Welcome to the **War of Legends** vehicle battle rules for the Fellowship of Azeroth! These are rules and ideas crafted for vehicle battles to run in Discord event or in-game. For new ideas and changes, contact Sonceri!

Every vehicle battle has a listed goal and story, sometimes major bosses. For example, you may be sieging a fortress, protecting your keep walls from waves of enemies, taking down a massive creature from beyond, stopping magical rituals, saving captured allies, and much more.

You can write stories, roleplay, interact with other players and against enemy DMs, and attempt wild ideas that fit your story and the situation.

EVENT RULES AND INFORMATION

Vehicle battles are a form of battles run typically in Discord using a turn order, battlemaps, with tokens submitted by players to face off against enemies. These events can also be run in-game using these rules for mass combat, massive enemies.

Note: For smaller battles, we recommend using [FOA D20](#) with mounted and companion rules.

Vehicle Battle events can include:

- Big battles with many enemies, mini bosses, and main bosses.
- Missions seeking specific goals on the map, may include skills and attacks.
- Derbies for the ultimate silly battles, last man standing wins, in arenas.

CREATE UNITS

Players and enemies create units using the rules in this guide. A unit includes an image for placing on maps in Discord battles and a stat block using these rules. To sign up for a Discord vehicle battle, you will post your Unit stat block, roll for initiative and post it, a description for your unit, and an image token.

You can request tokens in the **Graphic Requests** channel. You can also locate existing tokens in [Sonceri's Battle Tokens](#) or the [Warcraft Conquest Token Library](#).

Units have the following stats:

- **Size:** Small, Medium, and Large determine the hit points and number of abilities/perks and possible additional charges. For stat blocks in this guide, the **Size** is noted in **Concept**.

- **HP:** Hit Points for the unit. These are 150 for Small, 250 for Medium, and 350 for Large.

- **Action Roll**: All vehicle have a base action roll roll of 1d100 that can be used for damaging attacks or heals. You can take perks to increase this amount or add an amount to the result.

- **Damage Resistance:** The types of damage you subtract -25 from the amount dealt. When someone rolls an attack, they state the one damage type used for you to determine how much you take. You start with 2 resistances.

- **Damage Weakness:** The type of damage you take an additional +25 damage from. When someone rolls an attack, they state the one damage type used for you to determine how much you take. You start with 1 weakness.

- **Damage Type:** The types of damage you deal with the unit. When posting your attack damage, you must post which one of these is dealt. You start with 2 types.

- **Healing Type:** The types of healing you deal with the unit. When posting your healing amount, you must post which one of these is dealt. You start with 1 type.

- **Perks/Abilities:** All of the abilities either are always active/passive or have charges. Each ability notes when you can use charges including use on your round, use when hit and take damage, use when you roll, or use anytime.

Here is an example of a unit:

ArcShard

Concept/Size: Medium, Arcane Mech support unit

HP: 250

Action Roll: 1d100

Damage Resistance: reduce -25 damage from Arcane Spellwork, Elemental Focus

Damage Weakness: take +25 extra damage from Shadow and Death

Damage Types: Arcane Spellwork, Elemental Focus

Healing Types: Physical, Arcane Spellwork

Perks/Abilities: Bolster Forces 2 charges, Sabotage 2 charges, Spirit of Healing 2 charges, Mark for Death 2 charges

Crafted in the workshops of Suramar, Sonceri took the bits and pieces of old constructs, mana gems, arcanowiring, and extreme firepower to make the ArcShard. This mech suit towers over tanks, but not as tall as a siege tower. It can pivot with agile grace, gain flight speed with boost thrusters, and lay the whoop ass down with a plasma rifle and sword. And it has a cupholder that chills and heats!

FAST REPAIR/BRINK OF DEATH

If an attack reduces your hit points to 0 or negative, you lose your actions until healed. You can decide to leave the field (leaving the event) or call out for healing and repairs. When healed, you are back into the battle.

When at 0 health, you do not lose any ability charges or your turn order.

If you used **(D) Self Destruct**, that's it. That ability is meant to take you out of the battle while attempting to deliver a strong blow to everyone around your unit.

OOC Repairs/Heals

You have a choice if your unit would be repaired or healed before the next VB. You are not locked to one token, one unit, per campaign. You can always bring another vehicle, unit, etc. Options for Hard Core, in-game or discord repair events, and so on may be added depending on length of campaign arc.

Initiative and Turn Order

Initiative determines what round in a turn you go. A turn typically includes 3-5 rounds depending on how many enemies and allies are in a battle.

Initiative is a 1d100 roll. When posting your unit for a vehicle battle, roll and include the result for the event. If you take the Damage ability First Striker, you always go in round 1 of the turn.

The DMs build a turn order and provide the list before the battle. When it's time to attack, you will be pinged in the OOC discussion channel. We recommend keeping an eye on the battle though! This system includes many abilities for attacking, healing, and responding to situations outside of your round!

Health and Perks

HP is your Health Pool or the amount of hit points your unit has. As you battle, damage attacks reduce the amount down to zero. Healing refill your HP up to the max you started at. There are many ways to avoid damage including using perks like evasion, having another unit intervene, and more.

The size is not the physical size of your unit but the size of the health pool and perks!

Small	150	5 Perks/Abilities, 0 extra charges
Medium	250	4 Perks/Abilities, 1 extra charges to put in ANY chosen perk/ability
Large	350	3 Perks/Abilities, 2 extra charges to put in ANY chosen perk/ability

Damage Types for Resistance and Weakness

Warcraft has endless types of magic, healing, damage, and more across classes, enemies, and worlds. This list breaks down the system into groups as best as possible for damage types without having a ridiculously long list. Each type has descriptions of what may best fit in these damage types. Is it perfect? No. But it works!

> **IMPORTANT:** Only use the options in this table and keep the same language. This is crucial for the events to work properly. Enemies and Players will all use the same descriptors which can affect damage and healing.

Damage Resistance: Pick 2 types of damage you are resistant to giving -25 damage taken

Damage Weakness: Pick 1 damage type you are weak to causing the unit to take +25 damage of that

Select from the following types:

- Physical Blows (swords, gunfire, archery, cannons, ramming, bite, claw)
- Arcane Spellwork (arcanist power, mage, druid, blue dragonflight, bronze dragonflight)
- Elemental Focus (fire, water, earth, thunder, lightning, black dragonflight)
- Bound by Light (Holy Light, paladin, priest)
- Nature's Grasp (nature, druidic, monk chi, nightmare, green dragonflight, red dragonflight)
- Shadow and Death (shadow, void, blood, undeath)
- Felfire (fel, demonic, twisting nether)

There is a perk/ability to provide more resistance under Protector perks/abilities.

Action Roll and Type

All action rolls are 1d100 base. The type of damage/healing you do is important to note.

For Damage Attacks, the type informs the target what kind of damage it is when determining their final HP after the attack. This affects damage resistance and weakness selected above. When you post your attack, you must state if it is one of these damage types. The attacked target then may take more or less damage depending on their Resistance or Weakness.

DMs may keep weaknesses hidden for enemies in the turn order, revealing them through the battle. And DMs will attack without knowing your unit's weaknesses and resistances.

> **IMPORTANT:** Only use the options in these tables and keep the same language. This is crucial for the events to work properly. Enemies and Players will all use the same descriptors which can affect damage and healing.

ATTACK TYPES

Attack Rolls: Pick 2 of the following Damage Types your unit does:

- Physical Blows (swords, gunfire, archery, cannons, ramming, bite, claw)
- Arcane Spellwork (arcanist power, mage, druid, blue dragonflight, bronze dragonflight)
- Elemental Focus (fire, water, earth, thunder, lightning, black dragonflight)
- Bound by Light (Holy Light, paladin, priest)
- Nature's Grasp (nature, druidic, monk chi, nightmare, green dragonflight, red dragonflight)
- Shadow and Death (shadow, void, blood, undeath)
- Felfire (fel, demonic, twisting nether)

Example usage: ArcShard rolls a 75 for damage and is using a magical beam with Arcane Spellwork damage type. At the end of the post, the entry is (**-75dmg Arcane Spellwork to Evil Nerubian @discordname**). If the Evil Nerubian is weak to Arcane Spellwork, the DM reduces 75+25 from the enemy health.

HEALING TYPES

Healing Rolls: Pick 2 of the following Healing Types your unit does:

- Physical (first aid, mechanical repair, jury rigging)
- Arcane Spellwork (arcanist power, mage, druid, blue dragonflight, bronze dragonflight)
- Elemental Focus (fire, water, earth, thunder, lightning, black dragonflight)
- Bound by Light (Holy Light, paladin, priest)
- Nature's Grasp (nature, druidic, monk chi, nightmare, green dragonflight, red dragonflight)
- Shadow and Death (shadow, void, blood, undeath)
- Felfire (fel, demonic, twisting nether)

Note: Healing Type may come up in some situations based on healing abilities (San'layn Touch) or special rules for the event.

Example usage: Feris the druid heals an elemental construct ally using Nature's Grasp healing type to imbue and repair the form. He rolls 60. At the end of that post, the entry is (+**60 healing Nature's Grasp to Flame Elemental @discordname**).

Perks and Abilities

Perks and abilities provide all sorts of buffs, debuffs, passives, and actions your unit can take on their round of action, anytime they roll, or anytime to help others. These are broken up by categories for Damage, Support, Healing, and Protection. The perks and abilities detail when you can use these, such as your action round, anytime you roll, or anytime during the turn.

Remember, a turn is made up of multiple rounds. Players are assigned to a round for rolling an attack, a heal, or to use an ability/perk. If you roll badly, you can elect to use a perk or ability instead. Some features can be stacked and used together, as long as you have charges to use!

Any unit can take any of these perks and abilities! You are not restricted to taking only from one category for your unit. Mix and match, see what works! You can also change these abilities according to the battles if you want to try out new options.

Number of Perks and Abilities

The number of perks and abilities you get is based on the size of your unity:

- **Small**: 5 perks and abilities
- **Medium**: 4 perks and abilities, +1 charge to assign to a perk or ability you choose. Assign the charge before the event begins.
- **Large**: 3 perks and abilities, +2 charges to assign to a perk or ability you choose. Assign the charge before the event begins.

Perks and Abilities include the following information:

- **Type**: (D)amage, (S)upport, (H)ealing, (P)rotection
- **#**: Number of charges or A for always active
- **Usage**: When you can use the perk/ability
    - Roll - Anytime you roll an attack, be it on your turn or in a response roll
    - Round - During your round of battle
    - Any - Literally anytime regardless if this is your attack round or not

Quick list of all abilities and perks! See the sections for full details.

Name	Type	#	Usage	Description
Aimed Shot	Damage	2	Roll	Roll with advantage, take highest
MultiAttack	Damage	2	Roll	Attack twice performing two attack actions
Whirlwind	Damage	2	Roll	Half result applied to all nearby enemies
Ramming	Damage	2	Roll	Charge doing more damage & take damage
Self Destruct	Damage	1	Round	Final attack, destroys unit permanently
First Striker	Damage	A	-	Always go in first initiative round
Exemplary Striker	Damage	A	-	Get +1 damage type
Increased Damage	Damage	A	-	Get +1 weakness and do 1d125 damage rolls
Summon Ally	Support	1	Round	Extra unit with 1 ability charge

Mark for Death	Support	2	Round	+25 damage on marked target for next round
Bolster Forces	Support	1	Round	+25 to all forces next damage result
Hinder Action	Support	2	Round	-50 to roll result
Empower Action	Support	2	Round	+50 to roll result
Recharge	Support	2	Any	Grant +1 ability/perk charge to anyone
Increased Health	Support	A	-	+50 to base health, +1 damage weakness
Restoration	Healing	2	Round	Bring unit from 0 hp to half HP
Shield Ally	Healing	2	Any	Reduce damage on ally for an entire round
Spirit of Healing	Healing	2	Roll	Heal twice performing two healing actions
Self Sacrifice	Healing	2	Roll	Damage taken used as additional healing
San'layn Touch	Healing	2	Roll	Siphon life from target and heal a unit
Exemplary Medic	Healing	A	-	+25 to healing roll result
Turn the Tide	Healing	1	Any	Turn an enemy attack into healing
Return Fire	Protect	2	Roll	When hit, return with counter attack
Evade	Protect	1	Any	No damage from an attack
Intervene	Protect	2	Any	Block attack, take half damage, save ally
Weaken Enemy	Protect	1	Round	+1 damage type weakness on enemy, permanent debuff
Sabotage	Protect	2	Any	Disadvantage on enemy roll
Exemplary Defender	Protect	A	-	+1 damage type resistance always active

DAMAGE

- (**D**) **Aimed Shot** - 2 charges - Roll twice, take highest roll! You can use this with other attack options like MultiAttack, Ramming, and more. *Use it anytime you roll for attack.*

- (**D**) **MultiAttack** - 2 charges - Roll 2 attacks this round, using both rolls. Can be stacked with other abilities. Aimed Shot can be used with this, 1 use only allows one of the rolls to be Aimed! *Use it anytime you roll for attack.*

- (**D**) **Whirlwind Attack** - 2 charges - Do half of your damage roll result to all enemies in a tight area (adjacent squares in the grid). For example, if three enemies are all near each other on the board, and you roll 100 damage, all three take 50. *Use it anytime you roll for attack.*

- (**D**) **Ramming Attack** - 2 charges - Rush and smash into your target! Add +25 to your attack damage, but take 25 damage yourself. *Use it anytime you roll for attack.*

- (**D**) **Self Destruct** - 1 charge - Roll 1d100. If the result is over 50, you do 200 damage split between all units directly around your current position. This permanently removes your unit from the event as they are completely destroyed. *Use it on your round.*

- (**D**) **First Striker** - Passive, always active - You are in the first round of combat.

- (**D**) **Exemplary Striker** - Passive, always active - Take one more Damage Type. *You can only take this once.* For example, your attacks could do Physical Blows, Shadow and Death, and add Felfire to your damage type. Any enemies you attack may take more damage from these selected types.

- (**D**) **Increased Damage** - Passive, always active - Take one more Damage Weakness to gain +25 base to your action roll for a 1d125 roll. *You can only take this once.* For example, if you are weak to Arcane Spellwork, you add another weakness like Shadow and Death for the added base damage.

Support

- **(S) Summon Ally** - Call a second unit (one character, a group of characters, one big thing) onto the field with one set of stats (no matter if the ally is one character or more). You can only call ONE summon ally (you *cannot* recharge summon ally to infinitely summon allies). You control this unit, rolling actions for it on your initiative. You use your action to call the unit. The unit can perform an action when summoned (attacking, healing, using their ability).
The unit has the following stats: 75 hp, 1d75 attack/heal, and pick one perk/ability from dmg/heal/protect which receives *only 1 charge*. For example, a healer ally with 1 charge Shield Ally. A summoned ally cannot have Summon Ally as a perk. If you have an active Bolster Forces or Empower buff on your unit when summoning, you can immediately use it on your ally that turn. This consumes the Bolster Forces or Empower buff. Or you can hold it and use it on your main unit for their next attack.
Example of summon ally tokens (tauren warriors, stone golem, pirate crabs) :

- **(S) Marked for Death** - 2 charges - Place a mark on an enemy unit to kill! Like a bounty or focused target. Attacks on this unit deal an extra damage (+25 to result) for this round and the next round of combat. This includes direct player round attacks and counter attacks. For in-game usage, Marked for Death works on the player round used, any counter attacks, and next player round. You can stack Marked for Death. *Use it on your round in place of an attack/healing. This does stack with Empower, Bolster Forces, etc.*

- **(S) Bolster Forces** - 1 charge - Give a rousing speech and call for battle! Inspire your friends in combat providing +25 to the result to all ally units on their next attack/healing. You can use Bolster on this round or hold it and use another turn.

This is different than Marked for Death which has limited turns used and only for damage. *Use it on your round in place of an attack/healing. Can only have 1 Bolster Forces buff active on your units. This does stack with Marked for Death, Empower, etc.*

- **(S) Hinder Action Roll** - 2 charges - Decrease the next attack/healing roll result by -50. *Use it on your round in place of an attack/healing.*

- **(S) Empower Action Roll**- 2 charges - Increase the next attack/healing roll result by +50. *Use it on your round in place of an attack/healing.*

- **(S) Recharge** - 2 charges - Recharge an ability for another unit, returning a use of a perk/ability. You cannot use this on yourself. If you take a Summon Ally, that unit could have Recharge 1 charge to use on your main unit. *Use anytime.*

- **(S) Increased Health** - Passive, always active - Take one more Damage Weakness to gain +50 base health. *You can only take this once.* For example, if you are weak to Felfire, you add another weakness like Bound by Light for the added base health.

Healing

- **(H) Restoration** - 2 charges - Like Revival from the d20. Bring a unit back from 0 to half their base health. The method of restored life is flavor like fast repairs or calling on light or nature, etc. *Use it on your round in place of an attack/healing.*

- **(H) Shield Ally** - 2 charges - Reduce all damage from all sources on yourself or another unit by -50 dmg *for that round*. If multiple enemies attack the player that round, all those attacks take -50 from their results. *Use anytime.*

- **(H) Spirit of Healing** - 2 charges - Become an empowered spirit of healing, performing two healing actions this round. Like Multi Attack, but rolling for healing instead of damage. *Use it anytime you roll for healing.*

- **(H) Self Sacrifice** - 2 charges - Take damage to heal (this is the Healer version of (P) Return Fire). Anytime you take damage, you can add this amount to a healing roll result in reaction to that attack. OR you can sacrifice your health to add that amount to a healing roll result on your turn. Divide the healing to as many units as you like. For example, you take 50 damage from a hit not on your round, then

roll 1d100 and add +50 to the result to heal one or more units. Or on your round, sacrifice -50 health to add +50 to a rolled healing result. *Use when attacked or on your round. You cannot use (P) Return Fire at the same time.*

- (**H**) **San'layn Touch** - 2 charges - Steal health from a target and grant it as healing to another target. Roll healing as an attack to siphon health, redirecting it to themselves or another player as direct healing. If your healing type is a weakness for the enemy, you get that +25 to the siphoned amount. *Use it on your round.*

- (**H**) **Exemplary Medic** - Passive, always active - You are an exemplary medic and all heals receive +25 to result. This stacks with other perks/abilities. *You can only take this once.*

- (**H**) **Turn the Tide** - 1 charge - Change an enemy's attack into healing for your allies. After an enemy has announced and posted their attack on a player, you can reach out and change this damage into healing for that player. *Use anytime.*

PROTECTION

- (**P**) **Return Fire** - 2 charges - When you are attacked and take damage, make a counter attack on the attacker regardless of turn (rolling an attack). This does NOT eat your turn. This is also an attack, not healing. For healing when attacked, see (H) Self Sacrifice. You still take all the damage from the attack on you. You can stack other abilities when rolling for an attack, such as Aimed Shot, Whirlwind, MultiAttack, etc. *Use when attacked. You cannot use (H) Self Sacrifice at the same time.*

- (**P**) **Evade** - 1 charge - Take no damage from 1 attack. *Use anytime.* Can be used on another. If you have two hits in the same round, you only evade one.

- (**P**) **Intervene** - 2 charges - Take half damage for another unit, blocking the attack. As a bonus, you can use a charge of Return Fire or Self Sacrifice (if you have those perks/abilities) as part of this action! The helped unit takes no damage. *Use anytime.*

- **(P) Weaken Enemy** - 1 charge - Permanently add 1 weakness damage type (from any of the listed Damage Types) to an enemy. An enemy can only have 1 added, unique weakness. For example, a boss may have a weakness to Arcane Spellwork and Felfire. You could add Elemental Focus if most of your allies do Elemental Focus damage. *Use it on your round in place of an attack/healing.*
  Important: If the unit has Resistance to the chosen Damage Type, you are removing that resistance. A second use of Weaken Enemy must be used to further apply the weakness. For example, if the unity is Resistant to Physical Blows, Weaken Enemy Physical Blows would remove that Resistance. Another application of Weaken Enemy makes it Weakened to Physical Blows.

- **(P) Sabotage** - 2 charges - Cause an enemy unit to roll twice and take the LOWER result, rolling with disadvantage on an attack/heal. For example, counterspells and kicks, etc. *Use anytime.*
  Note: Sabotaging an Aimed Shot is being reviewed.

- **(P) Exemplary Defender** - Passive, always active - Pick one more resistance option, giving you 3 total damage types you take less damage from. *You can only take this once.*

EXAMPLE UNITS

Unit Name

Concept/Size:
HP:
Attack Roll:
Healing Roll:
Damage Resistance: reduce -25 damage from
Damage Weakness: take +25 extra damage from
Damage Type:
Healing Type:
Perks/Abilities:

Battle Hardened Units

Concept/Size: Small, Hero, Squad of Flying Copter Marksmen
HP: 150
Attack: 1d100
Damage Resistance: reduce -25 damage from Physical Blows, Arcane Spellwork
Damage Weakness: take +25 extra damage from Shadow and Death
Damage Type: Physical Blows, Elemental Focus
Perks/Abilities: Aimed Shot 2 charges, Increased Damage 1d125, Empower Damage 2 charges, Whirlwind 2 charges, Bolster Forces 2 charges

Concept/Size: Medium, Airship of DOOM
HP: 250
Attack: 1d100
Damage Resistance: reduce -25 damage from Arcane Spellwork, Elemental Focus
Damage Weakness: take +25 extra damage from Physical
Damage Type: Physical Blows, Elemental Focus
Perks/Abilities: MultiAttack 2 charges, Whirlwind Attack 2 charges, Aimed Attack 3 charges, Sabotage 2 charges

Concept/Size: Large, Grand Demon of the Blazing Sword
HP: 350
Attack: 1d100
Damage Resistance: reduce -25 damage from Shadow and Death, Felfire
Damage Weakness: take +25 extra damage from Bound by Light
Damage Type: Felfire, Shadow and Death
Perks/Abilities: Intervene 2 charges, Return Fire 4 charges, Self Sacrifice 2 charges

Healer Units

Concept/Size: Small, Squad of Spell Breaker Paladins of Silvermoon
HP: 150

Attack: 1d100

Damage Resistance: reduce -25 damage from Physical Blows, Shadow and Death

Damage Weakness: take +25 extra damage from Elemental Focus

Damage Type: Bound by Light, Elemental Focus

Perks/Abilities: Exemplary Medic (+25 healing), Exemplary Defender (mitigates Bound by Light), Self Sacrifice 2 charges, Bolster Forces 2 charges, Sabotage 2 charges

Concept/Size: Medium, MedBot, support mech

HP: 250

Attack: 1d100

Damage Resistance: reduce -25 damage from Physical Blows, Arcane Spellwork

Damage Weakness: take +25 extra damage from Elemental Focus

Damage Type: Physical Blows, Nature's Grasp

Perks/Abilities: Exemplary Medic (+25 healing), Summon Ally Defender with Sabotage 1 charge, Restoration 3 charges, Hinder Damage 3 charges

Concept/Size: Large, Healer, Green Flight Dragon

HP: 350

Damage Resistance: reduce -25 damage from Nature's Grasp and Elemental Focus

Damage Weakness: take +25 extra damage from Shadow and Death

Damage Type: Physical Blows, Nature's Grasp

Perks/Abilities: Exemplary Medic (+25 healing), Spirit of Healing 3 charges, Restoration 3 charges

Defender Units

Concept/Size: Small, Engineering Team Alpha 6

HP: 150

Attack: 1d100

Damage Resistance: reduce -25 damage from Physical Blows, Elemental Focus

Damage Weakness: take +25 extra damage from Shadow and Death

Damage Type: Physical

Perks/Abilities: Sabotage 2 charges, Evade 1 charges, Exemplary Defender Arcane Spellwork, Hinder Damage 2 charges, Mark for Death 2 charges

Concept/Size: Medium, Heavy Death Knight warrior in a mechanized armor
HP: 250
Attack: 1d100
Damage Resistance: reduce -25 damage from Physical Blows, Shadow and Undeath
Damage Weakness: take +25 extra damage from Bound by Light
Damage Type: Physical Blows, Shadow and Death
Perks/Abilities: Summon Ally Healer with Restoration 2 charges, Sentinel 3 charges, MultiAttack 2 charges, Return Fire 2 charges

Concept/Size: Large, Battleship of the line
HP: 350
Attack: 1d100
Damage Resistance: reduce -25 damage from Physical Blows, Elemental Focus
Damage Weakness: take +25 extra damage from Shadow and Death
Damage Type: Physical Blows, Elemental Focus
Perks/Abilities: Intervene 2 charges, Return Fire 3 charges, Bolster Forces 2 charges

Support Units

Concept/Size: Small, MASH Unit, mobile healers and helpers
HP: 150
Damage Resistance: reduce -25 damage from Nature's Grasp, Shadow and Death
Damage Weakness: take +25 extra damage from Physical Blows
Damage Type: Physical Blows, Shadow and Death
Perks/Abilities: Hinder 2 charges, Empower 2 charges, Recharge 2 charges, Restoration 2 charges, Summon Ally

Concept/Size: Medium, quick support tank, smashes around the field
HP: 300

Attack: 1d100

Damage Resistance: reduce -25 damage from Physical Blows, Elemental Focus

Damage Weakness: take +25 extra damage from Arcane Spellwork

Damage Type: Physical Blows, Elemental Focus

Perks/Abilities: Recharge 2 charges, Ramming Attack 3 charges, Increased Health (+50 base health), Empower 2 charges

Concept/Size: Large, Troll totemic warband

HP: 350

Attack: 1d100

Damage Resistance: reduce -25 damage from Elemental Focus, Shadow and Death

Damage Weakness: take +25 extra damage from Arcane Spellwork

Damage Type: Elemental Focus, Shadow and Death

Perks/Abilities: Mark for Death 3 charges, Self Sacrifice 2 charges, Weaken Enemies 2 charges

DM - SPECIAL ABILITIES

These may be options and powers used in an event by players. DMs may have specific goals and targets for their events, supporting the use of these options.

- **Teleport** - Area on the map with a gate or teleport, usable to other areas in the map. This could be used for quick moving across the board, behind barricades, into structures, and so on. You could also provide an item or option for mass teleporting units out of the battle, etc.

- **Mass Abilities** - Weapons, buffs, or locations that provide additional attacks or mass actions. For example, an altar or totem area for mass healing for anyone near it for a turn. A bomb that does whirlwind damage to every enemy landing in the area.

- **Stealth/Perception** - Mark enemies with increased awakeness. Players could receive an ability or buff for sneaking through an area. Roll off 1d100 between

players and enemies for spying units. While stealthed, players could sneak to grab items or save others, complete objectives, escape from potential attacks, or perform Assassinations.

Assassinations may be a roll off between stealthed players and the target. If the player(s) roll over 50, they may choose to incapacitate or destroy an enemy, or receive a bonus to damage rolled result.

- **Conjoined Actions** - Allow units to roll together for a specific goal, be it attacking a target, saving a unit from death, and so on. The goal can be anything the DM comes up with. This may affect the turn order, putting groups of players all rolling together for that goal. For example, repair groups for barricades and walls, healing groups going after attacking groups in wave battles, spell workers in a ritual protected by other players to banish an enemy/summon an ally/break open an objective, etc.

- **Inspiration** - Granting inspiration buffs to players who complete extraordinary acts or complete an incredible stunt! This could be used by NPCs on the field, allies, or just the DM acknowledging some incredible roleplay! The buff could be earning a charge of a power, gaining an additional amount to action roll results like +25 or +50. Or players could have 1 inspiration each to pay out for something random. This gives so many options to the DMs for the event!

- **Weakened/Strengthened Enemies** - Provide options in the field for players to add more Damage Weaknesses to an enemy target. For example, they may use options on the field to hex the enemy. On the flip side, an enemy could have an added Damage Resistance or buff from another enemy or situation on the field. For example, a blood ritual altar could provide more damage to a boss. Destroying the altar would remove the buff.

DM - Enemy/Ally Abilities

These are options for DMs to use for their enemy and ally units. The powers are general, allowing the DM to flavor how they work, the damage they do, etc.

This list gives a playbook of options, open to add new ones!

- **Commander's Order** - 2 uses per Full Turn - Instead of taking attacks on their own, the commander calls for their units to attack or heal. This gives an extra attack for their units.

- **Location Swap** - Change the position of two units, can be any on the field.

- **Traps** - Create treacherous terrain, set dangerous traps that explode with a specific damage type, apply a debuff to a unit, and so on. Traps can have many possibilities for DMs to cause havoc on players and enemy units alike.

- **Powerful Attack** - Make a powerful attack rolling 1d100+100. Options for handling the results:

  - **Toll of the Dead** - Have all players roll. If selecting a number of low rolls, split the damage across those units.

  - **Bolster the Army** - Split across as healing for enemy units.

  - **Destroy Aid** - Spend the damage to take out ally units, barricades, buff items, etc that may be on the field.

  - **Consume Life** - Drain the amount split across a number of players as damage, healing the boss for this amount.

- **Shieldsworn** - Call upon magical prowess or the shields of allies to protect all nearby units against an attack. This could be a major shield and gathering location to reduce all damage or lair abilities. Anyone outside of the protection takes damage normally.

- **Madness of the Reaper** - Spirits and skeletons of the dead rise and attack in one major attack on the targets. This includes enemies and defenders. The called spirits and dead fade away after the attack. Part of this mechanic could be burning/cleansing/repelling the dead enemies when they fall.

- **Blight/Bless the Land** - Mark areas to cause more damage or repel damage of specified types. For example, a blessing of power on an altar/totem or sickly vines and bile rising from the ground. The area is a circle with a diameter of 4 grid boxes around the mark (or larger depending on the map).

- **Weakening Enemies** - Stack Weakened Enemy on players. Give everyone a debuff that add up every round or every other round for the enemy. For example, in an in-game event, everyone took a Weakened Enemy Void. Each enemy round, everyone took 1 damage including the stacks of Weakened. After three enemy rounds, players were taking 75 or more damage on top of the 1 damage based on stacks of weakness vs resistance.

Turn Orders and Entries

The event is controlled through the turn order. Every Turn is made up of Rounds. Typically most battles have about 4 Rounds in every Turn. To build these, place units in turns based on their rolled initiative and First Striker ability.

For example, 4 Rounds may break down into initiatives 1-25, 26-50, 51-75, 76-100. If these is a bit of imbalance, such as too many in a round, shift slightly to compensate either through enemy distribution or shifting the ranges.

Turn Order Entries

Each player and enemy unit is listed in the Turn Order with a much more reduced amount of information. Damage Resistance and Weakness is controlled through game play, roleplay, and the event. DMs won't have your info, and you won't have the enemy info listed in the turn order. You must provide it in your tokens entry to the event.

Don't worry, through the battle, you can quickly determine what takes extra damage through those resistances and weaknesses if you pay attention, strategize, and want to figure it out. Otherwise, don't worry about it and have fun!

The entry should look something like this:

> **DiscordName - Name of Unit - HP ### - Atk 1d### - Initiative ###**

For example, the ArcShard has HP 150, Atk of a 1d100, and a rolled initiative of 56. If there are 4 Rounds, I could expect to be in Round 2. The entry for this unit would be:

loriolio - ArcShard - HP 150 - Atk 1d100 - Initiative 56

Same for enemies, the entries will start with the Discord Name of the DM and this basic information. We also add a ☠ skull icon indicating enemy. Ally NPCs may have entries with an icon for their affiliation. For example, an enemy mini-boss of Klakviss Khan could have the following entry run by Sonceri:

☠ loriolio - Klakviss Khan - HP 350 - Atk 1d125 - Initiative 77

How Battles Work

Sign Up

To sign up for a vehicle battle, submit your token stat block and art with the initiative turn order entry to the Discord Channel for the event. DMs will look everything over, and help with any questions. If you need a token, let folks know in the **Graphic-Requests** channel.

Before the event runs, the Turn Order is listed for everyone, including the stated out enemies. Some may not be posted till later in the fight as the enemies appear.

Event Begins

When it's time for the event, it always starts with lead in roleplay and story and a call for open rp. This is your arrival to the field. DMs post entrances for enemies. And players can start finding targets, chatting strategy with other players, and so on.

Your Battle Round

When it's time to battle, a DM (usually the lead running the battlemap) will ping using the **OOC-battle-discussion** channel that it's your turn to fight! You then use the **d20-battle-rolling** channel for battle rolls. Type /r, choose the top option /r command. Enter 1d### such as 1d100 or 1d125 depending on your build.

You then write your roleplay post, name your target (using bold is a big help), and describe your attack. At the end of your entry, post in ( ) the vital information for the attack:

> **(### dmg Damage Type to Enemy Name @DMdiscordname)**

For example, the ArcShard is using laser cannons to battle Klakviss Khan. They roll 1d100 for a result of 75. The post describes how the ArcShard flies in, targets Klakviss Khan, she utters a catchphrase and describes how the arcane fueled cannon carves through the enemy. This gives hints to the DM and other players of your ability. The end of the post would have:

(-75dmg Arcane Spellwork to Klakviss Khan @DMdiscordname)

The DM updates the hit points for the enemy, responding with an RP post of how the enemy reacts and their updated hit points. If the enemy is weak to Arcane Spellwork, they handle the additional -25 damage. Through that, you may learn something about that enemy!

DMs may ask for 1d100 killing blow calls for major bosses, enemies, and situations in a mission. Everyone is open to rolling for that win. If you win, no need to write the damage you do. Just write an epic post!

Battle's End

When the battle ends, it is free open roleplay. You can collect assets or items from the enemies. If your ship is in dire straits, you can help each other off the field. If it's a loss, you can leave the field to fight another day.

Demolition Derbies

King of the Hill! Last one standing! Monster Truck Rally!

These ideas and more are the concept behind Demolition Derbies! These are run with the same rules as War of Legends with a twist. You are not out to help your friends. They are the enemy! Only 1 can win in the end.

The modifications in rules and how turns work is more on the DM.

ARENA ACTIONS

You set up rounds of battle for your players. At the end of the full set of rounds, or the turn, the arena goes! You set up options of attacks, buffs, debuffs, that will hit the field. Players can take damage, use the weapons/buffs/debuffs left behind on others, and so on. The audience (including DMs and players) get to vote on the mayhem.

Some examples: (stats not updated yet to war of legends!)

	DA LOG! HP 100 Attack 125, split across those in a direct path from grid point to grid point Roleplay Notes: Rolling across and doing damage, **arena affect this will only pop up if selected by the audience!**
	Mr Gloop HP 50 Leaves a puddle! No attack or abilities. They just wander and leave puddles. If killed it becomes a puddle. Boom Puddle: do +15 extra damage if someone is on it and hit! Notes: **arena affect this will only pop up if selected by the audience!**
	The Floor is Lava! Roll 150, split damage
	Zappers HP 75 Attack 100, split across all people on left or right side of field! Pick side when you roll! Roleplay Notes: **arena affect this will only pop up if selected by the audience!**

More to come!

Legends of Drifting

Rules for the road! This will be some additional options, event rules, and options for DMs to run DRIVE events!

Coming soon!