

DUAL FATES VERSION 3.0

CORE RULEBOOK

Welcome to Dual Fates

Welcome to Dual Fates, a fast-paced tabletop skirmish game where powerful Summoner's battle for control of magical objectives known as the Pillars of Fate.

Inside the Vortex, warriors, monsters, pirates, undead, mages, machines, and legendary heroes fight for power while their Summoners pull reinforcements into battle through magical Summoning Totems.

Dual Fates is designed to be:

- easy to learn
- fast to play
- tactical
- cinematic

Even though the rules are simple, every decision matters. Good positioning, smart timing, teamwork, and careful Fate Token management can completely change the outcome of a battle.

The goal of the game is simple:

control the Pillars of Fate and earn more Victory Points than your opponent before the game ends.

The Golden Rule, ALWAYS FOLLOW!!!!

Sometimes a unit sheet may contain rules that are different from the core rulebook or conflict with the rulebook. If a unit sheet and the rulebook ever disagree, the unit sheet always wins, always!

This allows special characters, monsters, and unique units to bend the normal rules in exciting and cinematic ways.

What You Need To Play

To play Dual Fates, each player will need:

- Miniatures, your team
- 2 six-sided dice, called Fate
- Fate Tokens
- a Summoning Totem
- unit sheets
- terrain
- 5 Pillars of Fate markers

Dual Fates is played on a 2-foot by 2-foot gaming area called, The Vortex.

The Vortex represents a magical war zone where powerful factions battle for control of unstable magical energy in the form of pillars.

The Factions of Dual Fates

Dual Fates is set in the world of Ashura, the setting for Super Chibi Quest miniature line and is filled with many powerful factions. Each faction has its own fighting style, lore, strengths, weaknesses, and battlefield strategy.

Dual Fates current factions are:

- The Undead Court
- The Warfang Clan
- The Mage Guild
- The Dwarven Forge
- The Sea-Spring Pirates
- The Shadowspire Elves
- The Dichu
- The Wayward Coin

More factions are planned for the future to expand on the already large faction base as well as Sub factions of each main faction.

Some factions rely on speed and aggression. Others use powerful magic, advanced technology, stealth, teamwork, or overwhelming numbers.

Every faction is designed to feel different both in gameplay and story. Find the right faction for you.

Before you play:

Building Your Team

Before the game begins, each player builds a team using 8 Summoning Points.

Every unit in the game has a Summoning Point value. Stronger characters usually cost more points, while smaller companions and support units cost less.

Even though your team is built using 8 Summoning Points only 5 Summoning Points worth of units may normally be active inside the Vortex at one time.

This is one of the most important parts of Dual Fates.

Unlike many tabletop games, your entire team does not begin on the battlefield. Instead, players have the ability to summon reinforcements into the Vortex throughout the game.

This creates an ever-changing battlefield where players must carefully decide:

- when to deploy units
- which units to protect
- which units to keep in reserve
- how to respond to the enemy

Every team must also include 1 Summoning Totem.

Summoning Totems are free and do not cost Summoning Points towards your team building but may have restrictions so keep that in mind.

Summoning Totems act as magical anchors that allow units to enter the battlefield safely as well as provide special bonuses or effects to the team while they are in the vortex.

Full Faction Teams & Mixed Teams

Players may choose to build either a Full Faction Team,

or

a Mixed Team.

A Full Faction Team contains only units from the same faction or sub-faction, a branch of the main faction. These teams fight with stronger coordination and better battlefield unity.

A Mixed Team includes units from **The Wayward Coin**.

The Wayward Coin are mercenaries, bounty hunters, wanderers, and adventurers willing to work with other factions.

However, mixed forces do not fight with the same level of coordination as a pure faction force.

Because of this:

- Full Faction Teams begin the game with 3 Fate Tokens.
 - Mixed Teams begin the game with 2 Fate Tokens.
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Fate Tokens

Fate Tokens are one of the most important mechanics in Dual Fates.

Fate Tokens represent magical energy, momentum, teamwork, battlefield advantage and tactical opportunity.

Throughout the game, units can and will generate Fate Tokens and the player can spend them to use stronger abilities on any unit.

All Fate Tokens are placed into the team's Fate Pool.

The entire team shares this pool, meaning any unit allowed to spend Fate Tokens may use them.

Some abilities generate Fate Tokens when successful. Other abilities spend Fate Tokens to unleash stronger attacks, healing powers, reactions, support abilities, or Ultimate abilities.

Managing Fate Tokens properly is one of the biggest parts of mastering Dual Fates.

Players must constantly decide:

- when to save Fate Tokens
- when to spend them
- which units need them most

A well-timed Fate Token ability can completely change the battle.

Building The Vortex

Terrain is extremely important in Dual Fates. The battlefield should contain plenty of terrain because terrain creates cover, chokepoints, hiding spots, movement lanes, and tactical positioning.

Players should work together to build a battlefield that feels exciting and interesting to fight across.

Examples of terrain include:

- ruins
- forests
- bridges
- magical structures
- rock formations
- barricades
- towers

A Vortex with good terrain creates better tactical gameplay and makes every match feel unique. There is no limit to how much terrain you can have in the vortex so have fun with it and be creative.

Before your game begins both players need to decide on what terrain to use and set the terrain up accordingly in the vortex.

Placing The Pillars of Fate

Standard games of Dual Fates use 5 Pillars of Fate that are placed across the vortex.

The Pillars are the main objectives players fight over during the game and change ever round.

To set up the Pillars:

- place 1 Pillar in the center of the battlefield
- divide the battlefield into four equal sections
- place 1 Pillar in the center of each section

Each Pillar is numbered 1 through 5. The numbers themselves do not matter for placement only for game objectives. Players are encouraged to move the numbered Pillars between games and rotate battlefield layouts as well as change terrain placement. This helps keep battles fresh and unpredictable.

GAME ON!

Starting The Game

After you have what you need and the vortex is set its time to start the game, both players roll their Fate. The player with the higher roll gets to choose their Deployment Zone.

The opposing player must then deploy in the directly opposite Deployment Zone.

The Deployment Zones extend 4 inches from the Vortex edge along one full side.

After Deployment Zones are chosen, both players place their Summoning Totem anywhere inside their Deployment Zone up to 4 inches in.

Once both Summoning Totems are placed, players begin deploying their forces into the Vortex.

Players alternate deploying 1 unit at a time until all desired units are deployed starting with the player who lost deployment.

Since each player builds an 8 Summoning Point team but may only have 5 Summoning Points active in the Vortex at one time, players must decide:

- which units to deploy first
- which units to keep in reserve
- how to respond to the opponent's deployment choices

A player may choose to deploy:

- aggressive units early
- defensive units near objectives
- support units safely behind terrain
- reserve units later to counter the opponent

Understanding The Vortex

The Vortex is the active battlefield where units fight, move, and contest objectives.

Units that are not currently inside the Vortex are called Reserve Units.

Reserve Units:

- cannot activate
- cannot attack
- cannot be targeted
- cannot score objectives
- cannot generate Fate Tokens

During the game, players may summon Reserve Units into the battlefield as reinforcements as other unit are destroyed or incapacitated in the vortex.

Reserve units creates constant battlefield pressure and allows players to recover from losses, reinforce weak positions, and fight over important objectives. It's important to choose who you play first and who you want to leave in reserve because those reserves cannot come in until the ones currently in the vortex are removed. If you have no reserves left then you cannot summon during the summoning phase.

Summoning Totems role

Every team **MUST** include a Summoning Totem.

Summoning Totems act as magical anchors that allow units to enter the battlefield safely as well as provide special bonuses or effects to the team while they are in the vortex. Summoning totems are crucial for every team.

Unless specifically stated otherwise:

- Summoning Totems cannot be targeted
- Summoning Totems cannot be destroyed

Some future scenarios or special abilities may change how Totem's work.

Round Structure

Dual Fates is played over 10 rounds.

At the end of Round 10 the player with the most Victory Points wins the game.

Every round follows the same structure:

1. Start of Round Phase
2. Pillars of Fate Phase
3. Summoning Phase
4. Initiative Phase
5. Activation Phase
6. End of Round Phase
7. Scoring Phase

Learning the round structure is important because it controls the flow of the entire game.

Start of Round Phase

During this phase: ability stats effect's or and special abilities from summoning totems come into play. Also any expired effects are removed from play.

- Any ongoing effects resolve
- Start of Round abilities activate
- expired effects are removed

This reset the battlefield before the next round begins.

Pillars of Fate Phase

At the beginning of every round, players roll Fate to determine which Pillars they are attempting to capture. The Pillars of Fate are the objectives of the game. It is up to the player to capture their pillar while at the same time keep their opponent from capturing there's. Every round the players objective change, they will have to capture new Pillars each round. This creates constantly changing objectives and forces players to adapt their strategies throughout the battle.

Players roll their fate (2d6) If neither die shows a 6 the rolled numbers represent the Pillars the player wants to control.

If either die shows a 6 the player gains a Secret Mission.

A Secret Mission allows the player to secretly choose any Pillar on the battlefield.

The player does not need to reveal which Pillar they selected.

At the end of the round, if the player controls a Pillar, any Pillar, that Pillar may become their Secret Mission objective.

This allows players to bluff, deceive opponents, and adapt their strategy during the round depending on how the battle changes.

Secret Missions create exciting mind games because opponents never fully know which objective their enemy is trying to secure.

If the player rolls doubles, the rolled number becomes the only Pillar the player may score that round, however, that Pillar awards double points

Double rolls create high-risk, high-reward situations where players must decide whether to commit heavily to a single objective.

Summoning Phase

During the Summoning Phase, players may summon reinforcements into the battlefield from their reserve units.

If a player has fewer than 5 Summoning Points active in the Vortex they may summon up to 1 Summoning Point worth of units.

However, players are never forced to summon. If they do not summon the points stack and you can summon larger units but never more than one unit in this phase.

Sometimes a player may intentionally wait before summoning new units.

For example:

- a player may be waiting for stronger units to fall in battle before deploying reinforcements
- a player may want to save room inside the Vortex for a powerful Character unit, i.e.: if the character they want to summon is more than one point.
- a player may wish to react to the opponent's future positioning first

This creates another important layer of strategy and resource management.

Summoned units must be placed within 4 inches of a friendly Summoning Totem just like the standard summoning during the start of the game unless the summoning totem says otherwise.

Once summoned, units may activate normally during that same round.

This keeps the battlefield constantly changing and prevents players from losing the game too quickly after suffering heavy losses.

Initiative Phase

Both players roll Fate (2d6). The player with the higher roll wins Initiative and can chose to go first or pass to the opponent.

Initiative:

The player with Initiative activates first during the round. If both players tie, they reroll.

Winning Initiative can be extremely important because activating first may allow a player to secure objectives, attack key targets, reposition units and interrupt enemy plans.

Players may also decide to pass the initiative to their opponent for their own tactical reasons if they wish.

Activation Phase

Starting with the player who has Initiative, Players alternate activating units until all units have activated.

A player may activate 1 unit at a time regardless of their summing point value.

This is for units that are more expensive or that are Riders and or mounted units as they are more expensive so they act as one. However, you do not get to activate both characters if they are mounted unless stated otherwise. The rider activates when their mount is activated unless stated otherwise. For example, Grog is mounted on Timber. When Grog activates and mounted you either activate Timbe or Grog but not both. If you activate Timber and move, since Grog is mounted he goes with Timber. Grog can not use an ability unless stated otherwise when Timber is activated. Exception to this rule would be if Grog activated and used his free action to dismount then timber can be activated freely at that point. If the rider activates and moves, they use the speed value of the mount and any special rules for the mount for movement.

Riders are more complex than standard units and therefor you must read their unit sheet carefully. Always remember the **GOLDEN RULE!**

The alternating activation system keeps both players involved throughout the entire game and prevents long waiting turns.

Actions & Activations

When a unit activates, it has three actions that it may perform, Movement, Ability, and Free Action. These may be performed in any order with some exceptions.

This flexibility allows players to move before attacking, attack before moving, reposition during activation.

Good timing and positioning are extremely important in the vortex.

Ability

An **Ability** is an action, attack, technique, spell, or other effect listed in a unit's Ability section.

Abilities count toward the normal number of Abilities available to that unit type.

Abilities may have an **Ability Type**, Fate Token cost, range, target, damage type, or other requirements as described by the individual Ability.

Unless specifically stated otherwise, an Ability must be actively used by the unit and follows the normal rules for Actions, Free Actions, Interrupts, and other applicable Ability Types.

Special Rule

A **Special Rule** is a rule unique to a unit that modifies how that unit functions.

Special Rules **do not count toward a unit's normal Ability limit**.

Special Rules may be passive, conditional, or modify another rule or mechanic. A Special Rule is always in effect whenever its requirements are met unless the rule specifically states otherwise.

Special Rules may also create exceptions to the normal Core Rules.

When a Special Rule conflicts with a Core Rule, follow the game's normal **Golden Rule**: the specific rule on the unit takes priority.

Universal Rule

A **Universal Rule** is a standardized rule shared by multiple units.

Universal Rules **do not count toward a unit's normal Ability limit.**

Instead of repeating the complete rule on every unit sheet, a unit may list the name of a Universal Rule that it possesses. That unit follows the complete definition of that rule found in the appropriate **Universal Rules** section.

Universal Rules may be shared across the entire game, a faction, a sub-faction, or a particular group of units.

A unit only possesses a Universal Rule if its unit sheet or another rule specifically grants it.

Character Ability Structure

Character units not only follow an ability structure but are rare. Meaning you can only have one of that character on your team. Your opponent may have those characters as well but you can only have one.

All Characters possess abilities that at least have, 1 standard ability, 1 ability costing 1 Fate Token, 1 ability costing 3 Fate Tokens, 1 Ultimate ability costing 5 Fate Tokens. Some characters may have less but it is rare or due to a shared ability.

Ultimate abilities are designed to feel dramatic, cinematic, and powerful turning the tide of battle very quickly.

Companion units are usually simpler and often possess, 1 standard ability, 1 Fate Token ability. You can have as many companion units in your team that you have points for, they are not rare.

Monsters are legendary units and may possess many more abilities. Just like a character, they are rare and you can only have one.

All units may or may not possess special ability's that do not require activation and are always available. Make sure to read the units codex entry for these abilities.

Some units may share a special universal ability sheet, if they do these are all shared by that race, unit or faction. Look in the codex for these special ability sheets.

Companion Units

Some Characters are accompanied by Companions.

Companions are smaller support units, creatures, constructs, or followers that fight alongside their leader or by themselves. They can be summoned skeleton, mage familiars and other things. Just know that not all companions are summoned.

All models inside a Companion unit must:

- move together
- attack together
- maintain unit coherency

unless another rule says otherwise.

Some Companions may begin the game normally as a unit for example the Bone Boyz, others are created through abilities or summoning effects.

Companions created through abilities may not begin the game deployed unless specifically stated otherwise.

Movement

Movement is one of the most important parts of Dual Fates. Good positioning often matters more than raw damage. Units may move up to their Speed value during activation.

Movement may be:

- before attacking
- after attacking
- split during activation

A unit may split its movement before and after its Action as long as it is not locked in melee combat.

This gives players strong tactical flexibility and allows units to reposition, strike from cover, retreat, pressure objectives and support allies.

Movement and positioning are often the key difference between victory and defeat, use it wisely.

Running

Sometimes units need to move quickly across the battlefield.

A unit may choose to run.

When Running roll Fate and add the higher die to movement.

Running also grants:

- +2 Defense
- +2 Dodge

until the unit's next activation.

However, Running comes with a cost.

Units that Run:

- may not perform Actions
- may not perform Free Actions

Running is best used for reaching objectives, escaping danger, repositioning and aggressive battlefield pressure.

Melee Combat & Engagement

Melee combat occurs when units enter 1/2-inch range between each other.

Melee range is measured from the edge of the base instead of base-to-base contact.

This rule exists because many miniatures have large weapons, dynamic poses, or scenic bases.

Once units become engaged in melee combat, they are locked in combat for the rest of that round.

Engaged units may not move away unless another rule allows it.

At the beginning of the following round units may freely leave melee combat.

This makes melee combat aggressive while still allowing tactical repositioning.

Terrain Rules

Terrain plays a huge role in Dual Fates because it changes how units move, fight, and survive.

Good use of terrain can completely change the outcome of a battle. Terrain is broken down into these categories. Hard, Impassable and clear

Difficult Terrain costs double movement.

Examples include:

- rubble
- shallow water
- broken ruins

Difficult Terrain can also include blocking Terrain completely blocks Line of Sight.

Examples include:

- walls
- large rocks
- buildings

Difficult Terrain can also be dangerous Terrain and cause harmful effects.

Examples include:

- lava
- magical corruption
- spikes

Impassable Terrain is terrain that can not be cross or moved through normal means.

Example include:

- Water
- Destroyed buildings
- Anything the players deem as Impassable

Clear Terrain is just that, clear. It can be freely moved one and there are no modifiers to the terrain.

Different scenarios may introduce additional terrain rules.

Line of Sight (LOS)

Dual Fates uses base visibility.

If any part of one base can see any part of another base, Line of Sight exists.

Miniature poses do not affect Line of Sight.

This system keeps the game fast, fair, and easy to understand.

Cover

Cover makes ranged attacks and even some magic attacks harder to land.

Light Cover grants +1 Dodge.

Heavy Cover grants +2 Dodge.

Cover mainly protects against ranged attacks how ever some magic attacks are projectiles and could come under cover rules.

Melee attacks ignore Cover.

Terrain creates important tactical choices because controlling good defensive positions can keep your units alive longer.

Damage Types

Dual Fates uses three simple damage categories.

This system keeps combat easy to understand while still making different attacks feel unique.

Light Damage:

- roll 2d6 and use the lower result

Medium Damage:

- roll 1d6

Heavy Damage:

- roll 2d6 and use the higher result

Light Damage represents weaker or faster attacks.

Heavy Damage represents crushing blows and powerful strikes.

Damage Resolution

Damage is always applied in this order:

1. Shields
2. Armor
3. Health

Shields represent magical or technological protection. These are given to units by other units and not reflected on the unit sheet.

Armor represents physical defense. Unless stated Armor can be repaired by someone with the repair ability.

Health represents the unit itself. Health can be healed by someone with the heal ability.

Incapacitated Units

All units in Dual Fates use the Incapacitated state.

When a unit's Health reaches 0 it becomes Incapacitated and no longer usable in the game.

Incapacitated units:

- remain on the battlefield
- cannot move
- cannot attack
- cannot activate
- cannot score objectives

Incapacitated units can be healed before the end of the round by a unit that does have the heal ability if the unit is healed the unit immediately returns to play.

A unit only requires 1 Health restored to stand back up.

If an Incapacitated unit is not healed before the end of the round, that unit is Destroyed and removed from play.

This creates dramatic rescue moments and keeps support characters important throughout the game.

Destroyed Units

A unit becomes **Destroyed** when it is removed from play after being Incapacitated.

If an **Incapacitated unit is not healed before the end of the round**, that unit is Destroyed and removed from the battlefield. This builds directly on the current Incapacitated rule, which already gives units until the end of the round to be healed.

A Destroyed unit:

- Is **removed from the battlefield**.
- Is no longer considered to be in the **Vortex**.
- Cannot move, activate, attack, use abilities, or score.
- Cannot normally be healed or returned to play.
- May only return to play if an ability or rule specifically allows a **Destroyed unit or model** to return.

Some abilities may cause a unit or model to be **Destroyed immediately**. If an ability specifically states that the target is Destroyed, the target is removed from play without using the normal Incapacitated period unless the ability states otherwise.

Rules and abilities that trigger when a unit is **Destroyed** do not trigger when that unit first becomes Incapacitated. They trigger only when the unit is actually Destroyed.

Multi-Model Units

When a rule refers specifically to a **Destroyed model**, it may apply to an individual model from a multi-model unit rather than the entire unit.

Abilities that return Destroyed models to play, such as **Rise Again**, follow the instructions provided by that ability.

Healing & Repair

Healing and Repair are separate mechanics.

Healing restores: Health.

Repair restores: Armor.

Repair does not restore Health.

Healing does not restore Armor unless specifically stated.

Shields usually cannot be restored once lost.

This separation allows support characters to feel unique and specialized.

Status Effects

Status Effects are temporary battlefield conditions that weaken or improve units.

Unless stated otherwise Status Effects last until the End of Round.

Some of the most common Status Effects are:

Stealthed:

- cannot normally be targeted by ranged attacks beyond 6 inches

Fear:

- causes -1 Willpower

Frozen:

- causes -2 Speed and prevents Running

Burning:

- causes direct Health damage during the End of Round

Poisoned:

- causes -1 Defense and -1 Dodge

Exhausted:

- causes -2 Speed

Stunned:

- prevents Actions, Free Actions, and Interrupts

Feral:

- causes a unit to lose tactical control and become more aggressive

Different factions and units use Status Effects in different ways.

Scoring Pillars of Fate

At the end of each round players check control of the Pillars of Fate.

A unit within 4 inches of a Pillar is considered a scoring unit.

The player with more scoring value near the Pillar controls it.

However, players only earn Victory Points for Pillars that match the objectives rolled during the Pillars of Fate Phase.

Simply controlling a Pillar is not enough.

A player must control:

- the correct objective Pillars
- their Secret Mission Pillar
- or their Double Roll Pillar

to earn points that round.

Controlling a valid scoring Pillar grants:

- 1 Victory Point
- 1 Fate Token

This forces players to constantly adapt and move across the battlefield instead of simply defending a single location for the entire game.

Final Notes

Dual Fates is designed to be fast, tactical, cinematic, easy to learn and exciting to master.

Even though the rules are simple, the game becomes deeper as players learn positioning, timing, teamwork, objective control and Fate Token management

Every battle inside the Vortex should feel dramatic, strategic, unpredictable, exciting and cinematic.

Welcome to the Vortex, Summoner.