






	Facing Point	All standard attack rolls and damage rolls have to be resolved with a creature's Facing point aimed at their target.
						Front Area	Represents the area where a creature has line of sight and if an attack is resolved against it in this area, it is resolved in a standard way.
						Rear Area	Represents the area where a creature has no line of sight and if an attack is resolved against it, it is resolved with an advantage.
						Fray Area	Leaving or moving within the fray area of an enemy means a creature is exposing itself to the enemy's attacks. A creature suffers fray damage for each voluntary movement within the fray area of enemy.
						Turning Around	The ability to turn around is unlimited during a creature's turn. As long as there is no effect preventing it, a creature does not have to turn around each time it should change its facing point. However, the crucial part is to turn in the desired direction at the end of its turn. Naturally, no creature wants to end its turn with its rear area facing their enemies allowing them to attack with an advantage.