

## ABSTRACT DISTANCES & MOVEMENT

The standups can quickly represent the participant's position during an encounter. Standups in contact with each other are considered engaged. To represent a standup, location, or element further away, tracking tokens can be placed between two points to represent their relative distance from another element. One token between elements indicates close range. Two tokens represents medium range. Use three tokens for long range, and four tokens for extreme range.



In the example above, the Troll Slayer, Bright Wizard, and Beastman are in an engagement. The Waywatcher is placed slightly further away, but is within close range of the engagement (represented by one tracking token between the Waywatcher and the engagement). The Initiate of Shallya is even further away – she is medium range from the engagement.

### ENGAGED

To reflect two or more targets close enough to interact directly with each other, there is a special status called engaged. Two characters engaged with each other are in very close proximity. A soldier needs to be engaged with a target to hit him with his sword. A barber surgeon needs to be engaged with his patient to tend to a wound. A group of people engaged with each other is called an engagement.

Engaged is also used to indicate that a person is close enough to an item to use it. A thief needs to be engaged with a locked chest to attempt to pick the lock. A coachman needs to be engaged with the carriage to climb aboard. A hunter needs to be engaged with the tree if he wants to hide behind it for cover while firing his bow. The engaged status simply indicates that two things are close enough to each other to directly interact.

With the engaged status and the range bands, the GM is free to describe things dynamically and set scenes without having to worry about exact distances. The goblins can start out within close range of the party – he doesn't need to worry about positioning each goblin 10 squares from a character, or 6 inches from the cavern mouth.

The details and adventure come first, creating a vivid picture for the players, while allowing the GM to quickly provide the mechanical information players need to use their actions and build strategies.

### RESOLVING MOVEMENT & POSITIONING

The manoeuvre system and abstract ranges and movement work together to help create dynamic scenes and allow the GM to resolve action quickly. By using the colour standups and plastic bases, the players can have a unique standup to represent their characters, and the GM can use the standups for various NPCs, enemies, or monsters.

Positioning these on the table creates a quick, visual reference on where things are in relation to each other. Standups or figures in base contact with each other are engaged. The further apart the standups are, the greater the range between them. The GM can place tracking tokens between individual standups or engagements to indicate how far apart from each other those two elements are.

The location cards provide more context for the environment in which an encounter takes place. The location can be placed on the table to indicate roughly where that feature or element is positioned. Standups placed on or touching the card are engaged with that location or terrain feature, and so on.

