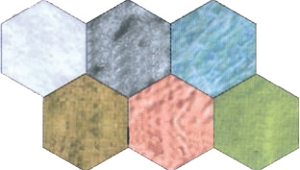
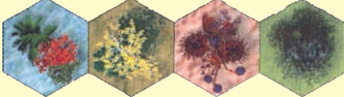
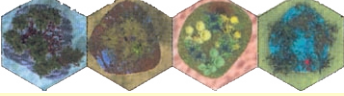


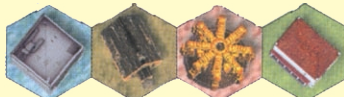
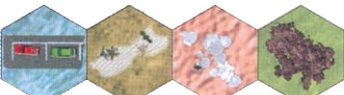

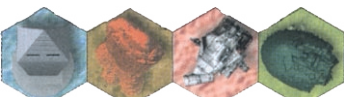


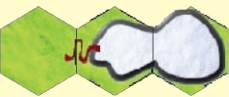



Duel of Ages – Terrain Effects

Terrain Type

Movement Cost

Ranged Weapon Effects

Clear		1	—
Woods		2	-1 Hit penalty for each hex along LOS excluding firer's hex.
Swamp		3	-1 Hit penalty for each hex along LOS excluding firer's hex.
Water		2	—
Deep Water		Prohibited	—
Building		3	Blocks LOS beyond but not into. Grenades may be thrown over with -1 to Hit penalty along LOS (similar to woods).
Rough		2	-1 Hit penalty if target in hex.
Fire		Prohibited	-1 Hit penalty for each hex along LOS excluding firer's hex.
Obstacle		Prohibited	Blocks LOS.
Dome		Entry prohibited. Exit is mandatory.	Blocks LOS. Characters cannot see into or through Domes. Characters in Domes cannot see out. Grenades may be thrown over with -1 to Hit penalty along LOS (similar to woods).
Tower		1 Must stop upon entry.	Blocks LOS. Characters cannot see into or through Towers. Characters in Towers cannot see out.
Mesa		Treat as other terrain in hex. Cannot move across Cliff except at Slope. +1 Move cost to move up.	Blocks LOS like Obstacle. A character on Mesa looking down to ground has LOS blocked by: • Obstacles, Caverns, and other Mesa spaces • Buildings, Domes and Towers in the space immediately in front of the target space. Terrain on ground level never blocks LOS between two Mesa spaces. Woods, Swamp, and Fire incur -1 Hit penalty only if immediately in front of the lower character.
Tunnel		1 to move along, or transition between surface and tunnel regardless of other terrain.	LOS blocked between surface and tunnel even in an entrance hex. LOS unblocked within a tunnel along straight segments.

Success Levels

- FP** (FOPP) 4+ more than number, or natural 12*.
FL (Fail) 1-3 more than number.
SQ (Squeak) Same as number.
PS (Pass) 1-3 less than number.
AZ (Amaze) 4+ less than number, or natural 2.

* The weapon is lost on a Hit roll of 12.

Hit: Success on SQUEAK+

- Damage:** **FP** No damage
FL Damage - 2
SQ Damage - 1
PS Damage
AZ Damage + 1

	7	8	9	10	11	12
	6	7	8	9	10	11
	5	6	7	8	9	10
	4	5	6	7	8	9
	3	4	5	6	7	8
	2	3	4	5	6	7

Lith's Favor

After all chars. have arrived, team with 2+ fewer chars. gains **Lith's Favor**. Count henchmen but not imprisoned chars. Team gets +1 on challenges (or -1 card) in **Lith Alliance** and **Lith Strategica**.

Lith Alliance

- FP, FL** No effect.
SQ+ Move position.

Tower of Ages not usable until position reaches Goodwill.
 Alliance: New character. Draw 1 card. Draw 1 Vault card.

Royal Tournament

+1 on challenges for Ancient character.

- FP, FL** No effect.
SQ Remove enemy marker.
PS If enemy has marker, remove it. If not, place own marker.
AZ Remove enemy marker and place own marker.

If win all contests, new character. Draw 1 card. Draw 1 Vault

Mercenary Camp

+1 on challenges for Modern character.

- FP, FL** No effect.
SQ+ Move position.
 Only one team can pass The Deal.
 Merc #1: Henchman, draw 2 cards.
 Merc #2: Henchman, draw 3 cards.

Ruins of Cany XII

+1 on challenges for Future character.

- FP, FL** No effect.
SQ+ Move position.
 Outpost: 2 cards, 2 Vault cards.
 Dead City: 3 cards, 3 Vault cards.
 Planetary Intellect: New character, 3 cards, 3 Vault cards.

Field of Honor

- +1 Hit for Colonial character.
 +1 Hit for Colonial character and Colonial Weapon
 Opponent defeated: Survivor banished.
 Opponent backs down: Banished. Victor may stay or be dismissed.
 Honorable Option: Allow first shot. Opponent cannot win duel unless Honorable duelist backs down.
 Dishonorable Option: Take two free shots. If defeat foe, banished. If not, lose cards, banished, opponent wins, healed fully and dismissed.
 If win three and other not won by opponent, new character. Draw 1 card and 1 Vault card.

Sequence of Play

- Free Action
 Fire
 Move
 Opportunity Fire
 Melee
 Adventure
 Reinforce

- Melee **H** - Honorable
 Damage **H** - Decent
 Aim **H** - Dishonorable
 Point **R** - Respected
 Throw **R** - Common
 React **R** - Disrespected
 Stealth
 Armor
 Strength
 Wits

Age Modifier

Weapon: +1 Hit if char. is the same Age as weapon he is using and the space he is on. Does not apply to natural melee or ranged attacks.
Challenge: +1 if char. is the same Age as challenge.

Team Bases

+1 Hit if character is in own Team Base.
 -1 Hit if character is in enemy Team Base.

Raid Enemy's Vault

- FP** Imprisoned.
FL No effect.
SQ Take 1 card.
PS Take 2 cards.
AZ Take 6 cards.

Attack Enemy's HQ

- FP** Imprisoned.
FL No effect.
SQ No effect.
PS Enemy -2 Hit until end of your next turn.
AZ Enemy -2 Hit until end of your next turn. HQ destroyed. Gain 1VP. Enemy can't move the Jump Pad.

Raid Enemy's Prison

- FP** Imprisoned.
FL No effect.
SQ You are dismissed OR one prisoner banished and you are imprisoned.
PS One prisoner banished.
AZ All prisoners banished.

Interrogation Prisoner

- FP** You reveal all cards.
FL No effect.
SQ Prisoner reveals cards.
PS Take 1 card from prisoner.
AZ Take all cards from prisoner.

Towers

- Tower of Ages**
FP Imprisoned.
FL No effect.
SQ Same age heal 1.
PS Same age draw 1 card.
AZ Allies same age heal 1, draw 1 card. Draw 2 Vault cards.

Tower of Desperation

- FP** Imprisoned.
FL Suffer 2 damage.
SQ Suffer 1 damage.
PS No harm.
AZ No harm.

Great Vortex

- FP** Lose all cards. Suffer 1 damage.
FL No effect.
SQ Heal 1 Health.
PS Heal 2 Health.
AZ Heal 4 Health

Tower of Havoc

- FP** Lose all cards.
FL No effect.
SQ Enemy switches cards. Enemy chooses. If only 1 character, enemy loses all cards.
PS Enemy switches cards. You choose giver.
AZ Enemy switches cards. You choose both.

Tower of Knowledge

- FP** Reveal all cards.
FL No effect.
SQ Enemy reveal 1 card.
PS Enemy reveal 2 cards.
AZ Enemy reveal 4 cards.

Tower of Maneuver

- FP** Enemy moves you to any empty Dome.
FL No effect.
SQ Dismiss ally.
PS Dismiss ally or banish enemy.
AZ Dismiss ally or banish enemy.