


BADDIE SKILLS REFERENCE



Aggravated - If any Baddie has been defeated this battle, this unit gains +2 Atk.

Assault - This unit's Atk Stat is equal to its current # HP.

 **Bleed** - Place Bleed Effect Die on target. Affected unit takes 1 True Dmg at the start of its turn (*lasts entire battle*).

Blind Strike # - At Start of Turn, this unit deals # Dmg to strongest adjacent unit.


Break - Any Atk Dice used to reduce this unit's HP must be Exhausted.


Bribable - Once per an opposing unit's turn, a Gearloc may discard a loot to immediately take an extra turn for this unit (*treat as an Ally*).

Brimstone - Anytime an opposing unit moves to a position adjacent to this unit, this unit immediately gains a Def 2 Die and, if possible, moves 1 position in the opposite direction of the opposing unit's current position.

Callous - This unit can only lose HP from Dmg dealt by Atk Dice (*True Dmg and Fatigue are also ignored*).


Careless # - This unit takes # True Dmg.


Compound - This unit's Atk Stat is equal to the current round # (=5).

 **Confuse** - Place Confuse Effect Die on target; if this effect is already there, remove it. Unit's Atk Stat and Def Stat are swapped.


Corrosive - At the end of this unit's turn, all remaining Def Dice in target's Active slots must be Exhausted immediately.

Cunning - Opposing units may only target this unit if it is the strongest Baddie on the Battle Mat.

 **Daze** - Place Daze Effect Die on target until the end of its next turn. Unit cannot move on its turn.

 **Decoy #** - When defeated, place a Decoy Effect Die on position with # HP. Party treats Decoy as opposing unit. While Decoy is on Battle Mat, Gearlocs may not attack Baddies. Decoy does not prolong a battle if Baddies are defeated.

Detonate # - At end of Movement Phase, if this unit is at less than full HP, it will defeat itself and deal # True Dmg to each adjacent unit.

Disruption - Advance Round Counter Die to  at the end of the round.

Dive - If the Flight Effect Die is Active on this unit at the start of its turn, immediately place this unit adjacent to weakest available opposing unit (*and target it*).

Dodge - This unit's HP cannot be reduced with Atk Dice.


Engulf - All Dmg rolled by this unit also hits all adjacent units to target (*including self*) as well as triggers reaction Skills, if applicable.

Eruption - At the end of this unit's turn, the position of its target(s) becomes Lava.

Equipment - When this unit enters the Battle Mat, roll a D6. **Piece of Armor (1-2)**: Increase HP Stat by 2, **Sharpening Stone (3-4)**: Increase Atk Stat by 1 (*place Atk Die on Baddie to remember the buff*), **Eyeglass (5-6)**: Increase Ini Die by 2.

Flame Soak # - Remove # HP from the closest Gearloc on a Lava Position and place the HP under this unit (*may exceed its HP Stat*). If no Gearlocs are on Lava, remove the HP from the closest Baddie on Lava, if possible.



Flee - Remove this unit from Battle Mat at the end of Rounds 2 and 5 and place in Defeated Stack. If this happens, closest opposing unit with a loot must discard 1.

 **Flight** - At the end of this unit's turn, place a Flight Effect Die on it; if this effect is already there, remove it. While in Flight, this unit cannot be targeted (*but can still be Dmgd by non-targeting Skills and other effects*).

Frenzy # - If at least # of this unit's Atk Dice hit (*roll !*), roll # Atk Dice again and deal total Dmg of both rolls.

Hardy - Any turn this unit loses HP (*including from True Dmg*), total HP lost is reduced to 1.

Inspire # - The next Baddie on the Ini Meter takes their turn immediately after this unit (*move their Ini Die*) and is granted # additional Atk Dice that turn.


Intense # - Target's Backup Plan loses #  (*remove leftmost  first*).


Lashback # - Any turn this unit loses HP from Dmg by an adjacent opposing unit, this unit will then deal # Dmg back, so long as it was not defeated.

Lava Flow - Any Rock position this unit occupies immediately becomes Lava.

Mischief # - Remove # dice (*player's choice*) from target Gearloc's Active Slots (*other units remove # Def Dice from their chip*).

Molten Bath # - This unit heals for # HP at the start of its turn if its position is Lava and heals for # HP each time it moves onto a Lava position.


One Mind - On this unit's turn, all other Beast-Type Baddies () roll 1 Atk Die against their target(s).

 **Poison #** - Set or reset a Poison Effect Die on target to #. Target takes True Dmg equal to the Effect Die # at the start of its turn. After applying Dmg, reduce Effect Die by 1.

 **Pollute #** - Place a # Poison Effect Die on all Gearlocs not on a Lava Position. See **Poison #** for details.

Pull-In - Target Party Member is placed in Krelln Starting Position adjacent to this unit, if possible.

Rage # - If this unit has less than full HP, it gains # additional Atk Dice.

Raiding - This unit gains 1 extra Atk Die for every other Orc-Type Baddie () on Battle Mat.


Randomize - Draw a random Spice & Dice Tyrant Die not already in use. This Tyrant uses it as its own for this battle.

Reach - At the start of this unit's turn, the closest opposing unit not already adjacent is placed on an available position adjacent to this unit, if possible. If an adjacent Lava position is available, the opposing unit must be placed there.

Recover # - This unit gains # HP (*up to full*) at the start of its turn.

Return - If this is not the last Baddie defeated in this battle, place it on top of the BQ when defeated.


 **Secrete #** - When attacked by adjacent opposing unit, place # Poison Effect Die on that unit (*even if defeated*). See **Poison #** for details.

Self Repair # - At the start of this unit's turn, place Def Dice totaling # on it (*up to*  *Stat*).

Shock # - Exhaust # Skill Dice (*player's choice*) from target's Skills Area (*excluding dice used as counters*).

Signal # - At the start of this unit's turn, add a single lesser Baddie to bottom of BQ (*20Pt signals a 5Pt, 5Pt signals a 1Pt, 1Pt signals a 1Pt*). This Skill triggers once per turn for # rounds.

Smokescreen - While occupying a Lava position, this unit cannot be targeted (*but can still be Dmgd by non-targeting Skills and other effects*).

 **Stench #** - When defeated, place Stench # Effect Die on this position. Treat as untargetable obstacle. When Stench is placed, all units adjacent to this die are immediately dealt # True Dmg. Additionally, Gearlocs moving adjacent to Stench are dealt 1 True Dmg. At Start of Round, reduce Effect Die by 1.

Stout - This unit's last HP can only be removed by Fatigue.


Stubborn - When this unit is defeated, it immediately takes a turn before being removed from the Battle Mat.


 **Stun** - Place Stun Effect Die on target. Target loses its next turn (*negative Effects still apply*).

Submerge - If this unit would move, instead roll a D6 and place in # Krelln Starting Position.


Swap - At the end of this unit's turn, it will switch positions with the closest strongest opposing unit.

Swordbreaker - At the end of this unit's turn, its target(s) must exhaust 1 of their Atk Dice if they lost HP or Buff HP this turn.

 **Taunt** - Place Taunt Effect Die on this unit until the start of its next turn. Adjacent opposing units must attack this unit (*units with multiple targets will attack this unit multiple times*).

 **Terrify** - After this unit is attacked, place a Terrify Effect Die on the attacking unit until the end of its next turn. If a unit has a Terrify Effect Die on it at the start of its next turn, it may not target any units with Skill: Terrify.


Thick Skin # - Ignore the first # Dmg this unit would take this turn (*does not ignore True Dmg*).

Trap - Non-Water () Encounters only. Gearloc of party's choice rolls a D6 when entering the Battle Mat. **Gas Trap (1-2)**: Roll Poison Effect Die and apply results. **Electrical Trap (3-4)**: Cannot use Skills during Round 1 (*use Disable Effect Die as a reminder*). **Barbed Trap (5-6)**: Move down 2 spots on Ini Meter.

Treasure - When this unit is defeated, place Loot Die on its position (*if you don't have Loot Die, instead draw a Loot*).

Trickery - When this unit enters Battle Mat, immediately add other Baddie: Goblin Guru (*20Pt, from Active Stacks only*) to top of BQ. When 2 Goblin Gurus are on the Battle Mat, Dmg dealt to one unit is only applied to the other.

Undead - The first time this unit is defeated, place it back on top of BQ. When it re-enters play, it starts with only 2 HP, and its Atk Stat is doubled.

 **Untargetable** - Place Untargetable Effect Die on this unit. Until the start of this unit's next turn, it cannot be targeted by opposing units (*but can still be Dmgd by non-targeting Skills and other effects*).

 **Weaken #** - Place a # Weaken Effect Die on target. Gearloc's Dex is reduced by # next turn (*other units reduce Atk Stat by #*).