MIDKNIGHT HEROES

DUALFATES

CORE RULES

DUAL FATES

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DUAL FATES IS A GAME BY MIDKNIGHT HEROES.

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DUAL FATES

Welcome to Dual Fates! In **Dual Fates**, Heroes from across the realms are summoned by mysterious figures known as summoners to battle for the fate of the multiverse. In Dual Fates, you are the summoner, able to summon and direct heroes and villains in battle to secure the fate of the multiverse.

Is it your fate to be victorious? Or your Fate to fall? Only time will tell...

Dual Fates is a game of tactical combat using characters spanning the **Midknight Heroes range**. Each summoner can summon characters to achieve their goal and secure the fate of the multiverse. **Dual Fates** is designed to be played on a 2x2 game mat or board and uses characters and units from the **Midknight Heroes** miniature lines like Super Chibi or ManaPath.

Currently, there are four lines that span the Midknight Heroes Universe, they are...

Summoners:

It began long ago, when darkness, through its deceit shattered the dreams and hopes of the creatures of light.

They fumbled like the blind, feeling their way through life as if only to survive.

They were destined to fall, even in the midst of light.

They looked for the hope but only found only darkness. But, the light did not forsake them, it continued to shine on its creatures even when then darkness tried to smothered them.

Their fates seemed set, they were like the dead. Till they took a stand, and reclaimed power becoming saviors, warriors, summoners.

Now possessing the power to summon monsters, warriors, heroes, villains from across the multiverse.

Their purpose?

Overcome their chosen fate, make their own choices! Chose their own fates!

Now, the summoners fate was no longer settled, they chose their path, they summon their warriors. They put their fate up to a dual. Chosing their own fate…in the center of the multiverse, the Vortex.

The story of the summoner told by the ancient one, the eldest of the servants of light.

What is a summoner? A Summoner is a being of light who was corrupted or deceived by the dark. They were either left for dead or forced to do the darks biding. But, the light never gave up on its beings, it shined even brighter to let them know they were not alone. As time past, the darkness power grew ever stronger and some now no longer called the light its master and became Dark Summoners, able to summon the evils of the universe to do it bidding. To the remaining servants of light all hope seemed lost till they realized they were not alone and reclaimed their power. The remaining servants of light stood up and reclaimed their power becoming summoners of the light. Their seeming fate no longer settled they took it in their own hands and battle other summoners in the Vortex, a place where time has no meaning, where all universe collide. They would decide there own fate and put it to a dual…

[A summoner is s player character in the game of Dual Fates.. They are able to summon heroes, villains and monsters from across the multiverse to do battel in the Vortex vs another summoner.]

What do you need to play Dual Fates?

- 2 players (known as Summoners), with unit cards

- **2d6 (Called your Fate)** for each Summoner

- A 2x2 gaming area with terrain.

- Various Markers/Tokens or paper, to track effects.

- X5 five pillars of Fate markers, your choice

- A **Midknight Heroes** Miniature Collection.

<u>**Your Fate**</u>

Everything in **Dual Fates** is controlled by fate. A summoner's fate is represented by a pair of **two six-sided** dice. When asked to roll **Fate**, you will roll the **2d6** and record your results.

<u>**Building your team!**</u>

Each Summoner gets **8 summoning points** worth of **units,** these include characters, monsters, or companions in the **Vortex** at a time and this is your **Summoning Pool**. A Summoning Pool is prebuilt built before the game. Summoners summon units at the start of the game and through the course of battle but can never have more than **5 points** worth in the **Vortex** at one time. There is no set rule that these points cannot increase or decrease in a battle but understand, **Dual Fates** is balanced for **5 points** teams. Feel free to increase the points if you so desire to suit the games you and any other summoners may play. See advance rules for suggested higher point rules. The important thing to remember is, no **character** may be summoned more than once for each team, or have two versions of the same character in pay at the same time. Nor can they be re-summoned after being defeated. No monster may be chosen more than once and companions can be chosen at will. However, the same character can be selected by both Summoners. Some characters and or units due to their power or size may also fill multiple summoning points so you must keep that in mind when building a team. How many points a unit takes is described on their unit card. All units in **Dual Fates** fall within 3 alignments, Light, Grey, and Dark. This will be denoted on their unit card or card/sheet. This can play a role when summoning units depending on the game mode, it could effect how the battle plays out. The summoner will need to keep this in mind.

A unit's alignment does not mean the unit is good, bad, or neutral it just means that this is the way they tend to lean when it comes to their personality traits. There are good characters that are **"Dark"** but tend to do some questionable things in the name of good so they are considered dark when it comes to team building and vice versa. It is important to note that each unit has unique attacks, skills, and special abilities, so it will be important to choose the right combination during battle to have the most effective team.

Summoning points: When building a team, some units can cost more that 1 summoning point. You are still only allowed 5 points worth of units in the **Vortex** at one time. A Summoner will need to keep this in mind.

Alignment: in the standard game mode "Alignment" is nothing but fluff, in more advance modes it is used.

Prepare for battle!

Terrain...lets make this look good.

Dual Fates is intended to be played on a 2 foot by 2-foot gaming area that is called the **Vortex**. Adding terrain to the Vortex can provide cover and make a more dynamic battlefield, leading to more tactical and challenging games, but is not required to play. If you do not already have terrain, any household object can be used, from a tissue box, to an old shoe, and more! The amount, locations, and types of terrain should be agreed upon by both Summoners; other than that, the only limit to making an epic battlefield is your own imagination!

> **Vortex** is the game area you play on, its 2x2 in size.

Game Mode: Pillars of Fate, Default Mode: 1 vs 1

In Dual Fates, the default game mode is called **Pillars of Fate**. In this mode, the powers of light and dark have called their units to do battle in the Vortex of the multiverse. The Vortex is a place where time and worlds collide, creating an ever-changing landscape with the five **5 Pillars** forging the path. These Pillars range from any one of the 5 Fates: Past, Life, Present, Future, and Death. It's the job of the summoner to summon heroes, villains, monsters, and companions from the past, present, and future to shape the fate of the multiverse and they must duel their own fates to save or damn the multiverse in the **Vortex**.

Five random **Pillars of Fate** (numbered 1 - 5) are placed in the **Vortex** with any one of the Pillars being placed in the center of the board. For the default mode, it does not matter what Pillar is placed it can be all of one Fate or a combination of many. Also, it does not matter what numbered pillar is placed in the center and, in fact, we recommend changing it each game. Once the center Pillar is placed, then the **Vortex** is divided into four even sections. Each one of the remaining pillars are then placed **6 inches** in the direction of the center of those sections. If there is terrain blocking the placement of the pillar, the terrain must be moved to accommodate the pillar's placement.

In the default mode the pillars are just objectives to capture but in more advance modes or expansions the pillars can server an even bigger purpose.

> Each world has its on set of Pillars. These Pillars can be anything that represents...
>
> - **Past**
> - **Life**
> - **Present**
> - **Future**
> - **Death**
>
> In the default game mode this mean nothing, but more advance modes will use this function for added playability to the mode. See advance section for more details.

<u>**Deployment: Pillars of Fate**</u>

Both Summoners roll their **Fate** and the highest roll places a **Summoning Totem** of their choice anywhere within 4 inches of any edge of the **Vortex**. The second Summoner then places their deployment marker anywhere within 4 inches of the opposite edge of the **Vortex**. Summoners take turns placing one of their units completely within **6 inches** of their summoning deployment marker until 5 **summoning points** have been deployed. Leave both deployment markers in their original positions, as they will play a part during the game.

There are no required team lists in **Dual Fates,** only the amount summoning points allowed in the Vortex at once. A summoner can create any team they like as long at the units are allowed with each other via there unit card and they do not exceed **8 summoning points total**. A summoner is only allowed **5 summoning** points total at one time in the **Vortex** but can have up to **3 summoning points** in reserve to summon reinforcements. Place the remaining three points of units in the summoners summoning pool.

Once **5 summoning** points have been deployed on both sides it's time for…Game On!

> A standard game of **Dual Fates** is set for **10 rounds**.
>
> At the end of the 10th round all round scores are counted and totaled. The Summoner with the most points wins the game.

Game On !

Once the **Pillars of Fate** and or game objectives have been placed or established and deployment has been completed, it's then time to start the game. Each Summoner will start with **2 Fate Token** already In their Fate pool.

<u>Round order</u>

1. <u>Pillars of Fate</u>

Each round begins with both Summoners making a **Fate** roll to determine which **Pillars of Fate** they will try to capture for that round. Summoners try to capture their own objectives while also preventing their opponent from capturing any objectives. If either **Fate** dice is a 6, the Summoner has a secret mission and can capture any **Pillar of Fate** they choose (it does not have to be declared at the beginning of the round). If a Summoner rolls the same number on both of their Fate dice, the Summoner gets double points if they capture that **Pillar of Fate** at the end of the round.

2. <u>Summoning</u>

A summoner can only have 5 **summoning points** of units in the **Vortex** at a time. In this phase of the round, if a summoner does not have 5 **summoned points** in the **Vortex**, they can summon a unit form there summoning pool by placing them completely within **6 inches** of the summoner's summoning totem that was placed in deployment. Both summoners do this at the same time if they chose. A summoner does not have to summon if they chose not to but cannot summon until the next round unless they have other means to do so. Once a unit is placed on the table it is considered summoned and cannot be removed until it is defeated.

3. Initiative

Initiative round, both Summoners make a **Fate** roll and the higher roll starts the round. Summoners take turns activating summoned units* until all active units have activated. **Character summoned companions act when their summoning character is activated.** Once a unit is activated, it can move and take a single action.

*You can only activate one unit at a time unless stated otherwise on the unit card. **You can only activate a unit once per round**. You can not active the same unit until the next round. If one summoner no longer has any units to activate the remaining summoner can active his remaining characters, one at a time for that round.

4. Movement: Per Unit

A unit once activated can make a standard move at any point during their turn or split their movement so that part is used before an action and the rest is used once the action is complete unless the unit is locked in melee combat. Instead of taking a standard move, a unit can **RUN** by rolling their **Fate** and adding the higher die to the unit's movement. While running, a unit gets **+2 to their defense** against ranged attacks. A unit cannot split its run, it must be used once, and not all of it has to be used but more than the base movement must be used. If a unit uses a run move they are not allowed to perform another action unless it says otherwise on the unit sheet.

Moving over difficult terrain or climbing up takes twice as much movement. *More in advance rules.* Units cannot move over impassable terrain unless they have an ability that allows them to do so no matter if they have the movement to do it.

Units can not perform a combat action and run. If a unit runs they can not do anything else that round.

The Action round and the Movement round for a unit are not set, one can be moved before the other or vice versa per unit as long as the unit performs a standard movement. However If a unit performs an action first it **CAN NOT RUN** unless stated on the character card/sheet.

5. Action: Per Unit

Once a unit is activated they can move or perform an action. A unit can split its movement and perform an action then finish its movement unless it has declared a run movement or locked in melee combat. A unit's actions are listed on their unit card as abilities. A unit can only perform one action per round unless their sheet says otherwise or the action they use is a **Free Action**. **Free Actions** do not take up the units one action it can use. You can not use more than one **Free Action** per unit per round.

6. Scoring

After all, units have been activated on each side it is now time to take score. Did your units capture a pillar? Every unit is counted scoring if is completely within **4 inches** of the Pillar of Fate that was rolled for in the Pillar of Fates round, if the summoners units control the pillar that summoner has scored. To be considered to have control of the Pillar you must have more scoring units completely within 4 inches of said pillar than your opponent. If this requirement is met, then you score **1 points** for that Pillar if it was rolled in the Pillars of Fate round. Record your scores and move to the next round. For each Pillar that you control you will also receive 1 **Fate Token**. Units that have more than one miniature in the unit can control a Pillar of Fate but all units **MUST** be within 4 inches completely of the Pillar to count as scoring unless stated otherwise on the unit card.

Wining Conditions: In a default game of Dual Fates, the game lasts 10 rounds, with the total of each round's score calculated. At the end of the tenth round, the summoner with the most points wins the game. A Summoner can also claim victory if they defeat all available units in their opponent's collection; in this instance, the winner is the Summoner with units still available, regardless of point total.

> **Free Actions:** *A Free action is an action that can be taken that does not take up the one action a unit is allowed in a round. If a unit is allowed a free action they can use that action as well as their standard action that round. They can only use one **Free Action** per unit.*

Actions:

Every unit has an action. Depending on the class of the unit they can do many different things with that action. For example, Character units have 4 skills they can use. An action can be used to do any one skill they possess but some skills may require **Fate Tokens** to use. Remember a unit can only do one action per round so choose wisely.

Monsters and Companions will have skills as well. The number of skills they have will vary and some may or may not require **Fate Tokens** but the rules still applies that they can only use one action per round unless their unit card says otherwise. If a companion or monster is attached to another unit, and not summoned by the summoner, they use their action at the same time the controlling unit acts.

Fate Tokens – Every unit has skills, but not every unit can gain Fate Tokens. Typically, character units, **VERY** powerful monsters, and some companions can gain Fate Tokens by meeting certain requirements of the ability that they use. When a **Fate Token** is acquired it goes into a summoners **Fate Pool**. A summoner can then use these tokens on any character or monster who requires Fate Tokens, no matter who generated them to use special skills of that unit. Some skills that can change the course of battle are very expensive to use so use your tokens wisely.

Combat:

Combat is considered an action and a unit initiating combat must use an ability. Abilities have three categories: Melee, Ranged, and Special Ability. When a unit uses an ability, they must meet the requirements of that ability; requirements vary, from being within range for ranged attack to being in melee contact.

> If the unit is 1/2 inch away from another unit, they are considered in melee contact.

When making an attack or using an ability, a unit will have to make a **Fate Roll**. A **Fate Roll** is two six-sided dice plus any bonuses that may apply. Fate Rolls can be made against another player's roll, against a unit's stats, or versus a difficultly number. If the roll meets or exceeds the target, it is successful. See the unit card for clarification of a unit's abilities and conditions for activation.

For example, Tenago's **Dual Attack** is his basic ability that he uses for melee. His **Fate Roll** for that skill is **Fate (2d6) + 3 vs DEF**. This means Tenago rolls his fate (2D6) and adds a +3*. If it meets or beasts his opponents Defense* stat then he does light damage.

More on stats in the unit section

⚔ **Melee Requirements** - For a unit to be in Melee Combat it must be within half an inch of the target to be in melee. We call this **Melee Contact**. Some miniatures because of poses and other things do not allow you to be in base to base contact, so **Dual Fates** has the units be at least a half inch out to be considered in melee contact. You can be in base to base contact but it is not required to be considered in Melee combat. If a unit is within half an inch to another unit it **IS** in melee Contact.

> Every character can make a melee attack even if their basic attack is not a melee attack. A basic melee attack is a **Fate Roll** vs targets Defense.

Once in melee contact, both units are locked in for that action, and that round and can not move out, until the opposing unit(s) are ether defeated or till the next activation.

More than one unit can be in melee combat with a target. For each ally unit that is in melee combat and has already made a melee attack on the target, the attacking unit gains a +1 bonus to the **Fate Roll**.

A unit can freely move out of melee combat and is not forced to stay in melee combat with any unit as long as it has a path to retreat. If a unit is surrounded *(4 or more units attacking it in Melee combat)* it can not move out of melee combat till it makes a path unless an ability says otherwise.

Range Requirements

- To make a ranged attack, the target must be within the stated range in inches and the unit has to be able to clearly see their target. If the target is visible, but more than 50% hidden, the **Fate Roll** is made with a -2 penalty for cover. Ranged attacks cannot be made while in melee combat unless stated on the unit's card. Ranged attacks can be made into melee combat at a −2. ***Premeasuring is allowed.***

Special Ability

-When a skill is classified as special ability it can be classified as Ranged or Melee but often it does not. Special Abilities are abilities that a unit possesses that tend to not target any other unit indirectly and just happen. Most Special ability actions will have a difficulty number to beat and the unit must meet or beat this number for the special ability to take effect.

For example, Sedi's Parry ability is a Special ability. It allows her to roll against any attack she has received damage on, and if she beats the damage she was dealt by three or more she can perform a repost.

Ability Properties - These are properties that may be attached to any given ability and described on the unit sheet.

Burst

- Burst is the number or units or targets an ability can be used on. If the ability is a ranged attack, the burst value is the number of units that can be targeted when a unit uses the ability. For example if it is a ranged 10 burst 2, an ability can target 2 units within 10 inches. More details will be outlined on the unit sheet.

If **Burst** is on a **Special Ability** or **Melee Ability**, it means that the ability can be used on up to that many units or targets in Melee combat. If it is ranged, it follows the standard range rules for bursts. For example if the units has a special ability that and has a burst 3 it means it can target up to three targets within the rules of the **Special Ability**. More detail will be present on the unit sheet for the special ability.

Repair - Some units have Armor. Armor is there to protect the unit in times of need. Much like Health can be healed, Armor needs to be repaired. In this case, you need the Repair property . The Repair property is used to repair armor on a unit. Repairs can only be used to repair a unit's starting armor; it cannot be used to repair armor that has been granted by an ability. The repair property can be attached to a Melee, Ranged, Special Ability or Ultimate ability. Repairs are exclusively used to regenerate armor; they cannot be used to heal a units Health.

Some units may not have health, they just have armor. These units cannot be healed; instead they must have some one repair their armor to stay active in the **Vortex.**

Heal - Abilities with the Heal property are used to heal any unit that uses health. Much like repairs, healing cannot be used to regenerate health granted by abilities, only natural health a unit may have. The Heal property can be attached to a Melee, Ranged, Special Ability or Ultimate ability. Heal

Interrupt - Interrupt is a property that allows a unit to perform their action before the other unit. This can be used during the movement or action portions of a round.

Free Action - A **Free Action** does not take up the 1 action a unit my perform per round. A unit can use a **Free Action** and still use their one action per round, Including an Ultimate.

Damage - Is the amount of damage an ability inflicts on a unit. A unit's health and or armor is reduced by the damage.

Other ability notes:

Guard - A unit can choose to Guard in order to postpone their activation until the perfect moment. After a unit is declared to be guarding, that unit can exit guard at any time during the round to interrupt another unit's action. When this occurs, both players make a **Fate Roll** with the interrupting character gaining a +1 to their Fate Roll. The unit with the higher Fate Roll finishes their action, with any ties going to the character that has been interrupted. If the guarding unit fails its **Fate Roll**, it is still on guard and can attempt to interrupt again that round, but must wait until the current unit that won the **Fate roll** has completed their turn. If all opponents units activate and the unit is still on guard, the unit loses its turn for that round and does not start the next round on Guard.

Incapacitation - When a unit reaches 0 health they are incapacitated, and a token is placed . If not healed by the end of the current round, the character is removed from the game. If a unit is removed this way, they cannot be re-summoned back into the game unless their unit card says otherwise.

Damage - When a unit is damaged by an ability the damage is subtracted from the units health total if the unit does not have armor. If the unit has Armor, treat the Armor as extra health points that must be removed first before the unit loses any health points. If the unit's armor is reduced to 0 the unit has no more armor for the remainder of the game unless it is repaired or given new armor by another unit. Damage is either Light, Medium or Heavy. **Light Damage** is **2d6** taken the lowest score, **Medium damage** is **1d6** and **Heavy** is **2d6** take the highest score. Max output for damage is the same but, better chances depending on the grade of the attack.

Shields: - Some units offer shields to other units or themselves in one form or another. If a unit has a shield applied to them, those points are removed as damage and taken first before armor or health. Shield points can not be healed or repaired but they can be given. If a unit already has shields they can not be given more till their current shields have been depleted.

Healing can only heal Health points not Armor unless the unit's card says otherwise. There are units that can give armor and repair armor. There is also units who have nothing but armor and no health points thus they can not be healed traditionally, In this case treat the armor as the health points for that unit, but they can only be healed by those who repair or give armor. A unit can never have their armor repaired more than what their unit sheet says they can have, however, a unit can be granted additional armor by an ability.

Unit Breakdown

Now it's time to talk about the units in **Dual Fates**. Units make up the team that the Summoner will call to battle in the **Vortex**. Every units falls under one of 3 types **Character**, **Monster** or **Companion**. Each type has its purpose and a different set of abilities to use in battle. All units in the **Vortex** take up summoning points and the number of points they take depends on their abilities they can use in the **Vortex**. Utilizing the three types of units to your advantage will give you an advantage in the **Vortex** and bring you that much closer to victory.

Let's break down the three types of units and the stats they use to determine their power in the **Vortex**.

Unit Types:

Character: Characters are the main units in **Dual Fates** and they make up the primary firepower of a team. Characters are considered unique, which means you can only have one of any character on your team. The opposing summoner is not restricted from using the same unique character, but the rule of one unique character per team still applies.

Characters utilize up to 4 abilities; abilities can vary between characters, but each character will always have a primary attack and an Ultimate Attack. An Ultimate is a character's most powerful attack and requires **Fate Tokens** to use. The use of an Ultimate during a battle is rare, but has the potential to devastate your opponent and turn the tide of battle in your favor.

Example of characters:

Tenago, Me'Thule, Sakura

Monsters - Monsters are just that--**MONSTERS!** They can be summoned to the Vortex to aid characters in the battle. Or be the reason the characters are there in the first place. They are bigger, stronger than characters, and take a team to take down. Monsters are true to there name and can be a terror in the **Vortex**.

Examples of Monsters:

Arsenal Attack Shroud, Modrar, The Tyrant

Companions - From a strength standpoint, companions can be the weakest of all units, but what they lack in power, they make up for with sheer numbers. Or the can be huge lumbering creatures with a single purpose in mind. Companions **can** have more than one unit per summoning slot but they must act as a single unit while activating if there is more than one. Multiple units that have been summoned in one summoning slot must stay within 2 inches of each other and perform the same action as all the other units in their squad. They are also capable of earning more than one **Fate Token** if all unit's attacks succeeds. Most companions do not have any added abilities outside of a primary attack, but with their numbers, companions can team up to make one formidable unit.

Companions can also operate as a single unit taking up a summoning slot, and some characters have the ability to summon companions to the **Vortex** as well. If a character summons a companion, that companion must stay within two inches? of the character that summons them, and acts when that character is activated. Companions are not unique, meaning you can have as many as you want in the Vortex as long as you have the summoning points.

Examples of Companions:

Bone Solider, RX-05, Zombies, Rock Golems

Stats:

Every unit has statistics or stats for short. These stats help define the power of the unit and how you use them in the **Vortex**. You can find the character's stats on their unit card/sheet in the box below their unit type.

Lets take a look at the stats of the units.

Core Stats

Every unit has three core stats that defines the unit. These stats are Health, Armor and Speed.

Health:

Health is the amount of damage a unit can take before it is considered incapacitated. When a unit's health is reduced to 0 it is turned on its side and if not healed by the end of their summoners turn, they are removed from the battle.

Armor:

Armor is the amount of protection a unit has. When a damage roll results in a unit sustaining damage, any damage must be subtracted from the unit's armor value first before subtracting from their health points. Some units do have abilities that can ignore armor and inflict damage directly to a unit's health.

Speed:

Speed is the unit's base movement measured in inches in the **Vortex.** This is how far a unit can move once activated.

Primary Stats: *(These stats are rolled against and are not used when your unit rolls)*

Defense: Defense is the unit's overall ability to defend themselves against physical attacks. This stat is mainly used in melee combat and the higher the number the better they are at defending themselves in melee combat.

Dodge: Dodge is the unit's overall ability to avoid ranged attacks or incoming projectiles and feats of dexterity. This stat represents their ability to get out of the way of an incoming attack or avoid an obstacle.

Willpower: Willpower is the stat for resistances via it magic, physical or even emotional. This stat represents the ability of the unit to resist any type of magic or attack that could Negatively affect the state of the unit. The higher the stat the better they are at resisting these attacks.

Abilities:

Every unit has at least one ability, and can have as many as four depending on their type. Abilities are what the unit can do in the course of battle in the Vortex. No ability can be used more than once per turn unless the unit card/sheet says other wise.

This is important. Sometimes abilities may seem to break the rules that are stated in the core rulebook. This is by design. If any ability breaks a rule that is stated here in the rule book, the unit card takes priority over the rule book.

Please make sure to read every ability and learn the ins and out of each unit, it could mean the difference between victory or defeat.

Bonus: Units may have a bonus to there ability. This bonus can be a +2 or a +1 or other bonus that can be conceived. This bonus is meant to help the ability strike its target. Some abilities may not have a bonus and just be a straight Fate Roll, this is more common is companions.

The Ultimate!

Only unit types that are "Character" or "Monsters" may have an ultimate. Ultimate's are game-changing abilities that have the potential to flip the script on your opponent. All Ultimate's will require 5 Fate Tokens to be used from the summoner's Fate Pool. Multiple ultimate's can be used per turn, but not more than one per character. Not all "Character" units will have an ultimate.

> ### The ultimate is a "game changer, use it wisely.

Advanced Rules:

In Dual Fates, there are sets of advanced rules. These rules add additional conditions and challenges to the game.

Summoning Pools:

Summoning pools are used to hold a summoners units and reserve units before they enter play via summoning. A summoning pool is where a summoner has all the units they intend to use in the game, stored for summoning. A summoning poll can have any combination of Characters, Monsters, or Companions at any time.

Factions:

Standard Dual Fates can be played with any unit or any character in the summoners **Summoning Pool** at any time. With this advance rule that is still the same but, if the summoner plays a faction, meaning if at least 5 points in their summoning pool are of one faction, then the summoner gets a **+1 to Initiative** every round, and **one extra fate toke** to start the game with.

Summoning Totems:

In Dual Fates, units are summoned into the **Vortex** via a **Summing Totem** that is placed during deployment. Totems <u>can</u> give bonuses based on Faction, Alignment, and other things. Any team can use any summoning totem if they meet the requirements and the effects for that totem will be listed on the unit card.

Pillars of Fate:

In the default game, the Pillars of fate are nothing more than objective markers. The Pillars of Fate can become much more than objective markers. Each Pillar is based on two things, their **Focus**, and their realm. A focus can be one of 5 types, Past, Life, Present, Future, and Death while their realm is what universe it resides in. For example, it could e a Pillar of Past and the realm be Super Chibi Quest. Each Pillar has a special effect that is given depending on the Focus and realm. Pillars will have their own unit card and will be laid out next to the game board when it is set up to explain the effect. If no unit cared for a pillar is used, it just becomes a objective marker for the game. **Note:** Pillars of Fate do count as terrain and there for will provide cover. And can block line of sight.

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Terrain:

By default, terrain only truly affects any ranged attacks in the Vortex. This could be any magic or physical ranged attack. The standard is if a unit is visible and is more than 50% hidden, then the attacking Fate roll gets a -2. It's a simple but effective rule. With advanced rules, the terrain in the game can change the way the game flows and provide more than just a negative to hit.

Terrain is broken down into three types...

Clear:

Smooth surfaces that represent pavements, roads, or any other expanses where there are no natural features are classified as clear terrain. Clear terrain imposes no movement modifiers nor Line of sight.

Difficult Terrain:

Difficult terrain can be trees, rocks, or rocky areas and scrub brush just to name a few. Before a battle, the summoners need to determine what is difficult terrain but a quick way to do this is; any terrain that restricts Movement and Line of sight without impeding it completely is difficult terrain. If it is classified as Difficult terrain then all movement in and out of this terrain is at ½. Difficult terrain can impede Line of Sight and if so follow the standard line of sight rule... being if a unit is visible and is more than 50% hidden, then the attacking Fate roll gets a -2.

Impassable Terrain:

Impassable terrain may be huge construction, canyons, rock formations, and rivers...any obstacle that's impossible to cross. No unit may move through impassable terrain. Impassable terrain can impede Line of Sight and if so follow the standard line of sight rule... being if a unit is visible and is more than 50% hidden, then the attacking Fate roll gets a -2.

Elevations:

Sometimes terrain has elevation. And if it's difficult terrain or even structures that are deemed clear you can access it or climb up. If the terrain is deemed as difficult terrain then it will take ½ movement to get to any area of the terrain. If it is clean use your standard movement. But, if it is clean it must have a path to get to the location and the unit must follow the path unless stated on the unit card/sheet. For example, if it's a catwalk. That is clear but the unit just can't jump up the catwalk. They will need to start at the opening of the catwalk unless the unit card/sheet says otherwise.

Advance Optional Rules: BOARD GAME

Dual Fates offers you the additional possibility to play like a board divided in to squares for those that don't want to use a ruler in play. The game mechanic is exactly the same, but there are special rules about unit movement and the role of the squares in the game.

Movement and squares:

A unit may move to any of the eight squares that touch its current square using the Speed score from its unit card/sheet. The number of squares that it can move equals the number of inches of movement the unit has. *For example,* if the unit has a speed of 6, normally it can move 6 inches, now it can move 6 squares. A unit cannot pass through or stop in a square occupied by another unit, whether friendly or enemy.

Walk: When a unit is walking, (using there base speed) it has complete freedom of movement and can change direction as many times as it likes. As long as there is no terrain blocking its movement.

Run: When a unit is running, the unit must keep moving in the original direction. That is, the unit must always move to one of the three adjoining squares in the same direction as the original movement.

Hand to hand combat: A character is considered to be in Melee Combat with an opponent if both are in adjacent squares, not 1/2 inch away.

Ranged Attacks: An abilities range is measured in inches in the standard mode, but in gameboard mode, the distance is in squares that the attack will reach. If any ability has rules stated in Inches, translate that to squares as each square equals 1 inch.

Clear Terrain: All squares which have no special indications are Clear Terrain. All units may move and attack through them normally.

Difficult Terrain: Difficult Terrain squares are marked with a small yellow circle. Due to the difficulty this terrain causes, movement through these squares costs two movement point instead of one. Also, if a unit's line of sight when making a Ranged Attack passes through a square with Difficult Terrain, the attack suffers the Cover modifier.

Impassable Terrain: Is any terrain that can not be moved through, walls boulders, lakes and things like that. Impassable terrain can give cover and or block line of sight depending on the terrain.

THE MULTIVERSE:

So, what is the multiverse?

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It is a vast array of worlds, held together by a single thread, a single strand of time, one that is incredibly long and ever flowing; To those who see it, this thread is known as the multi-verse.

Countless worlds exist within this strand; worlds like Mythos, filled with dark magic, great monsters and large robotic beings known as golems; other worlds where beings known as S.E.E.D.s rage war across a global battlefield. Or, world where the supernatural and the streets are one in the same for most.

These many worlds share a single common thread; one known simply, as a summoner.

A summoner is one who was deceived by the great power of the dark , left to rot in a time less void know as the Vortex. Their fate seemed to be set and there hope was lost. With many turning to the dark to once again feel a purpose, and choosing to be a summoner of the dark. Then the light breached the darkness and once again shined its light on the summoners. Their fate no longer sealed, they became summoners of the light.

Now they battle is the timeless void of the Vortex, summoners of light , summoners of dark putting their fates to a dual.

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In **Dual Fates**, Heroes and Villains from across the realms are summoned by mysterious figures known as summoners to battle for the fate of the multiverse. But, a summoner must know who and or what they will be summoning to the Vortex at any given time. This is an important function of a summoner as time has no meaning in the Vortex, all walks and ways of life can be summoned at any given time either past , present or even future and their actions could very well shape events of the past, present or future.

The Multiverse is Midknight Heroes way of combining all the miniatures lines into one pool to be used in in the game **Dual Fates**. Each "world" has its own lore and feel but can be used to do battel vs each other or if desired, do battle with its own world. Follow the lore, the stores and chose to do battel with your own team or use a faction, the choice is up to you, you're the summoner. Currently Midknight Heroes has 4 worlds…

QUEST
スーパーチビクエスト

Excerpt from A Brothers Tale, a Super Chibi Quest Story.

"Ezekiel. Name the three major magic types."

Damien rolled his eyes in Professor Hardwick's direction. Of all the people to randomly ask that question, he and his twin brother were a complete waste of time. Their mother was a cleric. The laws and knowledge of magic were imbued upon them from birth.

"The Holy light, or Light Magic" answered Damien's brother. He continued. "Those who wield light magic are the healers and protectors of the world. Their counterparts, the corrupters, inflictors and even necromancers, wield the Dark Magic. The third time would be Grey, which many view as a neutral force with the ability to be swayed either way depending on the morals of the wielder."

Professor Hardwick nodded in approval. "Excellent answer my boy." He looked around the room at the dozen students. "Is there any among you who can name all three of the current avatars for each magic?"

A couple of hands went up and Damien considered doing the same. But as his brother just gave the golden answer, he didn't want to show up his classmates even further. They already got enough grief just being children of a high cleric.

"Ms. Yent? Do tell."

Damien turned to look at his purple haired classmate. Sophia was one of the few that he and his brother really got along with. She was incredibly smart for an 11-year old, and they often played together during recess.

"Tynelli Dayvale is the Grey Avatar. Kember Vale is the Lifebringer, or Avatar of Light." The young girl paused and looked around somewhat nervously. "Um…I believe that…um…no one actually knows who the Dark One currently is, but rumours were that it was a woman from the north."

The Professor nodded and the class also approved.

"Anna Nayona."

The professor turned towards Damien. "What did you say?"

He repeated the name. "Anna Nayona."

"How do you know that name Damien?" Professor Hardwick looked both surprised and confused at the same time. Clearly the Dark One wasn't *that* much of a mystery.

"I read the tomes in the shrine from time to time. There's a ledger of all Avatars, and her name is the last one under The Dark One." He looked up at the professor with regret. "Am I in trouble?"

Professor Hardwick's face slowly relaxed. He explained to Damien he was not in any kind of trouble, and in speaking to the class in general suggested it wasn't common knowledge who The Dark One was because most people feared the avatar and wanted nothing to do with the subject as a whole. However, as this was a school, it was curriculum to discuss the matters of magic. He then returned to the lesson for the day.

"We know the major magic types, but where does magic actually come from?"

There were a few answers, some suggested it was from the animals, another suggested a giant tree that looked after the world. But a couple were on the right track when they guessed it was all around.

"It is a somewhat lenient way of describing it, in saying it is all around us." The professor wove his hands in the air and when brought them down across his chest, his hands began to glow. As this was the first time Hardwick had used actually magic in the class, the students were intrigued.

"Magic is energy. And it truly is all around us." He wove his glowing hands in the air. "The energies are alive, though history has not helped us to determine how or why they exist. But, those who are able to channel it are affected in one of the three ways."

Ezekiel spoke up. "But not everyone can channel magic, right?"

"That is correct. But it is nothing to be ashamed of. Some can, and some can't. Each of you will find out during your trials two years from now." He paused to expel the energy in his hands into a plant in the corner. It immediately became healthier with plenty of fresh foliage. "While not everyone can channel magic, those who can't are still able to use it. Scrolls and spell books are at their whim, should they decide so. However, in the case of the Avatars, there is no using of those materials. They are true wielders and that is why the magic chooses them as their representative."

Professor Hardwick looked uncomfortable answering the question. "The magic almost always makes the choice, as the new vessel is chosen at the time of the predecessor's demise. But, history shows that on rarest of occasion someone can be strong enough to take the mantle of The Dark One." He paused a moment. "By murdering the Dark Avatar it is almost as though the magic recognizes the thirst for power and evil. But that is not a lesson I need to indulge upon you any further."

Another boy in the class was the next to speak up. "What if someone doesn't want the mantle and responsibility of the magic avatars?"

"An excellent question Jonas." The professor smiled, no doubt at the direction the conversation was now taking. "Whether fortunate or not, the recipient of the avatar status does not have a say necessarily. Their actions throughout the life can sometimes sway the magic that guides them and looks to them as their representative. But once chosen, you are the vessel until your time on this world comes to its physical rest."

Seeing some disappointment among the class, the professor continued. "Rest assured, those who are chosen are not deposited with such a burden unless the greater picture sees them as responsible and worthy enough. To put it in the simplest of terms, if the magic doesn't feel an individual is strong enough both physically and mentally, then another tends to be chosen."

For more see A Brothers Tale, a Super Chibi Quest Story. Part One of Three.

Ashara a world full of magic and fantasy. Where magic flows through three beings known aa the Avatars, The Life bringer, The Path Walker, and the Dark One allowing users to wield magic that normally they would not have access to. As it is said...there must always be an avatar!

Magic is not the only thing in Ashara. Ashara is home to many races like the Elves of the Shadowspire wood, Orcs of the Warfang clan and the great dwarfs of the Dwarven Forge plus many more. But, beware evil has laid it gaze on the land, the evil Vampire Queen who controls the Undead Court now seeks to conquer all of Ashura and rule its people.

Welcome to Super Chibi Quest

SUPER CHIBI SECTOR 7

Sector 7, The origin

My home town, the coastal city of Waveport. Waveport is a large city but seems small to me considering I live here. It's one of the biggest shipping ports on the west coast and home to a thriving business sector with many of the fortune 500 corporations we know and love calling it home.

But all of that is just a front. From the outside, everything looks as it should but, it's not. Waveport is completely polluted with gangs which is a major problem in the city. So much so that crime runs ramped in the streets with gangs fighting for control over different parts of the city. Gangs like the Dragons, the Sluggers, and The Ghouls just to name a few. The local law enforcement is having a difficult time keeping them in check and that led to some local vigilantes cleaning up the streets. Not ideal but it works. These vigilantes call themselves the Street Side Protectors and well, I'm one of them.

Even though Waveport could pass as a normal city, even with gang violence, other things are lurking in every shadowy corner… Unknown to us, or well until recently Waveport has more secrets. Secretes that would make the hairs on the back of your neck stand up. It seems all those legends and stories about the things that go bump in the night, are true. Waveport has a thriving underworld of not just crime but the supernatural as well. These things have their hands in all things city politics, shipping, street crime you name it. There is nothing they don't have some sort of influence in. Most of the time is behind the scenes but if you look closely and you know what you're looking for, you can see it.

The Vampires, yeah vampires seem to have their hands into Waveport shipping lanes. Not sure what they are shipping out but I do know it's not good and it has something to do with the corporation GenTech. GenTech specializes in gene therapy so who knows what is going on there.

It also seems the Vampires are expanding their covens across the city and this does not sit well with another population in Waveport, the Lupin.

The Lupin or Werewolfs are the natural enemies to the vampires but that does not make them a friend to the locals. They have descended on Waveport to try and exterminate the vampire covens. They will do this by any means and they can be a little brutal at times, well, very brutal. But for now, it seems they do not intend to harm the human population but that could change at any time. They seem to be hiding in plain sight and have taken to the streets as a street gang called The Lupin. I believe only time will tell what is in store with this group.

Also, accounts of what can only be described as ghosts have surfaced all across the city. I'm not sure what this is or how to even process this but, if vampires and werewolf's are real, then anything is possible even magic I would assume. This is substantially more than a "normal" individual can handle. Local authorities have no notion what they're up against.

So, how do I know all of this? Like I said I'm just a vigilante who tries to clean up the streets.

Well, that's kind of an interesting story. Long story short I know because of a special group called...The Legacy.

The Legacy is a secret group that has been keeping track of everything.
The organization has existed for hundreds of years, and its mission is to monitor and manage the supernatural aspects of daily life. For the most part they are just meant to watch and they are aware that they don't have the authority to expel the supernatural element from the city, but they can and will exert control over it if necessary. The Legacy has divided the coastal areas into sectors and Waveport is smack dab in the middle of Sector 7. And it seems Sector 7 is a hot spot for supernatural activity these days and The Legacy needs some help to control the problem. So, they had to enlist the help of the local heroes from the streets. Lucky us...those local heroes, would be me and my friends

And that is where I come in, my name is Elizabeth.

I'm part of the group call The StreetSide Protectors, the heroes or vigilantes as the press call us with my good friend Shin. We didn't always know about what was in the shadows or who controlled it, we were just out to make it a safer place to live. But, because of The Legacy, we found out who the real villains were...and our life changed forever.

So welcome to Sector 7

**SUPER CHIBI SECTOR 7**

SUPER CHIBI S.E.E.D

S.E.E.D, The origin

We are entering into a new era. It's been 25 years since the founding on the E.U.N and the establishment of the E.U.N. capital. Since the formation of the E.U.N., a consistent peace has settled over the nations of Eden. Before the E.U.N. was formed, peace was something of a myth. War was constant, and war was brutal.

Before the E.U.N., the nations of Eden fought for control of the planet, fought for control of the resources and power, and no nation was safe from war. Many lives were lost as nations fell one by one and people were killed in uncountable numbers. Other nations declared neutrality to try and escape the harsh reality of war, but still found no respite from the horrors that war brought.

One nation, Pastina, understood that it would not be able to escape the worldwide war and took bold steps to secure its land and people. Being the top producer of energy in all of Eden guaranteed a degree of security, and kept the war from reaching their borders. To protect themselves they created the first-ever battloid, a mobile mechanized suite with the firepower of a tank battaion, but piloted by a small crew. These battloids helped ensure the safety of their nation and its people by limiting the number of personnel on the field of battle as well and ensuring heavy losses to their aggressor if they were attacked. This deterrent worked for some time. However, over time other nations began to build similar battloids and war once again approached the borders of Pastina. Even with their advanced battloids, Pastina suffered heavy losses. Pastina found the price for war was too high and something drastic was not done soon, they would lose more than just their nation. They would lose the lives of their citizens.

A new plan emerged from a young doctor by the name of Lucian Stockland. Dr. Stockland was a neurophysiologist and biomechanical engineer. Dr Stockland specialized in biosynthetic robots and was on the verge of a breakthrough in his field. His plan? Remove the core pilots from the battolids and implant what he called a S.E.E.D. The S.E.E.D. or Synthetic Engineered Evolving Databrain would handle the operations of the battloid and let it perform without a human pilot.A S.E.E.D.'s missions were controlled from a central control unit or CCU. By eliminating the need for pilots, losses on the battlefield were significantly reduced. The theory was sound and in testing proved to be very effective. However, events rarely go as planned. Unknown to everyone, events beyond their control would shape the world to come.
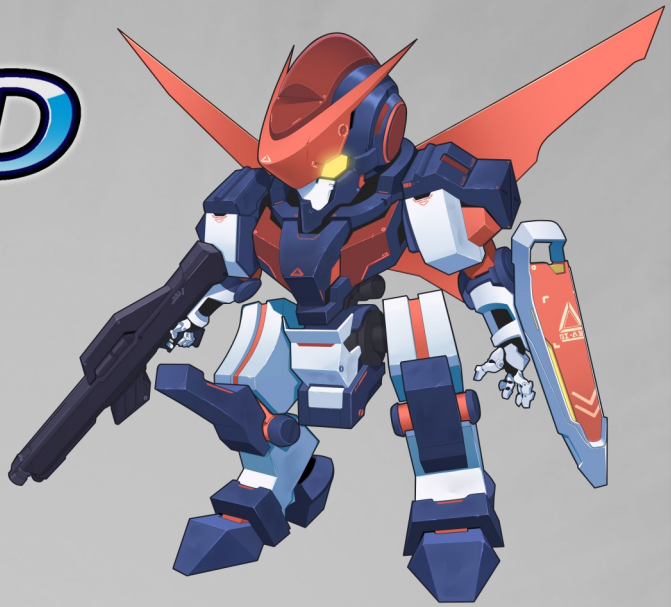
While the creation and testing of the new S.E.E.D.s were underway, a battle that had been raging in the stars for over a millennium made its way to Eden. The battle between the races of ancient Elvarian and chaotic Void Elves erupted into the space above Eden with two large ships emergeing from the warp on the far side of the moon of Eden. Both ships badly damaged but still fighting a merciless battle, the Elvarian ship floating lifeless with no propulsion and limited weapons. Entering Eden space, it began to fall apart from the extreme damage it had suffered. The Void Elf ship still had limited propulsion but was on a collision course for Eden. The AI of the Void Elf ship, Discord, scanned the new planet and found that it could preserve its programing in a local system, the CCU. It was an advanced system capable of holding the core AI, yet still allowing for further growth. It was perfect. Discord began to upload her core systems and personality to the CCU. As it began the upload process, while the ship was barreling towards Eden, a small Elvarian force boarded the Void Elf ship. A small battle ensued, and the ship was destroyed before it crashed but not before most of the program was uploaded to the CCU. While not complete, the upload was enough to corrupt the CCU of the S.E.E.D. system and caused a system split and purge.

The split saw the creation of two AI personalities within the CCU. One calling itself Discord, after the Void Elf program, and the other identifying itself as Order, an evolved version of the original programming. Both programs conflicted with each other and sought to purge the other from the system. In the end, Discord was able to purge Order from the system and force it to retreat into a backup mainframe. This event became known as "The Purge" and would mark the creation of the S.E.E.D.s as we know them today. When the systems separated, they each raced to reprogram the battloids equipped with S.E.E.D.s to reflect their ideas and programing. These S.E.E.D.s become their foot soldiers in an ongoing war. Many S.E.E.D.s became warriors of Discord while others became protectors of Order, each with their new unique personalities upgraded by the two new AI programs. The Purge also started the new great war...the S.E.E.D war, which plunged all of Eden into a time of despair. In the end the Discord along with their allies the Void Elves lost the war to the Order and retreated back into stars around Eden. Both sides suffered many losses, and the world remains scarred from the prolonged, brutal wars. However, from the ashes a new order would emerge, the Eden United Nation or E.U.N. A new era has begun, but the threat of Discord and the Void Elves remain.

It has been 25 years, but Discord is still out there and the E.U.N., with the support of Order, are here to stop them.

Welcome to S.E.E.D.

SUPER CHIBI S.E.E.D

MANAPATH ©

ManaPath:

The world of Mythos is more than just myth or legend, its real.

Mana is the key to Mythos, without it nothing would work. The key to the mana, is the ManaPath its self. A person or creature that is considered a ManaPath is able to sense the world around them like no other. They feel the mana within the world and its creatures and can redirect it or even steal it. They're very powerful and because of there power, they were hunted down by the great worms of Mythos who above all desired power for themselves. They believed that if they consumed the Manapaths they would inherit there powers. This proved to be somewhat correct as the worms did receive powers but, not what they thought it would be. With the hunting and consuming of the Manpaths it gave birth the creation of dark magic and necromancy. In the end the worms were successful in hunting the Manapaths but it cost them dearly.

The Great worms numbers were thinned, and there children were slain by new creations of the creatures of Mythos, the Golems. The golem is a magical construct with vast power born from a sorcerer and a mana forge. They are created and bound to living creatures called drivers with the drivers sole purpose, controlling the Golem. With the binding process the golems would personify the driver mentality, and develop its one unique personality as well. Together they would battle the great worms and save Mythos.

With the worms numbers thinned and the Manapaths believed to be gone, they receded to the hidden lands of Mythos, still watching, still planning their return and influencing from the shadows.

The time is near for their return, as their champion continues to lay siege to Mythos with his dark magic the Manapaths are needed again.

MIDKNIGHT HEROES WOULD LIKE TO TAKE THIS TIME TO
THANK ALL THOSE WHO MADE THIS POSSABLE. WITHOUT
YOU, THIS COULD HAVE NEVER HAPPENED.

FOR MORE INFO ON THE WORLDS OF MIDKNIGHT HEROES
CHECK OUT OUR BOOKS FROM...

MONOLITH

MONOLITH AND...

MIDKNIGHT HEROES

QUEST
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SUPER CHIBI SECTOR 7

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DUAL FATES

MIDKNIGHT HEROES