

STATES



HASTE (POSITIVE)

This Effect improves a Character's reaction time, allowing it to recover an extra Action Point during the Upkeep Phase when counters are removed. If the unit has a Special Ability with Upkeep active, the controlling player can choose to remove a Haste counter to pay the ability's Upkeep instead of recovering an Action Point.



SHIELD (POSITIVE)

Shield provides the Character the following advantages:

- An Armour attribute of 4 points
- Adds 2 Armour points to Characters that already have Armour.

So, a Character that already has Armour 3 would increase its Armour to 5, whereas if its natural Armour was 1, it would use 4 for its value.



PROTECTION (POSITIVE)

Protection greatly increases a Character's Resistance, adding 4 to the original Attribute. This means that a Character with Resistance 10 has it raised to 14 while Protection is in effect.



HEALING (POSITIVE)

This effect floods the Character with vital energy, causing it to recover 3 Life points when the Healing counter is removed during Upkeep phase.



POISON (NEGATIVE)

A unit affected by this State loses 1 Life point for every Action Point it spends. This means a Character that makes a conventional Attack will suffer 2 Damage points, three if Charging... This Damage is suffered after the action is made, so the action will take place although the Damage eliminates the Character afterwards.



BLIND (NEGATIVE)

The Character cannot see its surroundings. As a consequence, it suffers a penalty of -3 to its Attack attribute and cannot do the Action Seek.



DOOM (NEGATIVE)

Doom is a critical State: the Character's life is hanging by a thread. When a player removes a Doom counter during the Upkeep phase, he rolls a die: If the result is 7 or more, the Character loses all Life points immediately and is removed from play.



SLOW (NEGATIVE)

This State slows a Character's Ability to take actions, so it recovers one less Action Point during the Recovery Phase than it would otherwise.



SEAL (NEGATIVE)

A Seal is a supernatural effect that temporarily nullifies all of a Character's supernatural powers. Thus, a Character that suffers this State is unable to use any Special Abilities and will lose all advantages that its innate Abilities provide. Seal doesn't affect Equipment Cards, but it does affect advantages provided by Power Cards.



PARALYZED (NEGATIVE)

A Character in a Paralyzed State is completely immobilized and cannot take any sort of Action during the Turn. The Character is able to maintain any ability with Upkeep that was active before being paralyzed.



BERSERKER (MIXED)

A Character affected by this State is subject to an uncontrollable rage that causes it to blindly attack an enemy in range. A unit in a Berserker State receives a +1 bonus to its Attack and Damage attributes, but its rage forces it to attack at all times and impedes it from doing anything that isn't an offensive Action. In game terms, this means that while a Character is Berserker it can only use the Charge and Attack Actions. If a Character can use Special Attacks or Charges, they can be used instead of the conventional one. When moving, a Berserker Character can only choose to Charge towards the closest enemy unit, even if it is out of range. If the Character does not have enough Actions to Charge and it isn't engaged in Hand-to-Hand Combat, it will do nothing in the turn.