characters within a direct line of the given range. (ex. Energy Beam Equipment) Each Attack to Characters is made individually. See Example below.
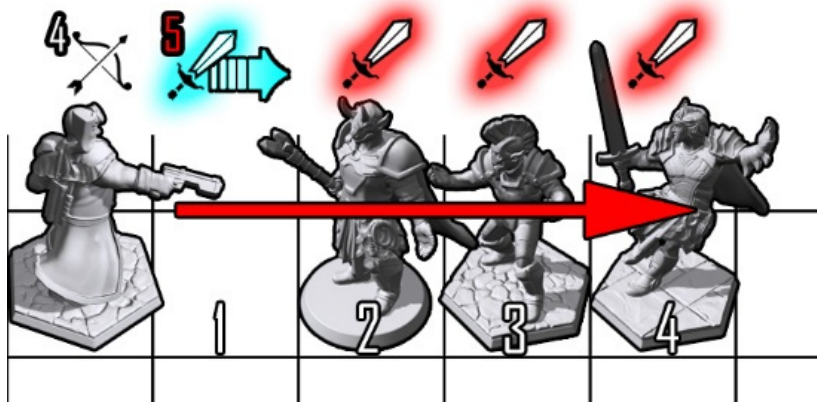
How a Linear Attack is performed. All Characters in a straight line are Attacked.

Living Characters: Living Characters are considered, Human, Alien, Bionic and Mutant Characters.

Magical Attack: This is considered a Magical Attack in status. This Attack can be Ranged if indicated on the card. (A Purple highlighted Sword is a Magical Melee Attack, the Purple highlighted staff is a spell ability.)

Magic Innate – Characters that possess Magic Innate, do not Turn to perform Magical Feats.

Martial +#: This ability gives a +# to attack rolls within Melee Range.

Mechanical, Alien or Electronic Specialist: Mechanical, Alien or Electrical Specialists allow characters to make Mechanical or Electrical feats that require a Feat Roll by turning without having to make a Feat Roll.

Minion Hub (Range #) – Characters or Tokens that are Minion Hubs can control Minions up to # spaces away. If Minions move outside this range, they become unusable. (Robot-Droids are considered 'Powered-Down') *All Generals are considered Minion Hubs.*

Morale: At the beginning of your turn (or at the time an Enhancement giving Morale is played), you may choose to activate Morale as an ability that gives Attack **OR** Defense Support to all Characters that are engaged to the same Opponent as the character with the Morale Ability. *See **Attack Support** and **Defense Support** for more information on how the Ability works.*

Movement Deprivation: Characters affected by Movement Deprivation lose half their movement score rounded up. This does not affect Flying Characters.

Multi-Shot #: Characters that perform Multi-Shot can make an additional # Ranged Attacks if the additional Attack is paid for. (This does not have to be against the same Character)

Powered Down Status/Attack: Robot-Droids that are powered down are still in game on the Play Area, but turned; though no Attacks can be made, and its Base Defense points are reduce to 0 while in this state (though it may still make a defense roll). Robot-Droids can be brought back online by making a Feat roll of 4 or greater on one Faction die for each Robot-Droid at the beginning of their controller's turn, once back online, this does bring back their Defense score back to normal. Power Down Attacks are Attacks made as normal, but apply the status instead of actually doing damage to the Robot-Droid. Robot-Droids also gain this status if they end up outside of the General's Minion Control Range. The roll to bring them back online cannot occur until the General moves back into their Minion Control Range.

Recharge +#: Character, Power Source or Equipment with Recharge Ability gains the specified # of Energy Reserve at the beginning of the controller's turn to their own personal Energy Reserve or to an Equipped Power Source.

Regenerate: This Ability grants +# to a Character's health points at the beginning of its Owner's turn.

Reload +#: A Character with Reload gains +# Ammunition back for their Ammunition Reserve at the beginning of its controller's turn.

Retreat: Characters that gain Retreat status are immediately moved by its controller the maximum amount of its movement spaces in its back arch direction.

Sneak Attack: Sneak Attacks add +2 to the Attack Roll. Sneak Attack nullifies Defense Initiative. Strike Back Ability cannot be used by a Character defending from Sneak Attack. Sneak Attack has Priority over any ability that can be played in response to the Attack. Sneak Attack cannot be used in conjunction with Back Stab.

Stasis: Characters that are put into Stasis cannot move, be Turned, Un-Turned, Attack for duration of the Stasis and the Character in stasis, if attacked, has a reduced Defense of 0 (though it may still make a defense roll). Characters in Stasis are considered disengaged.

Stealth: The Stealth Ability dictates that all Ranged Attacks on Characters that have Stealth receive a -1 for every space the Character is away from the Attacking Character.

Stealth Reveal: Stealth Reveal removes the Stealth and Invisibility ability from any Character in affected area. A Character with Stealth Reveal cannot be Sneak Attacked.

Strike Back: Strike Back allows for Character to make an immediate attack after being attacked if the ability is paid for. Strike Back cannot be used if a Sneak Attack is performed on Character.

Stun Attack: Any character that is in status of Stun becomes turned, cannot attack, perform Feats and receive a -3 to all Defensive rolls for one full round. A Stun Attack does no damage, but puts affected characters into stun status. Stun Characters are considered disengaged.

Targeting: If a Character has targeting, and it forfeits its movement for that turn, it gets a +1 to its Ranged Attack.

Weapon Specialist: Weapon Specialist get a Critical Strike with rolls of 10, 11 or 12 when equipped with a weapon. (Alternate Attacks are not considered Equipped Weapons)

Quick Reference Cards

Packaged inside the Ultra War Game Box, are 4 Quick Reference Cards (1 for each Faction) that allows the Players to quickly reference ONLY the Abilities that the corresponding Faction use. This makes for a quick portable glossary of Ability definitions available without having to bring the Instruction Manual out to read the Ability Glossary.
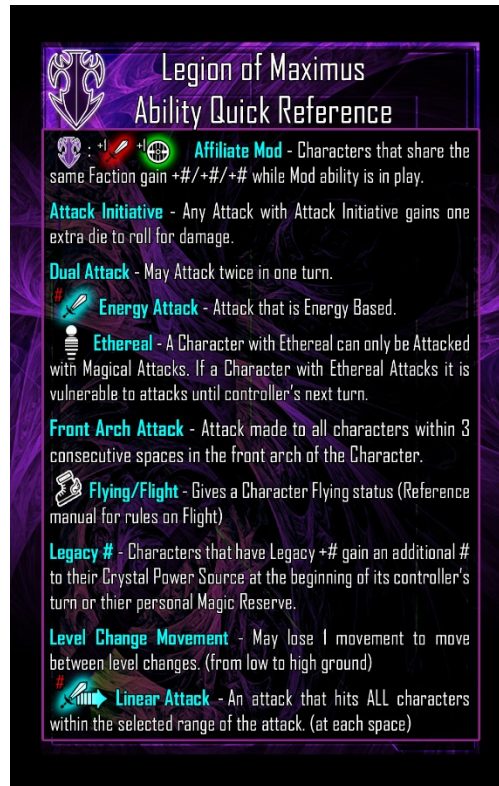
Quick Reference Card

For updated errata on all rules discussed here, visit http://www.317Games.com