

B A T ✂ L E S: Win or lose

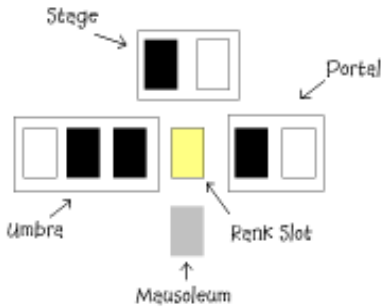
By

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B A T ✘ L E S: Win or lose

B A T ✘ L E S: WOL is a two-player game that challenges Players to use instinct and intuition to defeat their Opponent. This game can be played with just cards, pencil, dice and this booklet. Don the powers and strengths of 20 different characters and pit them against each other in an all-out slugfest of the fittest. Be the cunning Rogue, or the powerful Fire Mage. Swap blows with the Barbarian while your Thug hides, waiting for the opportunity to strike with deadly precision. Empower your party with the holy blessings of the Paladin or send your Opponent to the grave with the Necromancer. The way you play is up to you. The way you win or lose is to play.

Barbarian		D12	
ATT: 8	MP	=	Total
DEF: 3		=	
20HP	LP	×6	HP
3 ATK	AP	=	TP
30%	SP	×3	SP
Level Points			



Players duel with Mobs on a playing field. The playing field is divided into 5 sections for each Player: the Portal, the Umbra, the Stage, the Rank Slot, and the Mausoleum. As the game progresses, Mobs are moved around the playing field as indicated by their Action and/or description. At the beginning of every game, all cards are placed face-up in the Portal. The Portal is located on the right-hand side of the Player. The Umbra is located on the left-hand side of the Player. The Stage is located in front and to the center of the Player, closest to his or her Opponent. The Rank slot is where you place your Rank Card, which is located directly in

front of the Player, between the Portal and the Umbra. The Mausoleum is where you place a Mob after it has been defeated.

There is 1 of 7 positions each Mob is placed in when playing the game. These are Active, Inactive, Follow, Busy, Mobile, Stuck, and Dead.

Active: Active Mobs are in the Portal face-up where they can either Attack or use an Ability or Spell.

Inactive: Inactive Mobs are placed in the Umbra facedown after they have used their Turn Action or have been "Hacked". Inactive Mobs cannot use an Attack, Ability or Spell unless otherwise mentioned in the Mob description.

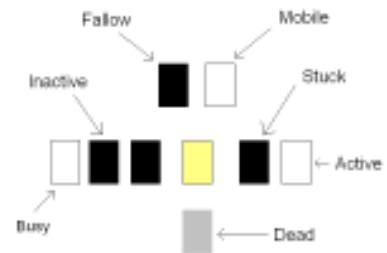
Follow: Follow Mobs are placed on the Stage facedown. This indicates when a Mob is using a Spell or Ability. Follow Mobs cannot use an Attack unless otherwise mentioned. Follow Mobs do not become Active during the End Round Action unless otherwise mentioned. Follow Mobs may be "Hacked".

Busy: Busy Mobs are placed in the Umbra face-up. This usually indicates when a Mob is using a Spell or Ability or waiting for specific instructions per the Mob description. Busy Mobs cannot use an Attack unless otherwise mentioned. Busy Mobs go Active during the End Round Action unless otherwise mentioned. Busy Mobs may be "Hacked".

Mobile: Mobile Mobs are placed on the Stage face-up. This usually indicates when a Mob is Attacking, Defending, using a Spell or Ability, or when a Spell or Ability is used against them.

Stuck: Stuck Mobs are placed in the Portal facedown and indicate when a Mob has missed their turn. When Mobs are Stuck, they cannot use their DEF and cannot Attack or use an Ability or Spell. On the End Round Action, Stuck Mobs are placed in the Umbra facedown and miss next Round.

Dead: Dead Mobs cannot Attack, Defend, use an Ability or Spell or do anything at all in the game unless they are resurrected. Once all of your Mobs are dead, you lose.



It is recommended you play only 3 to 4 Mobs per Player. To start playing, each Player must choose a Rank. Rank gives you Melee Points and allows for additional Level Points (see *Rank*). Once Rank has been determined each player will roll for Level Points (see *Level Points*). Once Level Points have been determined, each Player will fill out the template on the card. These include methods for determining Total

LP, the number of dice to roll and percentage totals for Spells, Abilities and Hit Points. During the course of the game, these numbers may change and be erased and noted both down and up. The point of the game is to get all of the Mobs' Hit Points your Opponent is playing down to 0. When a Mob dies (i.e. its Hit Points go down to 0), that card is placed in the Mausoleum. When all the Mobs on either Player's side are placed in the Player's Mausoleum, the game ends and the person with cards on the playing field wins.

The game is played with dice. Each Action may or may not have a die roll associated with it. You roll to Attack, to use Abilities, to cast Spells, to roll Damage and to determine who goes first in a Round, called Initiative. Once an Action is declared and Mobs are moved into position, you roll to determine the outcome of that Mob's action, then erase and note the information on the template side of the Battles card. During an Attack, if you roll a 1 you automatically miss and that Mob goes to the Stuck Position. Then, during the End Round Action, the Mob in the Stuck Position becomes Inactive for the next Round. If an Attacking Mob rolls a 20, it automatically hits and does double Damage. Roll once for damage and then multiply that number by 2. If the Mob is already multiplying his or her Damage, then take that multiplier and add one. To determine who goes first in a Round, each Player rolls a D6; the Player with the highest roll goes first. Ties are re-rolled until there is a definite order. This is called Initiative.

Player: The real-life person controlling all the Mobs on their side. Players are referred in this booklet as Opponents and Players.

Mob: The Character Card that a Player is using to challenge his or her Opponent.

Round: The time it takes for all Mobs on ALL sides to complete their Turns. When all Players have no more Active Mobs or their Mobs cannot use an Attack, Spell or Ability, then the End Round Action occurs. After the End Round Action, a new round starts. Each Round is separated into Turns, which all Players have.

Turn: Each Mob has only one Turn-per-round unless otherwise stated in the Mob description. Some Actions do not require a Turn Action, which may or may not allow a Player to go twice in a row. Once a Mob has had their Turn, they become Inactive unless otherwise mentioned. After a Mob becomes Inactive or it has used a Spell or Ability that uses that Mob's Turn, it is the next Player's Turn. There is no set order to which the Players must play their Mobs' Turns.

Attack: Attack is abbreviated ATT. The lower the ATT, the easier it is to hit. Attacks are declared on a Mob Turn and are executed using a die roll. Attack is a Turn Action that goes through every phase of a Turn Action. On the Action Phase the Attacker adds the DEF of the Defending Mob to the ATT of the Mob Attacking and rolls a D20 (a D20 is a 20 sided die). If the roll is *equal to* or greater than the end result, the Attacker hits and the Attacker(s) roll DMG. A "20" is always considered a hit and double damage and a "1" is always a miss and makes that Mob Stuck. The information on the Mob description takes precedence.

Defense: Defense is abbreviated DEF. This is the number that the Attacker adds to the ATT of the Attacking Mob to determine if that Player hits or not. A Mob does not use their DEF if they are Stuck or if it is explained in a Spell or Ability description. In this case, the Attacker need only roll his ATT or better. If a Mob is defending or the subject of an Ability or Spell, that Mob will become Mobile in Defense Mode, unless the Spell or Ability affects multiple Mobs. A Mob in Defense Mode cannot be the subject of another Spell or Ability as long as the current Action is being played. If an Ability or Spell indicates that it is a Defense Mode Action, the Mob using the Action cannot be subject of another Spell or Ability while the Action is being played.

Damage: Damage is abbreviated DMG. To determine how much Damage an Attacking Mob hits an Opponent Mob with, roll this die. This can be a D4, D6, D8, D10 or D12. Each D# is how many sides that die has. This game uses dice with multiple sides, not just a normal six-sided die. Each Spell or Ability usually has multiple dice associated with an equation giving you a total number of dice to roll. If there is more than one dice used, it is indicated by the number of dice first, then the type of die. E.g. 5D6, five six-sided dice; 3D4, three four-sided dice; or 4D8, four eight-sided dice. Multiple dice Damage is rolled

individually or with that many dice. The die roll is NOT multiplied, unless otherwise noted. Damage is considered to occur IMMEDIATELY after an Attack is made.

Hit Points: Once a Mob has lost all of their Hit Points, from Damage or otherwise, the card is then placed in the Mausoleum where it may either be resurrected or kept to re-use it for a later game. Hit Points are determined at the beginning of the game. Depending on how many Level Points are used, each Mob gains HP accordingly. For every LP used, that Mob gains X1 to X6 as many Total Hit Points, or THP. THP cannot go above the amount determined at the beginning of the game.

Level Points: Level Points are used to build Mob Hit Points, Abilities and Spells. Each Mob is given a certain number of Level Points, or LP, at the beginning of the game to determine how powerful that Mob is. To determine how many Level Points a Mob has, roll a D6 for each individual Mob, add 4 to the die roll and write that number in the "Level Points" box at the bottom of the card. This is the number of Level Points, a number from 5 to 10, that a Mob may use to increase their HP, Abilities and Spells. Each Mob has an LP column next to their Hit Points, Abilities and Spells. Use the number in the "Level Points" box to build each Mob by distributing those "Level Points" to the LP column. When the total of the LP column equals the total of the "Level Points" box, run the equation in each row to come up with a Total (remember, you multiply first, then you add). This Total can be a percentage, number of dice to roll, or Total LP (TLP). If both players are playing a separate Rank, the difference in Rank gives the Player with the lesser Rank additional Level Points. These Level Points are given to that Player's Mobs the same way Melee Points are distributed (see Melee Points).

Optional Rule: You don't need to roll for Level Points, both players can agree on a number of Level Points to spend for all their Mobs.

Optional Rule: You can roll all 3 or 4 D6 for the Mobs together, add that total up, then add 4 points per Mob and distribute to your Mobs any way you like. For example, if you rolled a 5, a 3 and a 1, add those up to equal 9. Then add 4 points to each die roll, or 12 points. So, $9 + 12 = 21$ points to distribute to your Mobs the way you would Melee Points with only one condition: you cannot have more than 10 points in any single Ability, Spell or Hit Points.

Melee Points: Melee Points, or MP, affect the ATT and DEF of a Mob. Melee Points either make a Mob's ATT go *down* by 1 per MP or DEF *up* per 1 MP. Melee Points are determined by Rank. You gain 1 MP per Rank. For every Rank Point on the Rank Card, the entire party gains 1 MP. This means that if you use a Page card, one of your Mobs gains 1 MP. If you have a Squire Card, either 1 Mob gets 2 MP, or 2 Mobs get 1 MP each, etc.

Rank: Rank is a card that is chosen at the beginning of the game to determine MP and LP. There are 20 Rank Cards: Page, Squire, Hero, Adept, Elite, Champion, Champion Elite, Guardian, Guardian Elite, Commander, Commander Elite, Supreme Commander, Master, Master Rank 1, Master Rank 2, Master Rank 3, Lord, demigod, lesser god, and god. In a normal game of BATTLES: WOL, Rank gives you the level of the Rank in Melee Points. So a Hero gains 3 MP; a Champion Elite gains 7 MP; etc. But, your Opponent gains the difference of both of your Rank in Level Points. So if Player 1 played a Master Rank Card and Player 2 played a Hero Rank Card, the difference would be Master (13) – Hero (3) = 10 LP for Player 2. These Level Points can be used in any way the Player with a lower Rank wants. They can give all 10 points to one Mob or split the 10 LP to all of their Mobs. The only thing they cannot do is give every Mob 10 LP each and they cannot give more than 10 LP to each individual Ability, Spell or Hit Points.

Hacked: If a Mob is Fallow or Busy, that Mob may be "Hacked" per the Spell or Ability description. A Mob is considered "Hacked" if the Mob is *Attacked and hit*, *Attacks*, affected by an Ability or Spell, Damaged in any way, or if the Player chooses to release the Mob from it's position on the playing field. A Mob cannot be "Hacked" until that Mob becomes Fallow or Busy. Therefore, if an Ability or Spell affects a Mob before that Mob has executed its Action during the Action Phase, that Mob can still roll for its Ability or Spell. If a Mob is affected during the End Phase and the Spell or Ability has already been rolled for, then that Mob is considered "Hacked". When a text refers to being "Hacked", the Mob will usually become

Inactive after being "Hacked" unless otherwise mentioned. When a Mob is "Hacked", that Mob's turn ends and any Action being played stops.

Immediate: When something is considered to occur immediately there is no time between the cause and effect. No Out-of-turn Actions can be played and no matter what, the result is predetermined with no way to alter the effects.

Automatic: Automatically requires no percentage rolls or rolls to hit. Once the damage has been rolled, treat "automatically" as IMMEDIATELY with no way to alter the effects, unless a Mob description says that it can.

Action: GO Actions, Turn Actions, Out-of-turn Actions, and End Round Actions are all Actions. All Actions should either turn a card over, switch between the Portal and the Umbra, place a Mob on the Stage or a combination of the above. All Mobs must have at least one Action per turn. There is no 'passing' a Turn Action or other Action.

GO Actions: At the beginning of each Round, one Player must say GO to declare Initiative. If a Player declares GO, that Player's Opponent may declare a GO Action or roll Initiative. A Player who says GO CANNOT roll for initiative until after their Opponent rolls. GO Actions are described in the description of the Mob. GO Actions are always at the beginning of the Round and as long as both Players have yet to say GO a GO Action can be declared. Once you have said GO, you cannot declare a GO action. During a GO Action, Mobs do not take damage, are NOT affected by Spells or Abilities and cannot use an Attack. Mobs that use Abilities or Spells during the GO Action are not affected by Fallow Abilities until after the GO Action. In other words, the only Action that can be played on a GO Action is a GO Action Spell or Ability. The *effects* of GO Action Spells and Abilities take place AFTER initiative is rolled. Also, Once initiative has been rolled, GO Actions cannot be played and the GO Action ends.

Turn Actions: Turn Actions have 5 phases to them. These are Declare Phase, Play Phase, Action Phase, Damage Phase, and End Phase. Once a Turn Action has begun, it must be finished unless the Mob using the Turn Action dies or an Out-of-turn Action prevents them from attacking or completing their Turn. If an Out-of-turn Action does not directly affect a Mob using a Turn Action, that Mob using the Turn Action can still complete their Turn.

- **Declare Phase:** To declare an Action, the Player places his or her Mob into Mobile Position, telling the other Player what that Mob is going to do and to which Mob. This can be an Attack, Ability or Spell. It is during this phase that the Player must tell his or her Opponent how many LP is going to be used for All-or-some Spells and Abilities.
- **Play Phase:** Any Fallow or Busy Spells or Abilities are then played as part of the Play Phase. Out-of-turn Actions can also be played during this phase.
- **Action Phase:** To execute an Action, the Defending Player places their Mob on the Stage face-up in Defense Mode, or the Mob being affected is placed in Mobile Position. Once a Defending Player has placed their Mob into Mobile Position, the Offending Player rolls for his or her Action. For Spells and Abilities that affect more than one Mob, those Mobs do not need to go into Mobile Position.
- **Damage Phase:** Damage is dealt after an Action is executed, no Out-of-turn Action can be played at this point unless it is an anytime Action. This Phase may be skipped depending on the Action of the Mob.
- **End Phase:** As long as a player has not returned their card to the Portal or the Umbra, they can perform Out-of-turn Actions or other Actions per the Spell or Ability description. Once the Mobs have been returned that Player's Turn ends.

Out-of-turn Action: An Action that does not require a Mob to act in Turn. There are two types of Out-of-turn Actions: Anytime and Predetermined. Fallow or Busy Abilities and Spells do not affect a Mob using an Out-of-turn Action. Other Out-of-turn Actions have situational modifiers. See the Mob description for details regarding this Action.

Anytime Actions: Anytime Actions occur at any time during *ANY* Player's Turn. If a Spell or Ability says that it can be used anytime, it means that you can play that Out-of-turn Action anytime, rather than on the Play Phase or End Phase only. The only condition is that you cannot play that Ability or Spell when something happens IMMEDIATELY and if a Spell or Ability says that you cannot play Out-of-turn Action during its effect. Also, Anytime Actions cannot be played on a Mob in Defense Mode or using a Defense Mode Action.

Predetermined Actions: Predetermined Out-of-turn Actions can be played during the Play Phase and End Phase of a Turn Action on your Opponent's Turn and when you would normally play a Turn Action on your Turn. Certain Predetermined Actions can only be played on certain conditions: if a Mob becomes damaged, if a Mob becomes Mobile, etc.

End Round Actions: When either Player cannot move any more cards around the playing field, all Spells, Abilities or Attacks have been made and no further Actions can be made, that signifies the End Round Action. Stuck Mobs become Inactive and Mobs in the Umbra are placed in the Active Position unless otherwise mentioned in the Mob's description.

Abilities and Spells: There are several methods for using Spells and Abilities. The most common are: Percentage, Quip down, Quip up, All or none, All or some, Permanent, Passive. Each Spell or Ability uses LP. All Abilities and Spells use a small equation to determine Total LP and Total Percentage, Total DMG and Healing HP. When a Mob has a percentage to cast a Spell or use an Ability and the LP used for that percentage is also used in a separate equation for that same Ability or Spell, the sum of that equation will always be at least "1". Also, when both players have only 1 Mob each on the playing field and those cards are either Fallow or Busy and cannot be used, both Mobs become Inactive.

Percentage: This is a Percentage given in the Mobs description as a Percentage that can be used with any Ability or Spell that has a Percentage equation. It is usually used as a Percentage that you need to roll *equal to or below* in order to accomplish. This means that to use that Ability or Spell, you must roll equal to or below that percentage. The person casting the Spell or using the Ability will always roll for the effect. When a Spell or Ability affects the LP of a percentage equation, the LP used to determine the result is what is added to or subtracted from. The Total Percentage is not used to determine how much LP has been used, but the Total Percentage may be affected by the amount of LP affected.

Quip down: Quip Down uses one process, which is Quip Total, or QT. When you start out a Mob with a certain number of QT and it is quipped down, that Ability or Spell decreases QT by 1 every time it is used. Therefore, if you start out with 8 QT in a Spell and you use it, you must erase those 8 points and write down 7. The next time you use that Spell, you can use 7 points. Each time that Spell or Ability is used, it goes down 1. It's that simple.

Quip up: Quip Up has two processes to it. These are Quip Total, or QT, and Total Quip, or TQ. Like Quip Down, Quip Up uses QT to keep track of the amount of LP that is increased. **QT is the number that changes after you use it or during an Action.** TQ works exactly like Total LP, except TQ doesn't change and cannot go above it's maximum. For example, a Warrior puts 3 LP into BONUS DAMAGE, making the TQ (3+3) or 6. This number doesn't change. The first Round, the Warrior has 1 QT, hits and does +1 DMG to his or her Opponent. The next Round, the Warrior uses Quip Up on the GO Action, making QT 2. The next Round after that, the Warrior gets 3 QT. On and on until the Warrior has a Maximum of 6 QT.

All-or-none: The Mob must use all Total LP or none at all. The Total LP can be decreased or increased with other Abilities or Spells, depending on other friendly or enemy Mobs and/or Mob descriptions. All-or-none is only in effect when used, any modifiers simply add or subtract to the Total LP of the Mob. This means that if the Mob using All-or-none uses it once, and an Ability or Spell increases the Total LP back up from 0, the Mob can now use All-or-none of the increased amount.

All-or-some: The Player has the option to use All-or-some of the Mobs Total LP. Once All-or-some of the Total LP has been used, it is gone. Other Abilities or Spells may be used to decrease or increase Total LP. This means that Total LP can go above it's original amount, but never below 0.

Permanent: The effect lasts for the rest of the game with only game-play mechanics changing the result. Permanent effects are simply permanent changes made to the Mob template.

Passive: This effect is always on, which is used in conjunction with other Actions. It is assumed to be in effect even if there is no Action associated with it.

Ability and Spell Icons: All Abilities and Spells have an Icon on them to show when and how those Abilities or Spells are used. These are Fallow, Busy, Passive, GO, Turn, Out-of-turn, Anytime and Defense Mode Action (DMA). Some Mobs have more than one Icon on them to show when and how that Ability or Spell is used. The first icon is always *when* it is used, the second icon is *how* it is used. There are exceptions, though; refer to the text description for details regarding this notation.

- Fallow: (F) Indicates Abilities or Spells that are used round after round in the Fallow Position until "Hacked".
- Busy: (B) Indicates Abilities or Spells that are being used for this Round only in the Busy Position. Busy Mobs may be "Hacked".
- Passive: (P) Indicates Abilities or Spells that are used with other Actions depending on the description. Passive Actions may also be quipped on the GO Action.
- GO: (G) Indicates Abilities or Spells that are used on the GO Action. GO Abilities or Spells may be made Fallow or Busy.
- Turn: (T) Indicates Abilities or Spells that are used during a Turn Action. Turn Actions cannot be used on the GO Action.
- Out-of-turn: (O) Indicates Abilities or Spells that are used during the Play Phase, End Phase or on the Turn of the Player playing the Out-of-turn Action.
- Anytime: (A) Indicates Abilities or Spells that can be used at anytime. Cannot be played on Mobs in Defense Mode or Mobs using a Defense Mode Action.
- DMA: (D) Indicates Abilities or Spells that are considered Defense Mode Actions.

Note: *HP LP and TQ LP are still considered LP, but they cannot be manipulated or changed in any way, unless Abilities or Spells indicate that they can be. It is not indicated on the template, rather it is implied if LP is used for HP or TQ, it is considered HP LP and TQ LP.*

Mobs

Warrior: **ATT: 8** **DEF: 5** **DMG: D10** **HP X 5**

ABSORBTION: (P)

ABILITY

The Warrior's Armor is stronger, absorbing DMG. Total ABSORBTION is quipped down with an initial QT of (3+LP). The only time that ABSORBTION is quipped is when the Warrior takes Damage. This means that every time the Warrior is damaged from a single source, the Warrior subtracts ABSORBTION QT from the amount of Damage inflicted and then ABSORBTION is quipped down IMMEDIATELY after taking damage. ABSORBTION can go above its original amount but cannot go below 0. Does not affect DEF and is still in effect if the Warrior is stuck.

BONUS DAMAGE: (P)

ABILITY

BONUS DAMAGE adds QT to the Damage inflicted on an enemy Mob by the Warrior. BONUS DAMAGE is quipped up, up to a maximum TQ of (3+LP). Once BONUS DAMAGE is quipped up to its maximum, it stays there. BONUS DAMAGE goes up every GO Action, starting with "1" QT the first Rounds' GO Action. BONUS DAMAGE cannot go above its maximum. BONUS DAMAGE can never go below 0.

Barbarian: **ATT: 8** **DEF: 3** **DMG: D12** **HP X 6**

BERSERK: (T)

ABILITY

BERSERK allows the Barbarian to hit more than once a Turn up to a maximum of (3+LP) Total LP. The Barbarian goes BESERK multiple times against ONE Opponent Mob. BERSERK is All-or-some, with each additional attack costing 1 LP. BERSERK can be modified more than its original amount. The Barbarian will always have at least 1 Attack. BERSERK is a Turn Action used in conjunction with an Attack, repeating the Action and Damage Phase over and over for as many times as Total LP has been used, making it impossible to use Out-of-turn Actions after the first Attack. Out-of-turn Actions can be played as part of the first Attack only. If the Barbarian rolls a "1", the rest of the Attacks are compromised. The Barbarian still uses those attacks, though, as if he or she had rolled them all.

HOWL: (G) (B)

ABILITY

HOWL fills ALL the Player's Mobs on the Player's side with battle lust. If the Barbarian rolls (50+5*LP)% during the GO Action only, the Barbarian becomes Busy. While the Barbarian is in this position, allies Attacking do double Damage. The Barbarian can still Attack the same Round HOWL is used, but the HOWL ends AFTER the Barbarian's first Attack. If the Barbarian goes Berserk, the HOWL is only in effect the FIRST ATT roll. HOWL ends after the Barbarian's first Attack for that Round or when the Barbarian is "Hacked".

Paladin: **ATT: 7** **DEF: 4** **DMG: D10** **HP X 5**

HOLY LIGHT: (T)

SPELL

The Paladin ministers ALL party members healing (3+LP) D8 for every Mob. The die roll is rolled once and that amount is applied to all party members. HOLY LIGHT is All-or-none and is considered a Turn Action. Modifiers can increase HOLY LIGHT above its original amount.

AID: (O) (D)

ABILITY

This storage of LP can be used to AID a friendly Mob. Paladins start with (3+LP) Total LP of AID energy. AID is considered an Out-of-turn Action, which doesn't use the Paladin's Turn. The Paladin can use AID if he is Inactive, but not while Mobile or Stuck. AID is used when an Action is declared, before the dice has been rolled or LP has been used. AID can add to LP, TLP and QT. AID cannot add to THP, MP, HP LP, TQ or TQ LP. AID is All-or-some. AID energy is permanent; once applied it can be used for the rest of the game. AID CANNOT be used on the same Paladin that used it. AID is a Defense Mode Action.

Ranger: **ATT: 8** **DEF: 4** **DMG: D8** **HP X 4**

COUNTER: (O) (D)

ABILITY

COUNTER occurs when the Ranger is Attacked and *hit*. The Ranger can COUNTER an Attack (50+5*LP)% as an Out-of-turn Action during the End Phase and only when an ATT roll has been made. The Ranger still needs to roll to hit to COUNTER an Attack. COUNTER happens IMMEDIATELY after damage has been dealt and is considered a Defense Mode Action.

CALLED SHOT: (T)**ABILITY**

CALLED SHOT can only be declared when the Ranger Attacks. The Ranger can only declare a CALLED SHOT during the declare phase. The Ranger has a $(35+5*LP)\%$ chance of successfully using CALLED SHOT. If the CALLED SHOT roll is successful, roll to Attack and if that Attack hits, the Ranger will strike down his Opponent for X3 damage. If the roll is unsuccessful, the Ranger becomes Inactive and cannot Attack that Round.

Cavalier:**ATT: 7****DEF: 3****DMG: D10****HP X 5****VIGILANTE: (A) (D)****ABILITY**

The Cavalier throws himself in front of an ally, taking the damage the ally would have taken up to the total amount of VIGILANTE LP. This Ability is an Out-of-turn Action that can be done anytime a friendly Mob is damaged and does not cause the Cavalier to use his Turn. VIGILANTE is a Defense Mode Action. The Cavalier defends up to $(LP*5)$ Total LP of the damage inflicted upon the friendly Mob. If the amount of damage exceeds the total VIGILANTE LP, the original target takes the difference in damage. The Total LP of VIGILANTE is permanent, meaning that VIGILANTE LP does not decrease when used, but the Cavalier takes the Damage as if he or she was the target. The Cavalier CAN use VIGILANTE in any position on the playing field except the Stuck Position. The Cavalier CANNOT use VIGILANTE on himself.

CHARGE: (G)**ABILITY**

The Cavalier calls to arms himself and up to $(2+LP)$ allies to CHARGE into battle, winning initiative and allowing all allies to Attack before any Opponent Mobs can have their turn. Place all charging Mobs in the Mobile Position. Then, after each attack, place each Mob in the Umbra face down. The only thing that the Cavalier and his allies can do is Attack; they cannot use Abilities or Spells what so ever, even if that Spell or Ability is an extension of an Attack. But, Fallow or Busy Abilities and/or Spells will work on both the charging party members and their Opponent Mobs. All allies and the Cavalier become Mobile upon CHARGING and are each individually affected by Fallow or Busy Spells and Abilities *before any attack can be made*. CHARGE is All-or-some, which means that once the Total LP of CHARGE is used, it is gone and no more CHARGES can be made. If there is an Opponent with a Cavalier and he also charges, both parties must roll Initiative.

Thief:**ATT: 13****DEF: 2****DMG: D6****HP X 2****STEAL: (T)****ABILITY**

The Thief can STEAL LP, TLP and QT. The Thief cannot STEAL THP, HP LP, MP, TQ or TQ LP. STEAL is quipped up, starting with 1 QT the first GO Action, with a maximum of $(3+LP)$ TQ. QT increases the chance to STEAL by $(50+5*QT)\%$ every GO Action, but if the roll misses, the STEAL QT goes down to "0" until the next GO Action. The Thief cannot STEAL more than the Opponent Mob has LP, TLP or QT. STEAL is a Turn Action, but the Thief puts stolen LP into the DIVVY LP IMMEDIATELY. The Thief CANNOT steal from more than one Mob at a time.

DIVVY: (O)**ABILITY**

The Thief puts stolen LP into DIVVY LP IMMEDIATELY upon stealing. He or she can then use that LP to DIVVY with other party members. DIVVY can add to LP, TLP and QT. DIVVY cannot add to THP, MP, HP LP, TQ or TQ LP. DIVVY begins with a total of LP to DIVVY with party members. DIVVY is an Out-of-turn Action and is All-or-none. DIVVY can be used with multiple party members per Turn, distributing the entire DIVVY LP to any number of allies. Remember that the total is distributed and is not considered DIVVY LP *per* Mob. The Thief cannot DIVVY to himself more than his maximum TQ.

Thug:**ATT: 9****DEF: 1****DMG: D6****HP X 2****HIDE: (T) (B)****ABILITY**

HIDE makes the Thug harder to hit with an Attack and is impossible to hit with Spells or Abilities that don't require an ATT roll. The Thug has a $(50+5*LP)\%$ chance to HIDE. HIDE is a Turn Action that causes the Thug to be placed in the Busy Position. If the Thug is "Hacked" while in this position, the Thug becomes Inactive. The Thug cannot Attack or BACKSTAB while Busy. On the End Round Action, the Thug becomes Fallow for the next Round until the Thug is "Hacked" or BACKSTABS an Opponent Mob. The Thug receives a bonus of +4 to his DEF while hidden.

BACKSTAB: (T) (F)**ABILITY**

The Thug using HIDE can BACKSTAB an Opponent, doing $(3+LP)$ times normal damage with a knife. BACKSTAB is All-or-some, adding a multiplier to 2X damage every LP spent. So for 3X damage, 1 LP is

Fire Mage: **ATT: 12** **DEF: 1** **DMG: D4** **HP X 2**

FIREBOLT: (T)

SPELL

The Fire Mage is the Master of making things go BOOM. The Fire Mage blasts an enemy with a FIREBOLT, doing (3+LP) D6 Damage. FIREBOLT uses All-or-some of the Fire Mage's Total LP. The FIREBOLT needs no role to hit; it hits AUTOMATICALLY.

MAGIC MISSILE: (T) (O)

SPELL

The MAGIC MISSILE quiips down and is considered both an Out-of-turn anytime action and a Turn Action. If it is used as an Out-of-turn action, only 1 QT can be used for Damage, but it still quiips down 1. If it is used as a Turn action, all QT for MAGIC MISSILE can be used, but still quiips down 1. A MAGIC MISSILE can do (2+LP) D4 Damage and hits AUTOMATICALLY.

Ice Mage: **ATT: 12** **DEF: 1** **DMG: D4** **HP X 1**

ICE BOLT: (T)

SPELL

ICEBOLT does (2+LP) D6 Ice Damage as an All-or-some Spell. ICEBOLT forms on the fingertips of the Ice Mage and freezes the Opponent Mob, making them miss the next Round, sending them to the Stuck Position. An ATT roll still needs to be made, but the DEF of the Opponent Mob is negated if the Ice Mage uses ICE BOLT. If the ATT roll fails, no Damage is taken because the ICE BOLT misses and the ICE BOLT is still used up.

FREEZE: (T)

SPELL

An Opponent Mob misses next Round if (30+5*LP)% is rolled. FREEZE is a Turn Action that makes an Opponent Mob Stuck. The Ice Mage cannot freeze an already Stuck Mob.

Air Mage: **ATT: 12** **DEF: 1** **DMG: D4** **HP X 1**

FLY: (O)

SPELL

If the Air Mage rolls (50+5*LP)%, he flies. The Air Mage becomes Busy the Turn that the Air Mage flies. Once the Air Mage has flown, he or she can cast AIR BOLT and hit automatically. FLY is an Out-of-turn Action, but the Air Mage requires that the current Turn end before he can cast AIR BOLT. So an Air Mage cannot both FLY and cast AIR BOLT the same Turn. FLY makes the Air Mage impervious to ATT rolls, but Spell Casters can still cast Spells against the Air Mage if that Spell doesn't require an ATT roll. If a Spell or Ability that doesn't require an ATT roll affects the Air Mage, the Air Mage falls to the ground and takes LP D4 Damage, making him Inactive. Flying doesn't last forever, a flying Air Mage must become Active during the End Round Action, landing on the ground.

AIR BOLT: (T)

SPELL

The AIR BOLT is a Turn Action and does (3+LP) D8 Damage. If the Air Mage is on the ground, the Air Mage has to roll to hit, negating the DEF of their opponent. But if the Air Mage is in the Air, the Air Mage hits AUTOMATICALLY. AIR BOLT is All-or-some.

Earth Mage: **ATT: 11** **DEF: 2** **DMG: D4** **HP X 2**

EARTHQUAKE: (T)

SPELL

EARTHQUAKE causes a huge EARTHQUAKE, moving ALL Active Mobs to become Inactive and ALL Inactive Mobs to become Active. This is done to both Player's sides. It can be done LP times. EARTHQUAKE does not affect Fallow, Busy, Mobile, and Stuck Mobs. This is a Turn Action and doesn't affect the Earth Mage, making the Earth Mage to go to the Umbra facedown after the EARTHQUAKE stops.

METEOR SHOWER: (G) (F)

SPELL

During the GO Action the Earth Mage can decide to cast a METEOR SHOWER. The Earth Mage becomes Fallow when he decides to cast METEOR SHOWER. If the Earth Mage fails his METEOR SHOWER roll, he becomes Inactive. METEOR SHOWER is considered the Earth Mage's Turn, meaning he cannot use an Attack or another Spell that same Round. Any time ANY Mob, on either Player's side, plays a Turn Action while the Earth Mage is Fallow, they have a (30+5*LP)% chance of being hit with a METEOR during the Play Phase only. The METEOR does LP D6 Damage. Once the Earth Mage is "Hacked", the METEOR SHOWER stops and the Earth Mage goes to the Umbra facedown, ending his Turn. METEOR SHOWER does not take effect until after the GO Action.

Mystic: **ATT: 12** **DEF: 2** **DMG: D4** **HP X2**

LIGHT: (T) (F)**SPELL**

In order to cast LIGHT, the Mystic must roll $(30+5*LP)\%$ on that Player's Turn. Once LIGHT is cast, the Mystic becomes Fallow. As long as the Mystic remains Fallow, every ally heals $(LP*2)$ HP every Play Phase during that Mobs Turn. If the Mystic is "Hacked", the LIGHT is released and the Mystic then becomes Inactive ending their Turn. The Mystic may remain Fallow for as long as he or she likes.

SHADOWS: (T) (B)**SPELL**

Instead of becoming Fallow, like LIGHT, the Mystic becomes Busy if the Mystic rolls $(30+5*LP)\%$. Using SHADOWS requires the use of the Mystic's Turn. Every time an Opponent Mob uses their Turn Action, that Mob has the option of either becoming Inactive IMMEDIATELY, or taking $(LP*2)$ Damage. Once the Mystic is "Hacked", the Mystic comes out of SHADOWS and becomes Inactive. On the End Round Action, the Mystic using SHADOWS stops using SHADOWS and becomes Active.

Shaman:**ATT: 12****DEF: 2****DMG: D4****HP X 1****PEACE PIPE: (T) (F)****SPELL**

PEACE PIPE is little pipe the Shaman plays. When the PEACE PIPE is played, an Opponent's Mob cannot become Fallow and Fallow Opponents become Inactive, ending their Turn. The Shaman rolls $(40+5*LP)\%$ as a Turn Action, but that doesn't prevent the Shaman from dancing the same Round. If that roll succeeds, the Shaman becomes Fallow and can then DANCE. If the Shaman is "Hacked", the Shaman becomes Inactive and cannot play the pipe again until the next Round.

DANCE: (O)**SPELL**

While the PEACE PIPE is being played, The Shaman can do a little DANCE, making it hard for Opponents to think. Played as an Out-of-turn Action, the Shaman can make an Opponent Mob fumble an Attack, Spell or Ability $(40+5*LP)\%$ every time an Opponent Mob becomes Mobile, but not in if that Mob is in Defense Mode. When an Opponent Mob becomes Mobile, DANCE negates their Action as if it were used, making them Inactive or go back to where they came from. DANCE can only be used if the Shaman is playing the PEACE PIPE. DANCE cannot be played after Damage has been dealt.

Theurgist:**ATT: 11****DEF: 1****DMG: D4****HP X 1****RETRIBUTION: (T) (B)****SPELL**

RETRIBUTION deals damage to the Opponent Mob dealing damage. For every Hit Point an ally suffers, RETRIBUTION deals the same damage to the offender, as long as the Theurgist remains Busy. For Spells and Abilities that damage more than one foe, the damage is NOT totaled. The amount of Hit Points rolled for is the amount of damage that RETRIBUTION affects. If damage is inflicted as an Out-of-turn Action, RETRIBUTION is assumed to occur IMMEDIATELY after damage is dealt. Fallow and Busy Spells and Abilities that deal damage on the play phase are not affected by RETRIBUTION. Roll $(40+5*LP)\%$ to see if the Theurgist becomes Busy on the Theurgist's Turn only. If the Theurgist is "Hacked", the Theurgist becomes Inactive and the RETRIBUTION ends, but not before dealing RETRIBUTION damage one last time, if the Theurgist is damaged. Also, if the Theurgist dies in the process of using RETRIBUTION, RETRIBUTION still counts.

PROTECTION: (T) (F)**SPELL**

On the Theurgists' Turn, roll $(40+5*LP)\%$ to become Fallow. While the Theurgist remains Fallow, ALL friendly Mobs, including the Theurgist, gain +LP to their DEF. Since this is not natural armor, the +LP is still in effect when DEF is normally negated. If the Theurgist is "Hacked", the Theurgist becomes Inactive, ending the Theurgists' Turn.

Necromancer:**ATT: 13****DEF: 0****DMG: D4****HP X 1****SUMMON DEAD: (T)****SPELL**

The Necromancer uses SUMMON DEAD to bring an ally in the Mausoleum back to fight for the Necromancer. The summoned Mob cannot use any of its previous Abilities or Spells and comes back from the dead with $(LP*5)$ HP. All of the original attributes remain in tact, such as ATT and DEF. The Necromancer can bring a Mob back from the dead multiple times with a chance equal to $(35+5*LP)\%$ on the Necromancer's Turn only. The Summoned Mob acts as a bodyguard to the Necromancer. If the Necromancer is attacked, only if an ATT roll is made, the undead Mob has a $(35+5*LP)\%$ chance of getting hit instead. This means that the Necromancer would not be hit at all that Turn and the Summoned Mob would be hit instead. If the

Necromancer dies while a Mob has been summoned, the summoned Mob dies also. SUMMON DEAD is a Turn Action and the Mob summoned is Inactive the Turn it was summoned.

DISINTEGRATION: (T)

SPELL

DISSINTEGRATION scourges all Opponent Mobs for (3+LP) D4 damage. DISSINTEGRATION is All-or-some and is considered the Necromancer's Turn.

Cleric:

ATT: 10

DEF: 3

DMG: D8

HP X 3

RAISE DEAD: (T)

SPELL

The body of the dead Mob is resurrected with a chance of (40+5*LP)% to RAISE DEAD. This is a Turn Action and if the Mob fails to resurrect, it is sacrificed to the gods and cannot be resurrected for the remainder of the game. The Mob is resurrected to 20 HP, but Spells and Abilities remain the same as when they died. The resurrected Mob returns to the playing field Inactive and is considered alive, so if the Cleric dies, the resurrected Mob still goes on.

HEAL: (T)

SPELL

The Cleric may HEAL one party member a total of (3+LP) D8. HEAL is All-or-some and is considered a Turn Action. The Cleric may HEAL only one party member per Turn.

Druid:

ATT: 11

DEF: 2

DMG: D6

HPX2

WALL OF THORNS: (G) (F)

SPELL

The Druid uses the forces of nature to erect a WALL OF THORNS. The Druid becomes Fallow if he or she rolls (35+5*LP)%. While in this position, if the Opponent Mob Attacks, he or she has a (30+5*LP)% the Attack didn't go through. If the Attack did not go through, the Opponent Mob Attacking takes (LP*2) Damage. Spells still do damage and affect Opponents in the description of that spell, but if an ATT roll is required to hit, it has a chance it won't go through. If the Attack did not go through, the Opponent Mob CANNOT roll to Attack. If the Druid is "Hacked", the WALL OF THORNS goes down. Mobs Attacking the Druid still need to get past the WALL OF THORNS to hit the Druid.

SUMMON WOLF: (T) (B)

SPELL

Roll (35+5*LP)% to SUMMON WOLF. Place the Druid in the Busy Position to show there is a WOLF. Every time a friendly Mob uses ATT and hits the Opponent Mob the WOLF has a (30+5*LP)% chance to bite the Opponent Mob for LP D4 damage. Any time an ATT roll is made from an ally, be it a Turn Action Attack or an Attack from a Spell, the WOLF has a chance to hit. No ATT roll is needed to see if the WOLF hits. The WOLF goes away during the End Round Action when the Druid becomes Active for next Round. The WOLF disappears if the Druid is "Hacked".

Note from the Author:

This game was made for your enjoyment. You will find many different combinations, strategies and tactics to employ in this game. The game has been play tested only as far as some of the combinations would allow us time to test it. This is a BETA. There are no guarantees or fail-safe ways of playing. A note on Rank: because Rank uses cards that have yet to be created, I suggest using a regular deck of playing cards and if that's not possible just write down the Rank on a sheet of paper and cut it to make it the size of the cards. Rank was originally intended as an experience point progression where the more you played, the higher the Rank you would be. However, because Rank cannot be regulated, you may use any Rank you see fit. If you want to roll for Rank, roll a d20, but, just to warn you, the difference in Rank greatly changes game-play techniques. I suggest assigning Rank on a per game basis. However you use Rank is up to you. I ask that you do not make any changes to the original file if you play this game. I realize that there are going to be in-house rules that Players playing this game will have. Please, keep those rules in-house and do not change the original. If you have comments or ideas, please e-mail me at ThineOffering@aol.com. You can also get a hold of me through the snail-mail:

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Thank you for playing BATTLES: WOL