EX ERADICUS CHEAT SHEET

BATTLE SETUP

1. Decide Composition
2. Set Up Battlefield
3. Add Complications
4. Determine Objectives
5. Deploy Units

COMPOSITION

Team Size	Hero XP	Tough	Normal	Easy	
Small	750	938	750	563	375
Medium	1000	1250	1000	750	500
Powerful	1500	1875	1500	1125	750
Huge	2000	2500	2000	1500	1000
Veteran	3000	3650	3000	2250	1500
Any	N	1.25N	1N	3/4N	1/2N

DEPLOYMENT

Each player (including enemies) rolls 1d12 and places their models as close to the number as possible. Heroes use the black circles and enemies use the white ones. Perimeter models can be placed up to 3" away from the map boundary.

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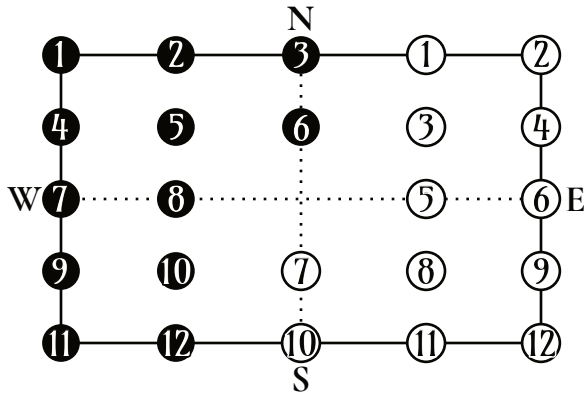
CORE MECHANIC

1. Count up all dice for the roll
2. Roll the dice
3. Take the highest
4. Compare with Target or Opposed Roll Attacker wins ties

VICTORY POINTS

Count at the end of each round all models within 3" of each objective. Highest number takes control. Controller gains 1 VP per objective.
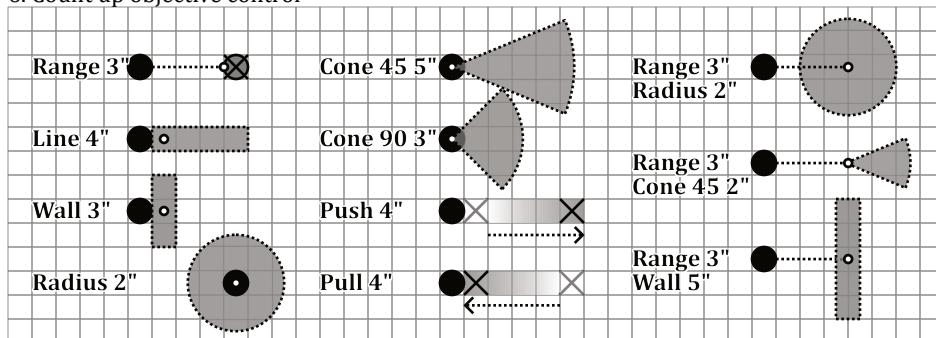
ROUNDS & TURNS

1. Beginning of Round effects
2. Roll Initiative
3. Each turn, player activates all controlled models
4. Repeat turns for waiting models
5. End of Round effects
6. Count up objective control

INITIATIVE

- Each player rolls 1d20 each round.
- Divide the enemy up among players. Each enemy also rolls 1d20.
- Reroll ties.

ACTIVATIONS

- Each activated model gets 2 actions
- Actions can be any combination
- Models can wait one action to be activated again later (step 4)

Range 3"
Cone 45 5"
Range 3"
Radius 2"

Line 4"
Cone 90 3"
Range 3"
Cone 45 2"

Wall 3"
Push 4"

Radius 2"
Pull 4"
Range 3"
Wall 5"

ACTIONS

- Move
- Disengage
- Hover
- Attack/Utility
- Shake Off Effects
- Charge Up
- Take Cover
- Neutralize Hazard
- Pick Up Item
- Wait

NON-ACTIONS

- Reaction
- Drop an Item
- Flanking
- Opportunity Attack

ENGAGED

Any model within 1" of an enemy model. Weapon range does not matter.

DISENGAGE

Move away from models within 1". Move 1/2 normal, min 1".

HOVER

If Flying, remain in the air at a height of Fly Speed.

REACTION

Use any power that has a trigger. Only once per model per round.

ATTACK/UTILITY

Pick item/power. Pick attack skill from item/power. Attacker rolls that skill, defender rolls matching defense.

FLANKING

Model is flanked if enemies can draw a line between the centers of their bases and the line crosses the enemy's base, and at least 1 of the enemies is in melee. Flankers get +1d6 to hit.

OPPORTUNITY ATT.

Triggered when a model moves within 1" of an enemy not engaged in melee. Also triggered when a model moves out of melee without Disengaging. Only once per round. Ride, Fly, & Teleport are immune.

SHAKE OFF EFFECTS

Roll 1d6 for each debuff on the model. On 4+, remove it. Can target other models.

CHARGE UP

Add 1d6 to the next attack this model makes.

TAKE COVER

Add 1d6 to the next defense this model makes.

DROP AN ITEM

Place item within 1" on your turn at any time. Happens on death.

NEUTRALIZE HAZ.

Remove a single hazard token within 1" of the model.

UNIT ATTACKS

FAST

Attacks: Single roll.
Hits: #in range X #in area
Damage: Roll once, multiply by hits, sum

MIDDLE (DEFAULT)

Attacks: Single roll.
Hits: #in range X #in area
Damage: Roll for each, sum

STABLE

Attacks: Roll for each model
Hits: #attack success X #in area
Damage: Roll for each, sum

UNIT HEALTH

- Units track ONE model's health at a time.
- Damage piles through each model.

WALLS

Any vertical obstruction higher than 1", can be climbed for 1" move per 1" height. Models get +1d8 defense on attacks that cross the wall. Cannot stop on walls.

OBSTACLES

Any vertical obstruction lower than 1". Models get +1d4 on any attack that crosses the obstacle. Costs double movement to cross.

HAZARDS

Spikes, fire, acid, etc. Damage between 1d4 - 1d12, determined at setup. Any model that crosses the hazard takes damage, max once per turn.

MOVEMENT TYPES

- Walk: No special rules. Falling 3"+ deals 1d6 damage. Takes damage from Hazards.
- Ride: No Opportunity Attacks.
- Climb: Ignore vertical distance when moving. Can stop on walls. No fall.
- Phase: Ignore vertical distance when moving. Ignore obstacle move penalty. Can split movement around another action. No fall.
- Teleport: Ignore vertical distance when moving. No Opportunity Attacks. Ignore obstacle move penalty. No fall. Ignore Hazards.
- Fly: Ignore vertical distance when moving. No Opportunity Attacks. Ignore obstacle move penalty. Can use the Hover action. No fall. Ignore Hazards. Does not need to disengage.

BATTLE OBJECTIVES

1. Area Denial: Place 4 objective tokens in setup, 6" apart and 3" from the edge. Whoever scores the most objective points after 3 rounds wins the game. If there's a tie, play until the tie is resolved.

2. Invasion: Place 4 objective tokens in setup 6" apart and 3" from the edge. If the heroes have control 2 or more objectives by the end of round 3, they win.

3. Assassination: After models are placed, randomly select a single enemy model. The heroes win if that model dies. If that model is still alive at the end of round 3, the enemy wins. Enemy models within 6" of the assassination target will try to protect it from harm.

4. Heist: Place three treasure tokens within 3" of enemy models. If the heroes have control of 2 of the tokens by the end of round 3, they win. These tokens act as [items](#actions).

5. Deathmatch: The last force standing wins.

6. Tactical Retreat: All sides roll off with 1d20. The lowest must retreat across the side of the board they are furthest from. If half or more of their force makes it off the board in this way, they win. Otherwise, they lose. If the enemy forces are retreating, roll 1d6 for each unit each turn. On a roll of 3-6, the unit's top priority is to pursue the objective and flee.

7. First Blood: The side that deals damage first wins immediately.

8. Extermination: All enemy models must be destroyed before the end of turn 3. If the heroes fail to do so, they lose the battle.

9. Last Stand: All hero models must be alive at the end of turn 3. If any hero model dies, the heroes lose.

10. The Relic: Place an objective token in the middle of the battlefield. At the end of turn 3, whoever has the most victory points for controlling it wins the battle. It can be picked up and moved like an item. If one side moves it entirely off the edge of the battlefield, then that side wins.

11. Siege: Before the battle begins, the heroes move 2 pieces each of terrain to form a defensible area, then place their models in that area. If any enemy models are inside that area, move them outside. The battle then begins as normal. If there are any enemy models inside the defensive area at the end of turn 3, the heroes lose. If there are not, and at least one hero is inside the defensive area, the heroes win.

12. Line of Battle: This skirmish takes place in the context of a larger battle, raging on either side of the map. The heroes' objective is to push to the furthest side. If half or more of the hero models get within 6" of the target side, they win. If half or more of the enemy models get within 6" of the heroes' side, they win and the heroes lose. If either side loses more than half of their models, they lose immediately and the other side wins.

13. Waves: Divide the enemies into one group for each round of combat, and remove all but the first group. Deploy a new group to a new position at the beginning of each turn. If one or more heroes survive until the end of round 3, they win.

14. Vultures' Descent: Place 5 Provisions objective tokens within 6" of the center of the battlefield, at least 2" apart. At the end of turn 3, if the heroes control 3 or more Provisions, then they win.

15. Protection: Select or randomly pick a single hero model. If that model is alive at the end of turn 3, the heroes win. Otherwise they lose.

16. Capture the Flag: Place a Hero Base objective token within 1" of a hero model. Place an Enemy Base objective token within 1" of an enemy model. Place a Hero Flag item token on the Hero Base and an Enemy Flag item token on the Enemy Base. The first side to move their own flag and the opponent's flag to within 3" of their own base wins.

ARCHETYPES

- Assassin
  - Retreat if threatened
  - Use strongest attack
  - Spend all actions on mixed attack
  - Attack highest xp, highest health on ties
  - Move into max range
  - Charge up or buff if no attack is viable
- Brute
  - Attack highest health: 1-4: use most powerful attack, 5-6: use alternate attack
  - Move into range
- Caster
  - Retreat if threatened
  - Use complications or special rules
  - Attack greatest number of enemies with AOE
  - Attack with long range
  - Support allies with powers or removing debuffs
  - Debuff enemies
  - Move into max range
- General
  - Play Objective
  - Attack: 1-4: target highest health, 5-6: target lowest health
  - Use complications or special rules
  - Support nearby units if available
  - Move into melee
- Guard
  - Move to nearest objective
  - Take Defensive Position
  - Debuff, slow, or block enemies
  - Attack closest
- Kamikaze
  - Move toward concentration of heroes
  - Use Kamikaze power or item when in range
- Mastermind
  - Disengage if outnumbered
  - Play objective
  - Use complications or special rules
  - Attack: 1-3: target lowest health, 4-6: target closest
  - Move into max range
- Medic
  - Use healing powers
  - Use buffing powers
  - Move toward damaged or threatened allies
  - Move to cover near allies
  - Retreat if threatened
  - Attack lowest health
- Minion
  - Attack closest, gang up
  - Attack next closest if first is blocked
  - Move between enemy and objective if no attacks are valid
  - Move into range

- Quarry
  - Move into cover
  - Move away from adversaries
  - Use evasive powers
  - Use defensive powers
  - Attack if cornered
- Scout
  - Move into cover
  - Play Objective
  - Use complications or special rules
  - Retreat if threatened
  - Attack closest from range
  - Debuff enemies
  - Buff longer range casters' attacks
- Skirmisher
  - Disengage when outnumbered
  - Move to flank enemies
  - Move into max range
  - Attack closest
- Support
  - Use buffing powers
  - Heal closest ally
  - Use complications or special rules
  - Remove nearby hazards
  - Attack closest
  - Debuff enemies
  - Move towards closest ally
  - Move: 1-4: towards strongest ally, 5-6: weakest ally

BATTLE COMPLICATIONS

1. Flaming Field: Place 3d6 1" fire hazard tokens at chokepoints on the map. Each token deals 1d6 damage.

2. Acid Pits: Roll 3d6. Place that many acid hazard tokens on the map. They must be 2" apart and no closer than 3" to the edge. The acid spreads, causing these tokens affect an additional 1" around them on on the same level and below. Each acid token deals 1d4 damage.

3. Ethereal Walls: Place 2d6 wall tokens 3" apart and from the edge. Extend each of these tokens 1d10 in a random direction. Models that fly, phase, or teleport cannot move through these walls, but other models can. The walls block line of sight for all attacks. Any model that stops with its base touching the wall takes 1d10 damage.

4. Soul Wells: Place 1d6 Soul Well tokens on the battlefield. They cannot be any closer than 6" to each other and no closer than 3" to the edge of the battlefield. Whenever a model stops within 1" of a font, remove that font and heal the model 1d12.

5. Summoning Foci: Prepare 4 other models and set them aside. Place 2 summoning circles on the battlefield, 6" apart and 3" from the edge. The first time any model moves onto that summoning circle, remove it and roll 1d4 to randomly select one of the set aside models. That model joins the battle on the side of the one who summoned it. Place it anywhere within 3 inches of the summoning model.

6. Treasure: Roll 1d8 and place that many treasure tokens on the battlefield. They cannot be any closer than 6" to each other and no closer than 3" to the edge of the battlefield. The battle objective is now worth 3 victory points, while each piece of treasure is worth 2. Treasure tokens are picked up and moved as [Items](#actions). The force with the highest victory points at the end of the game wins.

7. Mimics: As with Treasure, but each piece of treasure is worth 3 victory points, but has a 50% chance to be a mimic when a model attempts to pick it up. If it is, replace it with a neutral aggressive mimic model on its own initiative and turn. Mimics are not objective tokens and do not grant victory points.

8. Winds of Acheron: At the beginning of each turn, roll a die to determine the direction of the wind. Then move all models without a wall between them and the wind direction 1" in the direction of the wind.

9. Flamesleet: At the end of every activation, if the model is not adjacent to a wall or underneath an overhang, it takes damage from the rain of magma. If it's next to an obstacle, it takes 1d4 damage. If it's not, it takes 1d8.

10. Bloodfog: Whenever a model takes damage, double the damage. At the end of each activation, the activated model heals 1d6. Attacks and powers cannot target models further away than 5".

11. Grasping Terrain: After any model moves, roll 1d4. It then moves in the direction of the d4, starting from forward and going clockwise in perpendicular directions. It moves 1d6 inches in that direction. If it runs into a model, it stops. If it runs into an obstacle, it is moved past the obstacle. If it runs into a wall, it is moved to the top of the wall.

12. Wild Beasts: Roll 1d3 and select that many beast models. Place these beasts anywhere on the battlefield. They enter play as neutral aggressive models with a side and turn of their own.

13. Toroid Map: Moving off the edge of the map returns the model to the opposite side of the map, the same distance from perpendicular edges as when it left.

14. Live Clay: Any model can spend an action to move itself and an objective, obstacle, wall, or hazard 1" in any direction. If the object is larger than 2" on a side, it rotates in the direction pushed instead of the entire object moving.

15. Ashstorm: Attacks and powers cannot target models further away than 3".

16. Torrent of Raging Souls: At the beginning of each turn, roll 1d6. 1 is Power Attack, 2 is Speed Attack, 3 is Magic Attack, 4 is Power Defense, 5 is Speed Defense, and 6 is Magic Defense. For that turn, all matching rolls matching get +1d12 and takes 1 damage.

17. Torpor Haze: Whenever a model takes damage, half the damage. Whenever a model activates, it takes 1 damage. Attacks and powers cannot target models further away than 5".

18. Abhorrent Plague: At the beginning of the battle, randomly select 1 model on the battlefield. It becomes infected as the initial carrier. Whenever an infected model is closer than 1" to another model, the other model is infected as well. On each activation, infected models take 1d10 damage.

19. Death Engine: Roll 1d4 and determine an edge of the map. Roll 1d6 to determine a distance from the first edge. Roll 1d8 to determine a distance from the edge to the left. At this point, place a Death Engine token. Whenever a model comes within 1" of the Death Engine, it can choose to either retain control of it like an objective token, or use it as an action. If it attempts to use it, number all the models on the field. Roll 1d20. Remove that number of randomly determined models from the battlefield. Reroll any duplicates.

20. Betrayal: At the beginning of turn 2, roll a d20 for every model on the field. The model with the lowest roll betrays its own and turns to the other side. Its original side cannot attack it until it performs either a power or an attack action. It is now on a different side from the heroes and enemies.

21. Hellthorn Field: All Speed Attacks get +1d8 to hit.

22. Field of Rage: All Power Attacks get +1d8 damage.

23. Sparks of Mana: All Magic Attacks and Powers have their range doubled. If a Magic Attack or Power has no range, it gains range 2".

24. Forest of Swords: Select 5 different items and find appropriate tokens for each. Place each token on the battlefield, separated from each other and the edge by 6". Whenever a model moves onto that token, they can spend an action to pick up the item. If they do, they gain access to that item for the duration of the battle.

25. Enemy Reinforcements: Set aside extra enemy models or units totaling 25% of the enemy's XP budget. Roll for a random deployment position. At the beginning of turn 2, there's a 50% chance they appear at that deployment. If not, they appear at the beginning of turn 3.

26. Hero Reinforcements: Set aside extra hero models or units totaling 25% of the heroes' XP budget. Roll for a random deployment position. At the beginning of turn 2, there's a 50% chance they appear at that deployment. If not, they appear at the beginning of turn 3.

27. Ammo Caches: Place 1d6 Ammo Cache tokens on the field, 6" from each other. Any model that stops within 1" immediately refreshes all limited-use actions. Then remove the Cache.

28. Burning Brimstone: Being adjacent to any obstruction or wall is considered a 1d4 damage hazard.

29. Abstract Metaphysical Plane: All powers gain 5 range and can target any model regardless of line of sight. All models can move through walls and obstacles as though they were not there, but must stop on a surface as normal.

30. Power Crystals: Take a set of 6 polyhedral dice from d4 to d20. Place them on the battlefield 6" apart and 3" from the edge. Each time a model moves within 1" of one of these power crystal tokens, they take it off the board and can use it for rolling any attack or defense. Once it's used, it is expended.