

Table of Contents

1. Introduction
2. Glossary of terms
3. General Rules
4. Victory Conditions
5. Sequence of Play
6. Activation and Actions
7. Reactions
8. Movement, Stacking and Posture
9. Combat and Damage Types
10. Melee Combat (+ Melee Results Table)
11. Ranged Combat (+ Firepower Table)
12. Line of Sight
13. Throwing, Scatter and Grenades (+ Grenade Scatter Table)
14. Explosions
15. Abilities
16. HP, Damage and Status Effects
17. Heart, Morale and Crisis Meter (+ Morale Effects List)
18. Stamina
19. Terrain
20. Carrying and Evacuating
21. Optional Rules
22. Common DRMs
23. Creating your Magical Girl

Introduction

Mahou Shoujo Boardgame Project is a boardgame system, simulating anime-style tactical combat between Magical Girl (Mahou Shoujo) characters from various series and franchises in a mega-crossover style similar to fangames like M.U.G.E.N.

The game is played by two players facing off against each other, each player taking control of one team of Magical Girls. Both players try to win by moving their units on a hex-based map, engaging in combat and achieving their assigned objectives or accumulating Victory Points (VP) through specific actions.

Each unit represents one specific magical girl with distinct statistics and abilities. Each hex represents around 5 meters of space and terrain, while each game turn represents about 5 to 8 seconds of real time. Those values aren't exact however as this game does not aim to be a realistic simulation. Nonetheless, for the purposes of game mechanics, both the distance and time are measured using hexes and game turns respectively.

Over the course of a game turn, players alternate in activating their Magical Girls over the course of the turn and taking actions with them, providing for a dynamic game flow. Essential elements of Magical Girl combat like ranged and melee combat, abilities, use of terrain and cover as well as morale and more are simulated using the system mechanics.

This rulebook is a description of the game rules and mechanics on a system-level. For descriptions of characters and their stats and abilities refer to the **Character Booklets** that should be at the same website as this rulebook, or in the same dropbox folder. In order to play the game, use the **VASSAL Module** (also included in the downloads) and decide on your team compositions and tactical scenario.

Note about 3.5. version

First off: There are no other rulebook versions between 3.0 and 3.5! This is intended, as I noticed there were so many smaller fixes being applied to 3.0 almost all time that I've just decided to gather them all and skip ahead to version 3.5.

As I was writing the Simple Mahou Shoujo ruleset, I've noticed that a lot of concepts and mechanics in the original rulebook have since become very "overgrown" with wording or obsolete clauses. So because of that, I've decided some of the things that were changed for the Simple Ruleset could serve very well in this rulebook. So I'm hoping that a lot of mechanics and procedures become a lot smoother as a result of this rulebook upgrade.

- Fenix.

Glossary of terms:

Note: Feel free to skip this section if it's your first reading and come back to it later.

MP: Movement Point(s). Not to be confused with Mana Points (there is no such thing in this game). They are used to determine how far a Magical Girl can move as well as a general measure of time that it takes her to do something. Each character has 10 Movement Points as a base value.

DRM: Dice Roll Modifier. A bonus or a penalty to the final result of the dice roll.

d6: A dice with six faces, and which can give results from 1 to 6.

d10: A dice with 10 faces, which can give results from 1 to 10. Some d10 dice come with a 0 - 9 results, but in that case treat a 0 as 10.

Close Combat Check / Heart Check / Morale Check: Also known as “Stat checks”. They are used to determine whether a Magical Girl succeeds at something based on her stats. In order to make a “Check”, roll a d10. If the value is equal to, or lower than the current stat value, the Magical Girl “passes”. If it's higher than the stat, the Magical Girl fails the check and negative outcome occurs.

Active / Inactive: At all times one of the players is Active (it's currently their turn to play) and the other is Inactive (it's currently not their turn to play, but they can perform Reactions).

Reaction: Something that can be done in response to enemy action by the Inactive player. Reactions are Defensive Ranged Attack, Disengagement, Opportunity Fire, Countercharge and other character abilities denoted with this term. Magical Girls are typically marked “Finished” after they React.

Stack / Stacking: More than one unit of the same side occupying a hex.

LOS - Line of Sight. Ability to see a given hex without something being in the way.

Hindrance: A type of LOS blockage that does not block LOS altogether, but penalizes ranged attacks that are traced through it.

Magical Girl/Unit: Magical Girls and Units both refer to playable entities, represented by counters. Therefore they are being used interchangeably in the rules, even if not all units are Magical Girls - playable counters also include things like summoned creatures, constructs or even Magical Boys. So for the sake of simplicity, every time a “Magical Girl” is mentioned, you can freely assume that same rule also refers to other playable units on the map.

Marker: Markers are informational tokens that are used to denote different status effects and other information about the Magical Girl. They are not units and do not count for Stacking.

Declaring: Saying you are about to do something - due to the boardgame nature of the game, actions in the game need to be declared just so it's unambiguous that they are taking place.

General Rules

1. Range counting: In any situation where you need to count the range, count it in hexes. Start from the hex adjacent to the unit and include the hex with the target. Unless explicitly stated, range is always counted in hexes and not affected by terrain costs.

2. Rounding fractions: All fractions resulting from halving are rounded down unless stated otherwise.

3. Placing informational markers: To avoid any confusion, markers always go under characters so that it's clear to whom they are referring to.

4. Honesty: No rulebook is perfect, and because the game is still in constant development, a lot of those rules may still have some edge cases that escape easy clarification. In those cases, the players will have to agree on what actually happens and how it should be resolved, without trying to “game” the ambiguity for their advantage. Try to understand the intent of the rule rather than looking at who will benefit from a given application of it. Also try performing your actions at a reasonable speed to make sure the other player gets to understand what's happening and react to what you are doing in time, rather than rushing through the procedure and using speed to obfuscate what you're doing.

5. Information: The game map and units are always visible, and players can inspect stacks of units at will and at any time, or ask their opponent to disclose such information of “what's in this hex”. That also applies to checking the status of each unit (stunned, wounded, signature move available or used etc.). Players can also inspect or reference character cards of their or their opponent's characters at any point. Only when hidden traps are in play and the player using them has to secretly record the number of a hex they are placed in, he doesn't have to share that information until the trap is triggered.

6. House rules: If both you and your opponent have agreed to do so beforehand, feel free to apply any house rules of your own in case both of you want to play the game/make something work in a different way. While providing essential rules for reference, the rulebook is not the only way to play the game.

Victory Conditions

1. In general: Most scenarios will have their own victory conditions and ways to gain Victory Points. Players can also agree on their own conditions or metrics by which they will measure who won before the game starts.

2. Universal Victory Conditions:

Casualties: Unless stated otherwise in the scenario description, there are always victory point awards for taking out the enemy team while preserving yours. Those are:

- +3 VP for every enemy Magical Girl that was Eliminated.
- +2 VP for every enemy Magical Girl that was Incapacitated and left behind or captured.
- +1 VP for every enemy Magical Girl that was Wounded.
- +1 VP for evacuating a friendly Incapacitated Magical Girl.

Crisis Point: Whenever a player's team reaches a crisis point, they always lose 1 VP. This is a one-time award that is given once, and then persists regardless if the team managed to rally afterwards or not.

-1 VP for the player's team reaching Crisis state at any point (regardless if rallied or not).

Possession of the field: Control of the battlefield is given to the team whose non-incapacitated members are the only ones left on it at the end of the scenario. Depending on the scenario, possessing the field can be worth different amounts of VP, or none at all.

3. Calculating VP: Both sides must calculate their own Victory Points, and the side that ends with more Victory Points (from the above and from whatever were the scenario victory conditions) is considered the winner of the engagement.

Sequence of Play

Mahou Shoujo Boardgame is a turn-based game, where each turn happens according to a sequence.

Turn Sequence:

- A. Initiative Phase**
- B. Battlefield Events Phase**
- C. Crisis Determination Phase**

Action Rounds:

- D. Activate Unit(s)**
- E. Perform Actions**
- F. Time Advance**
- G. Go back to step “D”** (until there are no more units to Activate)

Once all units have been marked as “Finished”:

- H. Maintenance Phase**

A game turn starts with an Initiative Phase. After it, the gameplay is broken up into “Action Rounds”, which are a back-and-forth process where both players activate their Magical Girls and perform actions with them until all Magical Girls are marked as “Finished”. The player with Initiative has the first Activation, and then the other player gets to perform their Activation.

A. Initiative Phase: Determine which player has the Initiative this turn via a coin toss or making a 50/50 dice roll (1-3 player A goes first, 4-6 player B goes first).

B. Battlefield Events Phase: If you’re playing with Battlefield Events enabled (see: **Optional Rules**) roll the d100, check the Random Events list and resolve it.

C. Crisis Determination Phase: Check the Crisis meter for both teams, and apply the Crisis procedure at the start of the turn if the threshold was reached.

D. Activate Unit(s): The player with initiative activates one Magical Girl, uses a Leadership ability, or performs Coordinated Activation. They might also choose to Pass (see end of next page).

E. Perform Actions: The activated Magical Girl(s) now perform one of their allowed actions (Movement, Combat, using Abilities or others listed in the Action summary). Mark them as Finished afterwards.

- **Very important rule:** As in many wargames, in Mahou Shoujo Boardgame Project each unit must first complete their actions and be marked as Finished before the next unit can take their action. Even if multiple Magical Girls are currently Activated, it is

not possible to take one action with one character without marking them Finished, then take action with another character and then go back to acting with the previous one. Think of it as “you can only grab and hold one game piece at a time”..

F. Time Advance: Each completed Activation is also a measure of time. If any status effects or abilities are stated to go away or take place after a certain number of Activations have been completed, adjust their timers after the units in a given activation finish taking their actions, and resolve them when their time to occur comes. **Important:** Passing an Activation still counts as an elapsed Activation, and advances time on Status effects and so on.

G. Go back to Step “C”: The gameplay now passes to the other player, who now gets to perform their Activations and Actions.

Continue the **D - G** loop until there are no more Magical Girls left to activate.

H. Maintenance Phase: Once all Magical Girls have taken their actions and are marked as Finished (or if both players decided to Pass, see below), the turn is over. Some status effects that are stated to last until the end of the turn are removed during the Maintenance Phase. If a scenario or an engagement has a time limit, it also counts down during this Phase and if it reaches zero, the scenario ends.

If the scenario didn’t reach its end yet, remove all Finished Markers from units, advance the Time marker on the Turn Track and start a new Game Turn, starting from Initiative Determination Phase again.

Gameplay Tip: Time track can be found in the Holding Box window of the VASSAL Module. You can use it to keep track of turns as well as when status changes are supposed to time out.

Time Track

	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24

Passing

A player can decide to Pass and not perform any Activations when it’s their turn. The player has to declare they are passing before they Activate any Magical Girl. Passing means no characters are Activated or marked as Finished, it gives the turn back to the other player who can perform another Activation. However, if the other player also Passes in response, then the turn goes straight into the Maintenance Phase and ends.

Activation and Actions

1. Activating Magical Girls: In order to act, Magical Girls need to be Activated first. The player who won the Initiative in the Initiative Phase gets to decide which player has the first Activation this turn.

There are three ways that Magical Girls can be activated:

1. **By Unit:** Activate one Magical Girl not marked as Finished and take action with her.
2. **Leadership:** Magical Girls with a “Leader” trait can activate themselves and up to two other Magical Girls that are not yet marked as Finished, as long as they are within range (10 hexes and within LOS). A Leader cannot activate only themselves and then choose to use Leadership ability later in the turn, the player must make the decision to use it as they Activate them. Two other Magical Girls are not obligated to perform the same action. Disturbed Magical Girls cannot be Activated by Leader.
3. **Coordinated Activation:** Magical Girls who are stacked together, are not Finished and not Shaken or Disturbed can choose to Activate together at once. When activated this way, all must all carry out the same Action. That means they cannot use their individual abilities (unless they all somehow have the exact same ability), but they can use their Ranged Attacks, Combined Attack, Rally, enter into Melee Combat or Move together.

Magical Girls who are stacked together can still be activated using the two other methods. A player is not obligated to use Coordinated Activation just because they are stacked together.

2. Restrictions on Coordinated Activation: Magical Girls using Coordinated Activation must all perform the same Action. In practice this means:

If stacked Magical Girls choose to **Move**, then they must all finish their Movement in the same hex (or at least give their best effort to do so, in case something prevents them, such as enemy Reaction). They can split up to take different routes there. In practice, this means that the slowest Magical Girl in the stack will determine how far they can go.

If the stacked Magical Girls Activated **in order to engage in Melee Combat**, then all Activated Magical Girls must finish their movement entering the same hex (or attempting to do so). They can split up and enter the hex from different sides. The player must declare they will attack a given hex in Melee Combat as they start their Coordinated Activation.

If Magical Girls activate using Coordinated Activation and they want **to perform Ranged Attacks**, they must use a Combined Attack if they are attacking the same hex. They can also use Coordinated Activation in order to make Ranged Attacks against different hexes each.

3. Leadership: Leaders are units that are important for activating units as well as the Rally action (see **Heart and Morale** section).

Leadership ability always has a range of 10 hexes and requires a valid LOS from the Leader to the targeted character.

Players should each designate one Magical Girl in their team as the leader for the current battle or scenario before starting the game. Try to keep the selection fair (for example don't make the tankiest or most mobile Magical Girl a leader if the other player cannot have a similar type of leader). There should be only one leader per side, *possibly* with a backup leader to take over. Consider having multiple leaders only for really huge scale battles or if you want a higher tempo of gameplay.

3. MP Costs: Actions cost MP to perform - short for Movement Points. This cost can be given as a specific number of MPs, or it can be expressed as "all available" or "all remaining". Each character has 10 Movement Points as a base value

All available: When an action costs "all available" MP, it means performing it will use up the whole Activation and no other Actions can be taken except for it.

All remaining: If listed as "all remaining" MP, it means performing this Action will mark the character as Finished after its completion, but it can be performed as long as the character still has any MP left. Most commonly, this means that a character can Move and then still perform this action.

5. Actions Summary: Below is a summary table of possible actions in the game:

A. Movement and Posture Change: Magical Girls can Move across the map, using up to their entire MPs. During Movement:

Magical Girls can use mobility abilities if they have them, as well as other abilities that cost less than all available MP.

If their weapon(s) allow for it, Magical Girls can also use Quickfire at any point, which costs 5 MP.

If Magical Girls can change their Posture at any point between Standing, Low Posture or Flying. Going into Low Posture finishes Movement, while Standing up costs 5 MP. Landing (from Flying to Standing) or going into the air costs 1 MP.

Magical Girls can also enter hexes occupied by the enemy, which will trigger Melee Combat.

Magical Girls can help their teammates to get rid of certain debuffs (like some immobilizing abilities) when they enter or start Activation in their hex - which is also known as “Help” action. Helping another character uses all remaining MP.

B. Ranged Attack and Posture Change: Magical Girls can perform a Ranged Attack, at a cost of all available MP. They can also change their posture to Standing, Low Posture or Flying before making the attack.

C. Combined Attack: Magical Girls which were Activated through Leadership ability or Coordinated Activation can choose to perform a Combined Attack against a specific hex at the cost of all available MP.

D. Continue Melee / Disengage and Move: If Magical Girls started their Activation being in the hex occupied by the enemy, they must decide between continuing the Melee, or Disengaging from it. If they successfully Disengage, they can afterwards Move, Quickfire or use abilities that cost less than all available MP.

E. Use Ability: Activated Magical Girls can choose to use Abilities as their Action. If those abilities cost all available MP, then this is the only thing they can do during their Activation, otherwise they can use those abilities during Movement or after successfully Disengaging.

F. Rally: Magical Girls can use all available MP in order to try to Self-Rally when activated. Leaders can Rally other Magical Girls when in the same hex or adjacent by spending all their remaining MP (so they can move up and then Rally them).

G. Reload/Recharge Weapons: Magical Girls can spend all their available MP to reload their weapon (if unloaded) or otherwise recharge/fix it to be able to use it again (if required).

H. Pick Up / Carry: Magical Girls can pick up Wounded, Incapacitated or Immobilized Magical Girls to help them move. It costs 5 MP and can be combined with Movement. Setting down a Magical Girl costs 5 MP as well.

Reactions

While Magical Girls need to be Activated in order to function, the currently Inactive player can perform Reactions with them.

A **Reaction** is something that a Magical Girl can do in response to an enemy performing some actions. Reactions are essentially performed instead of waiting for your turn, require a Magical Girl to not be marked Finished, and will mark her as Finished after completion. Magical Girls who are Incapacitated or prevented from taking normal Actions also cannot React.

1. Reactions Summary:

For more information about each specific reaction, check the section of the rules associated with it (given in brackets).

- **Disengagement** (Melee Combat): Used to avoid an incoming Melee attempt when not being the Active player. Can also be used by the Active player in order to disengage from a Melee and then take another action.
- **Opportunity Attack** (Movement and Ranged Combat): Magical Girls can make Ranged Attacks against moving enemies that enter their range.
- **Ranged Counterattack** (Ranged Combat): When attacked by a Ranged Attack, a Magical Girl can make her own Ranged Attack in return - either attacking first or at the same time, depending on the Speed Rating of her weapon.
- **Countercharge** (Melee Combat): If an enemy moves within 5 hexes of a Magical Girl, she can move towards them to stop their movement and trigger Melee Combat.

2. Reacting with Abilities: Some Abilities can be used as a Reaction, or open a window for enemy Reactions. To be used as a Reaction, a character must have it stated in their description.

3. Reaction exceptions: The Reactions summarized above always require a Magical Girl to not be marked as Finished and will mark her as Finished once they are completed. But some abilities or passives can also allow for Reacting even when the Magical Girl is marked as Finished, or will not mark her as Finished for Reacting. Those exceptions will always be noted on the Character Cards, otherwise always assume that Reacting requires the character to still not have Activated in the current turn, and will mark her as Finished afterwards.

Movement, Stacking and Posture

1. Movement Procedure: During Movement, the Magical Girl moves across the map grid from one hex to another, spending Movement Points to pay for the costs of terrain in every hex she enters. Movement occurs one hex at a time and hexes cannot be skipped. Movement can trigger Opportunity Attacks and Countercharges from enemy units.

2. Movement Points: Every Magical Girl has 10 Movement points (MP) by default. Wounded or Stunned Magical Girls have their Movement Points reduced to 5. This effect accumulates in the following way: A Magical Girl that is both Wounded and Stunned will have 3 Movement Points as long as both those statuses persist.

4. Minimum Movement Rule: Any Magical Girl can always move one hex per turn minimum, regardless of MP costs. To do so, she must be allowed to enter the terrain in the hex normally and must not be under any status effect that would prevent her from moving.

5. Stacking: Up to three Magical Girls belonging to the same team can stack in a hex. This does not prevent the enemy Magical Girls from moving into the hex as well, and they can stack with up to three units of their own as well. This means a given hex can at maximum hold six Magical Girls, three per side.

6. Overstacked Hexes: Stacking limits are enforced at the end of the Activation of the moving character as well as during the Maintenance Phase, but are not taken into account during movement itself. That means Magical Girls can still move through a hex that already has three stationary friendly Magical Girls in it, however entering it will cost them an additional (+1) Movement Point in addition to the terrain cost.

Magical Girls can also be forced to overstack using attacks or abilities that displace them. If such an Overstacked hex is attacked by a Ranged Attack, the attack will gain a +2 DRM. In case of a Melee, one Magical Girl is ignored and must be displaced (it's the attacker's choice who gets ignored and where she goes).

If a Magical Girl tries during her Activation to enter and then finish her Movement in a way that would cause a hex to become overstacked, she must halt in the adjacent hex. If a hex is found to be Overstacked at the end of the Activation OR at the end of the Maintenance Phase, the "excess" Magical Girls must be moved into adjacent hexes as long as they can enter the terrain inside them - it's the opposing player's choice to redistribute them as they see fit.

7. Entering Enemy-occupied hexes: Magical Girls can enter hexes occupied by enemies, but doing so will trigger Melee combat. Magical Girls cannot voluntarily enter the hex containing enemy units without engaging them in Melee.

8. Different Movement Abilities: Some Magical Girls have other ways of moving around the map than "Normal" movement. Those can be combined with normal movement and used midway through it, with respect to the MP costs and specific ability limitations. Those abilities are listed on the Character Card under Mobility properties or as Abilities.

9. Ignoring Terrain: Some Abilities can allow for ignoring terrain if that's what's stated on the Character Card. In that case such ability has to be taken literally and the character is assumed to not be touching the ground while moving (because they are leaping, flying, wall running or what have you).

10. Postures: Magical Girls in game can adopt three different Postures - Standing, Low and Flight. Standing Posture is a default one and has no marker - all Magical Girls are assumed to be standing upright if they have no posture markers placed on them. Low Posture can be adopted by any Magical Girl unless stated otherwise and is denoted by a Marker. Flight is a Posture available to Magical Girls who have the "Flight" property or through Abilities. Flight is also denoted by a Marker.

11. Low Posture: All Magical Girls can adopt Low Posture unless explicitly stated on their character card that they cannot. Low Posture represents a Magical Girl crouching, laying on the ground or seeking cover in general to become a smaller target even when in the open. There are some benefits and drawbacks from this Posture:

- Magical Girls can move only up to three hexes per Activation when in Low Posture, and standing up costs 5 MP. Going into Low Posture finishes Movement.
- Ranged attacks against Magical Girls in Low Posture are shifted one column to the left (cumulative with other protective terrain effects).
- Magical Girls in Low Posture gain -2 DRM to their rolls when defending in Melee.
- Some weapons cannot be used when in Low Posture, but some may benefit from the additional bracing that comes with it.
- Magical Girls in Low Posture don't block Line of Sight (LOS).

12. Knocked Down: Some attacks or abilities inflict a "Knocked Down" status. This is different from Low Posture and not actually beneficial at all. Being Knocked Down means the Magical Girl got laid out flat and has to spend precious time recovering. Changing from Knocked Down into Low Posture is free, but going into Standing Posture requires expending 5 MP (just like from Low Posture). Magical Girl can choose to stand up immediately without going into Low Posture first.

Knocked Down Magical Girls can still perform Ranged Attacks unless their weapon prohibits them. A weapon that couldn't be used from Low Posture cannot be used when Knocked Down either. Weapons cannot be braced when Knocked Down (that only applies to Low Posture). Knocked Down characters do not get a defensive bonus from Low Posture and hitting them with ranged attacks is slightly easier. Melee attacking them gives them the same

DRM penalty as when they are fighting from Low Posture. Knocked Down Magical Girls do not block Line of Sight (LOS).

13. Flight: Moving via flight consumes 1 MP per hex regardless of Terrain and allows for passing over prohibited terrain. Some Flight-granting abilities might be temporary, after which the character must land at the end of a turn. Characters cannot land in prohibited terrain and must land in the first adjacent hex that is possible to land in.

Flight also has the following effects on Combat:

- Flying units cannot be attacked in Melee, but can be fought back against and are forced to land if they are the attacker in Melee. Other flying units can still attack them in Melee.
- Flying units suffer -2 DRM to any Ranged Attacks they make (do not stack this with Quickfire penalty).
- Ranged Attacks made against Flying units get a +2 DRM.
- Flying units don't violate stacking limits and don't block LOS of other units.

Gameplay Tip: Because flying units see the whole map by default, they don't need to necessarily stack in the same hex - keep those stacks clean!

14. Leaving the Map: Maps in the game have a physical limit, but it's possible to "move off" them voluntarily. Leaving the map in that fashion costs 1 MP as if the character was moving into an Open type of terrain without any obstacles. Magical Girls who leave the map are considered to have reached safety for the purpose of counting Victory points and they CANNOT return to the map again.

Magical Girls that are moved off the map involuntarily (through abilities that push them away etc.) can re-enter the map when they are next chosen to be activated, either through the same hex or along any of the map's edges. Targeting a friendly Magical Girl unit with a displacing ability to push them out of the map counts as a voluntary exit and does not grant that same re-entry ability.

15. Reacting to Movement: Movement can trigger Reactions like Opportunity Attack or Countercharge from Inactive players. Some Abilities can also be used against moving Magical Girls.

Combat and Damage Types

Types of Combat: Attacking enemy units can be divided into two types: Melee Combat and Ranged Attacks.

While Abilities and Explosions are also distinct types of attacks, both of them use the mechanics and resolution methods of either Melee or Ranged attacks. Combat and its effects can also occur as a result of traps, environment or delayed explosions.

Types of Damage: There are two types of Damage in the game: Physical and Magical. Most weapons and attacks are typically described as being Magical in nature, and if they are not denoted as being Magical, they are automatically Physical. Melee weapons, Unarmed Combat, Firearms and Explosions are automatically Physical unless stated otherwise. Spells are of course Magical. Damage type matters because some Defense properties might protect only from one of the two types and not from both. If Damage type from a given attack is not denoted and cannot be figured out using the above classification, then use common sense to determine which is which.

I. Melee Combat

1. Close Combat Skill: Every Magical Girl has a Close Combat Skill (CCS) statistic. This determines how good she is at fighting up close, and is used as part of resolving Melee Combat, as well as for Disengagement.

2. Melee Combat: In order to initiate Melee Combat, opposing Magical Girls need to be in the same hex (an exception to this are Long Reach Attacks). If Melee Combat already began in the previous turn, the next time one of the participating Magical Girls is Activated, they need to either continue the melee or attempt Disengagement. Opposing Magical Girls cannot remain in the same hex without fighting.

Important: Melee combats like 1v2 or 2v1 and all others that occur in the same hex are considered to be occurring **simultaneously!** Resolve every melee combat before applying the results, so keep rolling for every fight even if the Magical Girl would be already eliminated or incapacitated by this point from accumulated damage. Morale checks triggered through Melee are also taking actual effect at the conclusion of Melee, not during it.

Gameplay Tip: Points 3.) and 4.) that follow below describe Reactions to Melee Combat. Because there are few things that can happen before Melee Combat actually starts (Disengagement, Countercharge, Opportunity Attacks), it's customary to halt movement for a second in the adjacent hex and ask your opponent if they want to react with something before actually entering their hex and moving on to resolve the Melee Combat.

3. Disengagement: Magical Girls that are not marked as Finished can attempt to avoid Melee Combat. When enemy Magical Girl enters their hex, or if they are already engaged in an ongoing melee from the previous turn, the player can choose to attempt a Disengagement. Disengagement MUST be declared before any dice rolls are made. Characters marked as Finished cannot Disengage (unless it's done as **Automatic Disengagement**, explained below. Characters that are in any way prevented from moving cannot Disengage.

Procedure: A Magical Girl that wants to disengage must pass a Close Combat Check. On failure she must stay and engage in Melee. If she is successful, she must move in such a way to end two hexes away from the attacker and closer to her own teammates (so you cannot disengage "offensively" towards another enemy. Disengaging from a Countercharge is an exception to this).

4. After Disengaging: The Disengagement procedure is different based on whether it was done as by the currently Inactive player or by Active player (after Activating a unit).

If Disengagement was made by the Inactive Player, the Magical Girl is marked Finished for the turn.

If a Magical Girl is Disengaging while Activated, it costs her 2 MP, then afterwards she can take any action she wishes with remaining MPs. That means any Ranged Attacks must be a Quickfire, and abilities can only be used if they don't cost "all available" MP. The enemy she Disengaged from is not marked as Finished.

5. Post-Disengagement Enemy Immunity: After successfully Disengaging, the Magical Girl cannot target the same hex that she just Disengaged from for the rest of her Activation, whether it's by Melee, Ranged Attacks or Abilities.

6. Automatic Disengagement: If there are two or three friendly characters in a hex and the hex is being attacked by fewer attackers, some characters can Disengage without having to pass a Close Combat Check, and even if they are marked as Finished. This is called Automatic Disengagement. The Disengaging player must designate which Magical Girls will move away and which ones will stay behind and resolve melee.

Example: A hex with three Magical Girls is being attacked in Melee by two enemies. This means one Magical Girl can use an Automatic Disengagement while two others must stay behind and resolve Melee Combat.

7. Countercharge: Inactive Magical Girls who are not marked as Finished or otherwise immobilized can move to intercept Magical Girls that enter a hex within five hexes and LOS of them, triggering Melee Combat that way. Countercharge cannot be combined with Opportunity Attack if the enemy is in range of both - it's either one or the other at a time. However, it is permitted to use Opportunity Attack, and then use Countercharge when the

enemy moves into another hex (or Countercharge first, then Opportunity Attack if enemy disengaged from Countercharge).

Procedure: The moment an enemy Magical Girl moves into a hex that's within five hexes and LOS of another Magical Girl, the other player can declare a Countercharge. Halt the movement of the Magical Girl who triggered the Reaction and move the reacting Magical Girl into the same hex as her, then resolve Melee Combat. Magical Girls who started the turn stacked together can all perform Countercharge against the same target, but must do so at the same time and fight at once (so it's not permitted to countercharge in "waves"). A Magical Girl who got Countercharged can fight or choose to Disengage. If she disengages successfully, she can continue her movement, but her remaining MP is reduced by 2 MP to account for the Disengage. When Disengaging from a Countercharge, a Magical Girl is allowed to Disengage towards an enemy.

Important: Because Countercharge can be triggered only by entering a new hex, a Magical Girl cannot be intercepted before she enters Melee if she started her Movement right from adjacent hex. In that case the nearby Magical Girls can only React to move into the same hex and bolster the defense, rather than prevent the enemy from reaching the hex altogether.

Clarification: Yes, it is possible for multiple Magical Girls stacked together to Countercharge more than one Magical Girl if said stack is also moving together, and for the resulting Melee Combat to involve multiple Magical Girls.

8. Multiple Melee Targets and Attackers: If there is more than 1 enemy in a hex, all of them must be attacked and the outnumbered Magical Girl will have to fight at a negative DRM - that being -2 DRM for 1vs2 and -3 DRM for 1vs3.

In the same way, multiple Magical Girls can also attack one target who will defend with a negative modifier for each enemy beyond the first (again, -1 for 2vs1 and -3 for 3vs1).

If there are enough attacking Magical Girls, each can be assigned only one enemy to fight and ignore the others.

Important: Magical Girls that enter the hex with an ongoing Melee later in the turn will cause the enemies to fight under the penalty too.

Example of Play: Sayaka and Kyoko have just fought a Melee in the previous Activation and are still remaining in the hex. Felicia (who's Kyoko's teammate) enters the hex when it's her Activation. She has to attack Sayaka, and Sayaka will fight at -2 DRM penalty for a 1v2.



9. Flanking in Melee: If multiple characters started their Activation at different angles (with at least 3 hexes of space between each other) from the enemy and then converged on their hex, the enemies fight with a -2 or -3 DRM to their roll on the first round of Melee, in addition to the penalty for multiple enemies (see **Flanking in Ranged Combat** in next section for a visual display of what counts as flanking).

10. Pre-Melee Morale Check: After the attacking Magical Girl enters the hex and the defender made their decision to not Disengage (or has tried and failed to Disengage), both Attacker and Defender must make a Morale Check before Melee Combat starts. Failing this Morale Check does not prevent Magical Girls from engaging in the Melee, but they will fight at a negative modifier from the resulting worse Morale State.

New characters that enter that same hex and engage in Melee Combat later on will also have to make a Morale Check. Defenders who have already completed their first round of combat will not. Pre-Melee Morale Check is only made once per character, and they don't have to make it later if they're continuing the Melee in the next turn.

Gameplay Tip: In other words, this Morale Check only happens once when entering into the enemy hex, once you made that you're good for later.

Clarification: Failing a Pre-Melee Morale Check while already at Shaken Morale State and becoming Disturbed does not prevent the Magical Girl from fighting, because she already entered the hex before the Morale Check was made.

11. Full Melee Combat Procedure: Once a Magical Girl (or many) enter the enemy-occupied hex or choose to continue the melee combat, Melee Combat resolves in the following way:

- The defender chooses if they want to Disengage, or choose to perform an Automatic Disengagement. If the defender declines, or their Disengagement fails, move onto the next step.
- Pre-Melee Morale Check: Both Attacker and Defender now make a Morale Check before proceeding.
- Both attacker and defender roll a 2d6 for their side, then add the Close Combat Skill of a Magical Girl to the result.
- Critical Strike - If either player rolled two identical dice (two 1s, 2s, etc.) they immediately roll a third die and add it to the final result. Only one extra dice can be gained that way.
- Add or subtract all the modifiers and compare the final results for both players.
- The higher total result is considered to have won the exchange, and the amount of damage done depends on the differential between the two results.

12. Melee Combat Results: In order to determine the result, consult the Melee Results Table below:

Melee Results Table

Differential	Outcome
Tie (0)	Both Magical Girls take 2 damage
1 - 3	Clash! - Both Magical Girls continue the fight next round, the winner gets +1 DRM next round for every Clash! won. Every Clash! increases final damage by 1.
4 - 5	Loser takes 2 damage.
6	Loser takes 3 damage.
7	Loser takes 4 damage.
8+	Loser takes 5 damage.

13. After a Clash result: Clash results are a unique result. They mean that neither Magical Girl has gained an upper hand yet, and melee is inconclusive for now. Magical Girls don't move from the hex and stay stuck in Melee after a Clash. Instead this result produces what's known as Clash Points (or Clash Markers). Those are tracked per side rather than between characters, regardless of which character on the given side "generated" the Clash.

Each Clash point provides +1 DRM to the side that produced it. This effect stacks, and it's possible that Magical Girls from both sides can accumulate a positive DRM that way.

Regardless of which side generated it, every time a Clash result occurs, it accumulates 1 Damage Point. Those damage points are stored for the current hex of Melee, either until all girls move away (or the melee is interrupted in any other way), or until someone wins the exchange (so gets at least 4+ differential). When this happens, those “at large” damage points are added to the amount of final damage that was dealt. If multiple melee victories occur in a given hex in the same turn, those damage points are added to all of the melee victories. Damage points are not used up when there is a Tie - it will always deal 2 damage and the Clash points will persist.

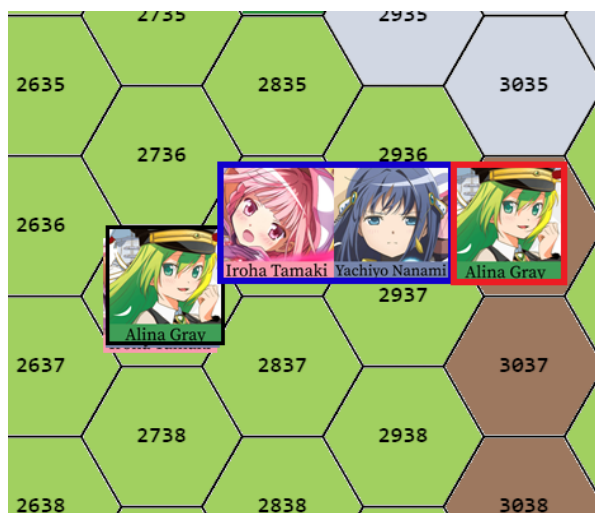


Gameplay Note: Two versions of the Clash Marker are provided - one of them is the reversed version of the other. Use them to track which side accumulated DRM and what is the current bonus damage by placing those markers in separate stacks next to the hex with melee.

14. Continuing the Melee: If characters are still in the same hex after the initial round of Melee Combat, they are stuck in Melee. Next time either of them are Activated they must either try to Disengage immediately, or perform another round of Melee. If the Activated character decides to continue the melee, the enemy gets a chance to Disengage as a Reaction (getting marked Finished if they do). If they decide to fight, both characters are Marked as Finished after the round concludes.

If multiple characters in the same hex are fighting the same opponent, they can Activate at the same time and then decide to either continue the Melee in the same Activation. Some or all of them can be in a Shaken or Disturbed Morale State and it won't matter. However, they cannot Activate and then choose to Disengage together.

Example of Play: Iroha and Yachiyo are fighting against Alina, so it's a 2v1. When Iroha activates, she can choose to Activate Yachiyo with her and have both of them continue the Melee. Iroha can also decide to Disengage on her own (using Automatic Disengage because it's a 2v1) and leave Yachiyo with a decision to Disengage or continue the next time she is Activated (unless Alina is Activated before Yachiyo). Whether Iroha and/or Yachiyo are Shaken or Disturbed in that case has no relevance for the purposes of the Activation.



Example of Play #2: In the above example, imagine Iroha and Yachiyo are fighting against Alina and Touka. Therefore it's two separate 1v1s. In that case Iroha or Yachiyo can only activate on their own and choose to continue or Disengage from their enemy, which will turn the Melee into two on one if they succeed.

15. 12. Long Reach Attacks: Some melee attacks in the game are classified as Long Reach attacks. Those represent attacks that are still made using melee weapons, but they have a range of 1 hex or more. This allows the Magical Girl wielding them to hit targets without being in the same hex, hit multiple targets in the same hex at the same time, and in general to hit someone without closing in and risking retaliation. In case of Long Reach Attacks, resolve the melee procedure as normal with opposed 2d6 rolls, but with the following exceptions:

- The Magical Girl starting a melee by using a Long Reach Attack can win it or get a Clash result, but cannot lose it. So even if the enemy wins the roll, they cannot deal damage to the attacker.
- A Tie (0) result does no damage to either side.
- Disengaging from a Long Reach Attack is done with a -1 DRM (it's easier by 1).

16. Resolving confusing cases of Melee: In cases where multiple attackers move into the hex on their activation, the attacker chooses who attacks who. In all other ambiguous cases, use any method of random distribution/pairing up.

17. Smoother Melee resolution rule: In case where one Magical Girl has to fight multiple opponents (for example 1vs2 or 1vs3), the following is permitted in order to make the resolution procedure smoother:

Roll the 2d6 only once for the outnumbered Magical Girl, and then use this Melee value (adjusted by any modifiers) for the remainder of the melee. Then roll 2d6 for every opponent of hers, and compare those values separately.

Example: Hibiki Tachibana finds herself in melee against Sayaka, Kyoko and Momoko. This means she will fight at -3 modifier due to being outnumbered 1vs3. Hibiki rolls 2d6 and receives 6 and 3. She adds +8 from her CCS and subtracts 3 from the penalty, which ends up giving her 15. Sayaka, Kyoko and Momoko then roll 2d6 for themselves and individually compare those results to Hibiki's "15".

Designer Note: This rule might end up producing slightly less accurate and less varied melee outcomes than the previous one where every 1v1 was tracked separately BUT it is a LOT faster when it comes to resolving those tangled melees due to the reduction in math. Feel free to still resolve each 1vs1 separately if you really want, but we believe that reduction from six 2d6 rolls to only four at most (and where you already know the value you are comparing against after the first roll) just plays a lot smoother in practice while not sacrificing that much in tactical texture.

II. Ranged Combat

1. Ranged Attack Strength: If a Magical Girl has a Ranged Attack Strength greater than 0, which allows her to make Ranged Attacks. If a Magical Girl has multiple ranged weapons, her Ranged Attack Strength can be tied to a specific one. If she has only one, then the same value is used by default for any Ranged Attacks she makes.

2. How Ranged Combat is used: Ranged Combat occurs at a distance, between the Magical Girl using ranged attacks and her target. Ranged attacks are one-sided unless the target reacts with a Ranged Counterattack. Ranged Combat is affected by cover, Line of Sight and distance.

3. Line of Sight (LOS): To fire on an enemy, a Magical Girl must be able to see them. Certain terrain or visual obstructions can block her ability to see, in which case she won't be able to make the ranged attack.

4. Single Target Weapons vs Automatic / Rapid Fire Weapons: All weapons and Ranged Attacks in the game are Single Target unless stated otherwise. When making a Ranged Attack using them, the character has to declare one unit as a target, and if they are in a hex with other characters, those other units are not affected.

Some Weapons can be classified as Automatic or Rapid Fire. They are functionally the same, the only difference is that Automatic is applied to Firearms while Rapid Fire describes spells and weapons that are magical in nature.

Automatic/Rapid Fire weapons affect every character in the target hex, friendly or enemy when making a Ranged Attack, and can also use an Enfilade attack.

5. Ranged Attacks against Adjacent Targets: Ranged attacks made against adjacent hexes using Ranged Attack, Combined Attack or Quickfire gain +2 DRM, as well as ignore cover effects.

6. Ranged Attacks against Immobilized Targets: Ranged attacks made against targets who are immobilized using Ranged Attack, Combined Attack or Quickfire gain +1 DRM.

6. Ranged Attacks against targets engaged in Melee: Single Target Weapons cannot target characters engaged in Melee, unless it's stated as part of their ability. They act like their LOS was blocked in that case. Automatic / Rapid Fire Weapons can target a hex in which a melee is happening and must roll separately for hitting every target, friendly or enemy.

7. Opportunity Attack: Inactive Magical Girls who are not Finished or prevented from making Ranged Attacks can make a Ranged Attack against any enemies that enter their range and their line of Line of Sight.

Opportunity Attacks function just like normal Ranged Attacks, but with a -2 DRM. Some weapons don't have this modifier. Opportunity attacks do not benefit from the adjacency bonus. When damaged by Opportunity Fire, Magical Girl must make a Morale Check.

Procedure: Just like with a Countercharge, the player declares that they will react once a Magical Girl enters their range and their Line of Sight and the movement of the active Magical Girl(s) is temporarily halted until the Opportunity Attack is resolved. Only one Magical Girl can perform an Opportunity Attack per hex entered and they cannot use Combined Attacks for that.

8. Ranged Counterattack: When a Magical Girl who isn't marked as Finished is targeted with a Ranged Attack, she may choose to make a Ranged Counterattack as a Reaction.

Procedure: A player targeted by Ranged Attack must declare they will perform a Ranged Counterattack before any dice are rolled. Consult the Speed Ratings of both weapons to determine who attacks first. In case of a tie, both attacks are considered to have happened at the same time, so apply the damage and results only once both rolls are resolved. Resolve the counterattack like any other Ranged Attack. If multiple Magical Girls are in the hex that was attacked, they can all decide to React and combine their Ranged Attack Strength using the Combined Attack. They cannot decide to React and then make separate attacks - if they React together, they must use a Combined Attack.

9. Combining Ranged Attacks: Magical Girls can combine their Ranged Attack Strength. It's called **Combined Attack** and it is used like a normal Ranged Attack attack against one hex. In order to combine their ranged attack strength, Magical Girls must all be in the same hex. If they are in different hexes, Magical Girls can only combine their Ranged Attack Strength when being activated by the Leader or through other special abilities.

When using a Combined Attack, the Ranged Attack Strengths of the Magical Girls are added together, resulting in a different Firepower column. However when doing so, Magical Girls attacking like that cannot use any of their passive abilities, or special abilities of their weapons.

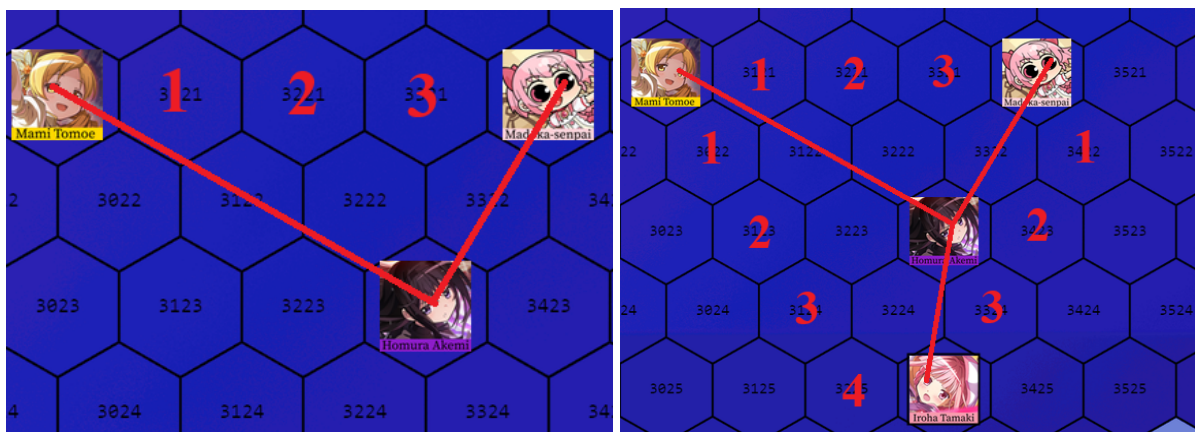
Moreover, the resulting Combined Attack suffers a DRM penalty depending on how many characters have combined their strength together. The penalty is -2 DRM when 2 characters are combining with each other and -3 DRM when 3 or more characters are combining. Other DRMs based on the target's posture or other factors can still apply, positive or negative.

A Combined Attack can also be used to perform a Ranged Counterattack, when a hex with several Magical Girls is targeted.

10. Combined Attack upper limit: Combined Attack cannot ever use the 100+ Firepower column even if it was shifted that way. If the combined Ranged Attack Strength would reach or exceed 100 points, use the 90-99 Firepower column instead.

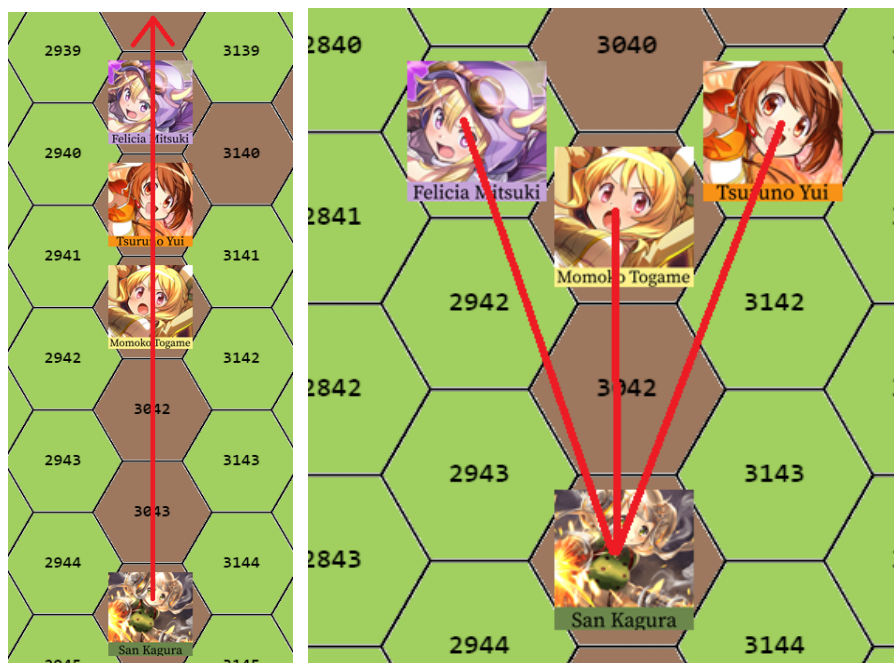
11. Flanking in Ranged Combat: Also known as crossfire, this represents the fact that it's generally difficult to find cover or face in such a way to have a 360 degree of vision and protection. Since Mahou Shoujo Boardgame has no rules about facing the counters in any direction, flanking is instead represented by this rule.

Procedure: For flanking to take place, Magical Girls need to be using Combined Attack through Leadership Action or some other ability that allows them to combine attacks from different hexes. If there are at least three hexes between two attacking units (using the shortest route for counting) the Combined Attack receives +2 DRM. If there are three units that have at least 3 hexes of distance between themselves, the modifier is increased to +3 (as is the Firepower, of course). Flanking cancels the effects of hexside terrain and the cover in the hex, unless the cover is explicitly stated to be omni-directional. The effects of Flanking don't add up with the effects of being in adjacent hex - it's always either one or the other. Flanking can also occur for Melee attacks (see the Melee Combat section).



12. Quickfire: Certain weapons and Spells can be fired “from the hip” or on the move, which lets the Magical Girl make Ranged Attacks while Moving. Making a Quickfire attack costs 5 MP. Quickfire has a -2 DRM penalty to the dice roll unless a weapon is stated to negate it. Unless stated otherwise in their character card, a given unit can only use Quickfire once per Activation.

13. Enfilade: Magical Girls with Automatic or Rapid Fire weapons can make Ranged Attacks on up to three targets when they are all in adjacent hexes - either in a row or in a column arrangement. To do so though, a Magical Girl must be able to see all the hexes she is attacking. In case it's a column, treat enemy Magical Girls as not blocking the LOS. All hexes get attacked, along with everyone else in them using the same Ranged Attack strength.



Example: San can use Enfilade Fire on three different Magical Girls because her weapon is an Automatic one (Minigun).

14. Peeking around corners: On certain maps, due to their hex layout, Magical Girls standing behind corners of buildings will have a blind spot along the building's wall where they cannot properly see, thus making their cover a disadvantage rather than an advantage. In that case, use a special marker to indicate that the Magical Girl is peeking around the corner, in effect having normal spotting abilities while still remaining in cover.

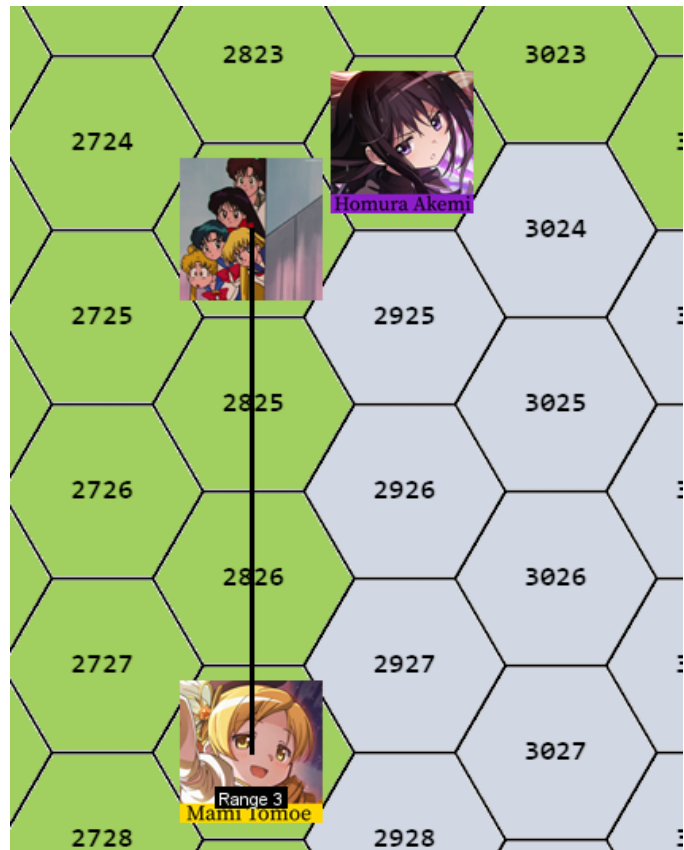
Procedure: If the Magical Girl is standing next to a corner of the building at the moment of her activation and you want her to make a Ranged Attack, place the special "Peeking" Marker around the corner where she would peek out. Magical Girls can also peek out as a free (0 MP) action during Movement, to be in place for such an attack in her next Activation or to get an LOS for future Reactions. After making a Ranged Attack the Magical Girl is marked as Finished and the Marker remains in place until she moves away or hides back next Activation. This Ranged Attack works like any other, and Ranged Counterattacks are still possible like normal.

Once the Marker is placed, start measuring the Magical Girl LOS and range from that Marker instead. Enemies can also measure their LOS to this Marker if they cannot see the Magical Girl behind the corner without it. If they are firing against the marker, treat the Magical Girl as if she was in Cover-type terrain.

Example: In this situation Homura would not be able to see Mami, who is standing along the building's wall.

But, by peeking around the corner she is able to trace her LOS as if she was standing in a neighbouring hex.

*For more information about LOS, check the **Line of Sight** section.*



15. Ranged Attack Procedure: When a Magical Girl makes a Ranged Attack against an enemy:

- Check if there exists a valid LOS (Line of Sight) and if it doesn't pass through any Hindrances.
- Determine Ranged Attack Strength
- The player whose character was attacked now declares if they will perform a Ranged Counterattack. If they do, compare the Speed Rating of both weapons to see if anyone makes their ranged attack first and applies its results before the other character - if Speed Ratings are equal, then both attacks occur at the same time.
- Find the right column on the firepower table, then determine and apply any column shifts to the left or right. Shift Only columns can come only from shifts as their name suggests.
- Roll 2d6 and add the dice rolls together.
- Determine and apply any DRMs to the roll results and read it from the correct column on the Firepower Table.
- Apply the damage to the target and potential other results (Morale checks, abilities etc.)

16. Firepower Table:

Firepower Table - 2d6

	Ranged Attack Strength											
Dice Roll	10 - 19	20 - 29	30 - 39	Shift Only	40 - 49	50 - 59	60 - 69	Shift Only	70 - 79	80 - 89	90- 99	100+
≤ 2	M	M	M	As 30-39 but with +2	M	M	M	As 60-69 but with +3	M	1	1	E
3	M	M	M		M	M	M		M	1	1	E
4	M	M	M		M	M	M		1	1	2M	E
5	M	M	M		M	M	1		2	2	2M	E
6	M	M	M		1	1	1		2	2M	3	E
7	M	1	2		2	2	2		2M	3	3	E
8	1	1	2		2	2	2M		3	3	3	E
9	1	1	2		2	2M	3		3	3	4	E
10	1	2	2		2M	3	3		4	4	4	E
11	1	2	2M		3	3	3		4	5	5	E
12+	2	2M	3		3	3	4		5	5	5	E

M : Miss. No effect

2M: Target takes 2 damage and must make a Morale Check

1, 2, 3, 4, 5 - Damage Points taken (3 or more damage is a Morale Check!)

E - Eliminated

Line of Sight

Line of Sight, also called an LOS, represents the ability of a Magical Girl to see the hex you want them to see. Just because the player knows someone is in a hex or that there is a hex out there, a Magical Girl might not be able to properly observe the hex if it's located behind LOS blocking terrain, another character or other obstacle.

1. Checking LOS: To check LOS, use the LOS tool in the VASSAL module (or a straight edge ruler if you're playing a physical version).

LOS runs from a center of the origin hex to the center of the target hex and through everything in that path. Always use the most straight, "as the crow flies" line to check it. Do not count hexes that said line passes through for range purposes this way. Count actual range in hexes, but determine LOS via the way described above.

2. LOS Block: Certain types of terrain and obstructions like smoke will block the LOS trace if the line passes through any part of that hex. If the LOS passes along the spine of the hex that contains terrain that is supposed to block it, said LOS is still valid. But if there is LOS blocking terrain on either side of the hex's spine, LOS is blocked. If two terrain pieces are on the same level then they cannot be seen past (so standing on the roof of a building LOS cannot be traced through another building, but can be traced onto other rooftops).

3. LOS Block vs LOS Hindrance: Some types of terrain can be seen through in terms of LOS, but they will negatively impact Ranged Attacks that are traced through them, even if the target is not in their hex specifically. Examples would be Fences in Village map (hexside terrain), or Shadow hexes in Minato Ward map. Refer to the Terrain Effects Chart that notes this whenever applicable.

4. Other Magical Girls: Magical Girls in standing posture, enemy and friendly, will block LOS. Magical Girls on different terrain levels, using Flight, in Low Posture or Knocked down will not block LOS.

5. No Friendly Fire!: Friendly Magical Girls cannot be deliberately Range Attacked through if they are in the way - but a hex containing both friendly and enemy units can still be targeted by specific weapons, and friendly fire can result.

6. Never Blocks Into and Out Of: A Line of Sight can always be traced into a hex even if said hex is an LOS blocker and always traced out of an LOS blocking hex. LOS is only blocked if attempting to trace it through a terrain or through a hexside.

7. Always see adjacent: Magical Girls in adjacent hexes can always see each other.

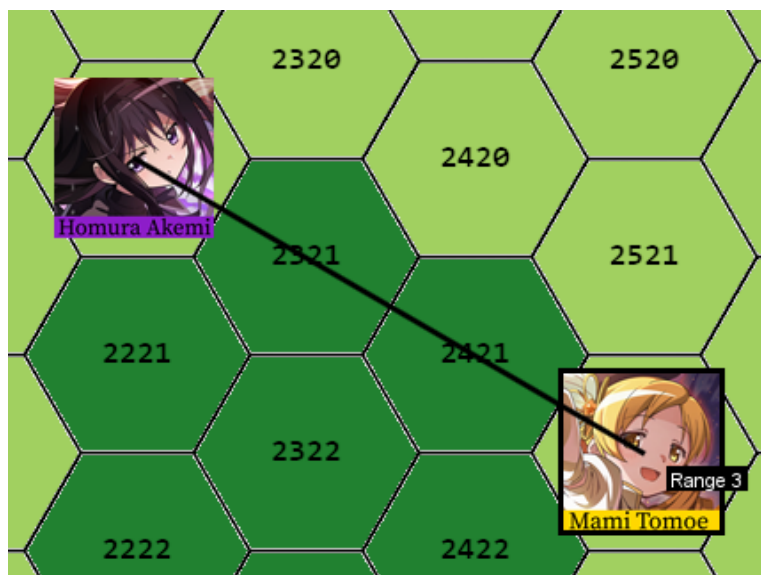
8. Seeing from higher level: If a Magical Girl is observing terrain from above (standing on a roof, higher ground or when hovering/flying through the air), she can see through LOS blockers. To observe what's below, a Magical Girl must be standing on the edge of the roof or a crest of the higher ground, she can't see if she is standing "deeper in".

9. Overhead Cover: Some terrain might be noted as providing overhead cover, in which case Magical Girls hiding in it cannot be seen from above and they also cannot observe targets that are higher than them.

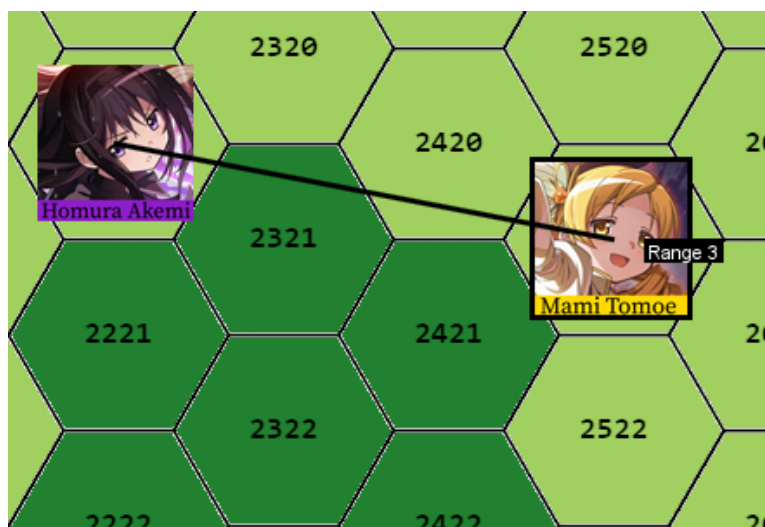
Designer Note: Line of Sight is always a contentious matter in tactical-scale boardgames and usually has either an overwhelming amount of rules regulating it, or not enough of them. Here I was trying to keep things as light as possible and instead I encourage using a lot of common sense and for players to reach agreements on what could constitute a case of an LOS block or if a Magical Girl could see someone from her position, as most of the time it should be obvious with those basic rules.

11. Some examples of LOS in practice:

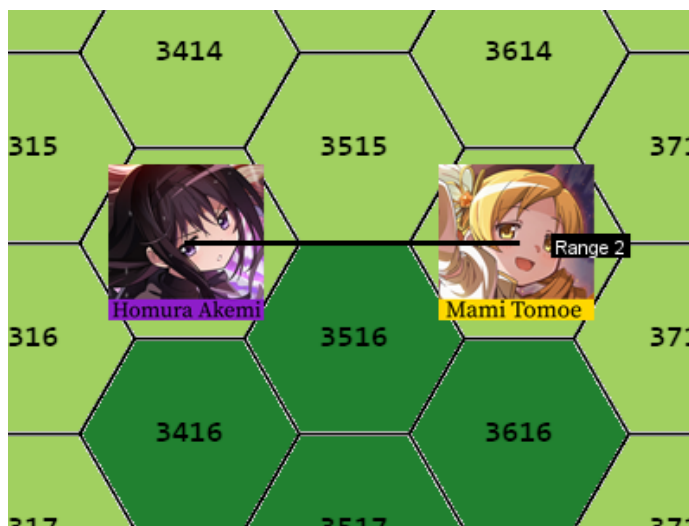
Example 1: Homura cannot see Mami because her LOS would be passing through an LOS blocking terrain.



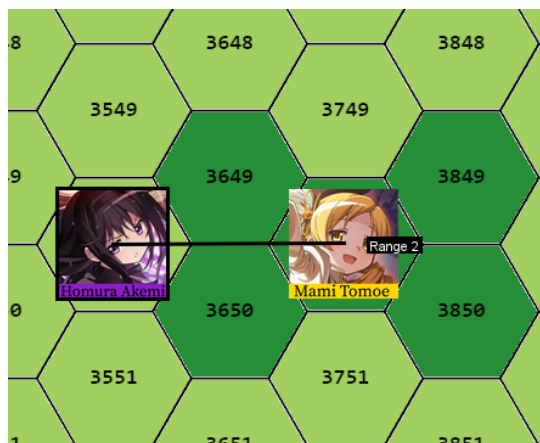
Example 2: Here Homura still cannot see Mami because her LOS passes through a part of a hex with an LOS block in it. LOS is always measured center to center so no matter how small the LOS block is, it still occurs.



Example 3: Homura can see Mami, because the LOS passes along a spine of the hex, and the LOS block exists only on one side of the spine.



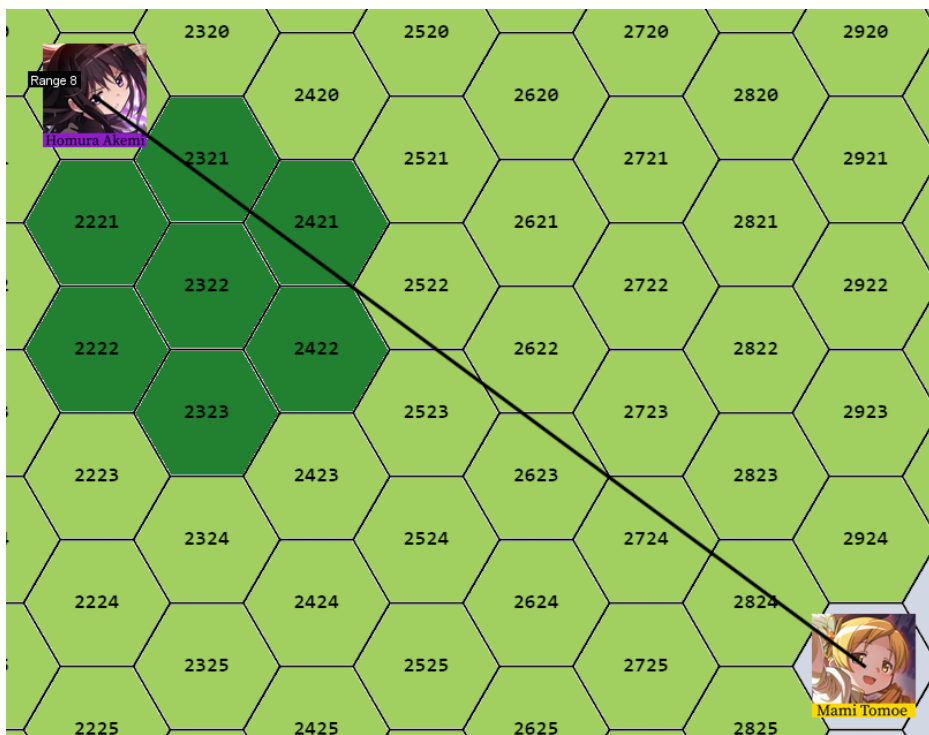
Example 4: Homura cannot see Mami because even though the LOS is passing along the spine of the hex, there is an LOS block on both sides of the spine.



Example 5: Despite being in an LOS blocking terrain, Homura and Madoka can see each other because they are adjacent. In the other image, they can see each other despite Madoka being in LOS blocking terrain, because LOS can always be traced into, and out of LOS blocking terrain.



Example 6: Here Mami can see Homura and vice versa, because Mami is standing at the edge of the roof. This allows her to see past LOS blocking terrain because she is on a higher level. If Mami was not standing on the building's roof but not on its edge, she would not be able to observe the terrain around the building.



Throwing, Scatter and Grenades

Some weapons in the game are described as thrown or “throwing-type weapons”. Commonly those include grenades but not only, as some weapons or abilities can also fire projectiles that can be lobbed or otherwise fired through indirect fire.

1. Throwing and Lobbing: Throwing-type weapons, as well as weapons and abilities described as having “High Trajectory” do not need to have a direct Line of Sight to their target. They can be thrown or fired over blocking terrain or other Magical Girls when the hex is not in the Magical Girl’s Line of Sight. But such “blind throwing” is more likely to suffer from Scatter.

2. Scattering: Scatter represents a tendency for objects to not always land exactly on target when they come down with speed and energy. Some weapons (such as rocket launchers) or spells can also suffer from scatter.

Procedure: When a Scatter roll is called for, roll a single d6 and check if the Scatter result occurred. If Scatter occurs, roll a d6 again to determine in which direction the attack went (Assign numbers 1 through 6 to each of the six directions before you roll, for example 1 being the north/northeast and other results going clockwise). The number of hexes that the attack scatters is always noted on the Scatter table. The attack then ends up moving the given number hex in that direction and lands/takes effect there.

3. Throwing while wounded: Wounded Magical Girls add +2 to their scatter roll.

4. Throwing “blind”: If a Magical Girl does not see the hex she is throwing or lobbing the attack towards, she adds +1 to the scatter roll.

5. Take a knee!: After throwing any explosive weapon Magical Girls can automatically go into Low Posture on player’s choice.

6. “Standard” Grenades: Unless listed otherwise on a character card, treat all grenades of non-stun variety as per following:

- Grenades can be thrown a maximum of 8 hexes. A Magical Girl in Low Posture or Knocked Down can throw them a maximum of two hexes away. A Wounded Magical Girl can only throw them four hexes while Standing and two hexes away when in Low Posture or Knocked Down.
- They explode after the next Activation has passed.
- They have a blast radius of 2 hexes away from their explosion centre.
- Their Firepower is 70 in the center, 40 at one hex distance and 20 at two hex distance.
- All Magical Girls caught in their blast must make a Heart Check or be Stunned as well as a Morale Check (use a single d10 roll), even if no damage was done.

Use the table below to determine if the grenade scattered, if none is given otherwise:

Grenade/Small Objects Scatter Table:

Range Dice Roll	1 - 2 hexes	3 - 4 hexes	5 - 6 hexes	7 - 8 and more hexes
1	T	T	T	T
2	T	T	T	T
3	T	T	T	S1
4	T	T	S1	S1
5	T	S1	S1	S1
6	S1	S1	S1	S2

T - Lands in Target hex

S1 - Scatters 1 hex

S2 - Scatters 2 hexes

Explosions

Explosions come from things like grenades, rockets, spells or objects on the map.

1. Range: Explosions typically have a radius, which means they affect not only their center hex but also their adjacent hexes.

2. Effects of Explosions: Explosions occur with a certain strength, which works exactly like a Ranged Attack Strength. That value is then used to determine the Firepower Table Column that the Magical Girls caught in the blast are “attacked” with. A strength of explosion is typically strongest in the target hex and then decreases as the explosion goes outward.

Roll on the Firepower Table using the column, but use no modifiers other than shifting the column for Cover and for being in Low Posture.

3. Stun: Even if they took no damage from it, Magical Girls caught in the blast from an Explosion must make a Heart Check or become Stunned until the next Maintenance Phase, as well as a Morale check.

Designer Note: Rolling a single d10 for both is okay in this case, so the game can proceed faster. Heart and Morale values are the same after all. Just remember that some characters might have different modifiers for Heart Checks and Morale Checks even though they use the same number.

4. Timing: Depending on their source, explosions occur instantly, or if they come with a delay or a timed fuse. Their timer might also be counted either in completed Activations, after a set number of turns, or at the end of the current turn, so pay attention to what the description says.

5. Blast Wave: Explosions travel across hexes if they have a radius, but their range terminates when it meets any sort of Cover. It will still affect the hex with Cover in it (albeit with a column shift to the right for the affected target), but will not travel beyond it.

However, if the Explosion is stated to destroy terrain, it means its blast radius will both knock down the cover itself and then travel its full distance beyond it.

Abilities

Abilities are the most “sandbox” part of the system. Because of this, explaining how they work can be a little difficult. However, this section will attempt to clarify some general rules about them.

Designer Note: A good rule of thumb is to stick to the description of the ability first. If that doesn't clarify how it works, refer to the normal game rules. If they still don't give you the answer, try to visualize what the ability is actually supposed to do, then use that to fill any gaps in interpretation. It's not perfect, but at the moment it's hard to think of and describe every possible outcome or type of ability that will be in the game, so a bit of house-ruling and guesswork has to be involved sometimes.

1. Superseding rules: The description of the ability on a character's card can supersede/overwrite any rules written in the rulebook. Some abilities break the rules and game mechanics on purpose, and in that case what is written in their description should be taken as the final word.

2. Attacking with abilities: If the ability is an attacking one, it will be stated in what way it should be resolved - like a Melee attack or by rolling on the Firepower Table like with a Ranged attack. Attacking Abilities by default consume all available MP unless stated otherwise.

3. Attack Modifiers: If an ability is described as an Attack Modifier, it means that the player can choose to activate it while performing a Ranged or Melee Attack, as appropriate. Unlike weapon abilities or Passives, using Attack Modifiers is not always in effect and must be declared by the player prior to making an attack. Attack Modifiers can be used with either normal Ranged Attacks or Quickfire attacks IF the Magical Girl is able to make Quickfire attacks with her weapon. Because using an Attack Modifier requires making an attack, they will also use up the whole Activation if they are not capable of Quickfire.

4. Abilities MP Cost: Different abilities can have different MP costs. If none is given in the ability description and the ability does not modify any existing action, assume that using them consumes either 5 MP or whole Activation.

Designer Note: We are trying to include all MP costs in Abilities descriptions but we can't always keep up with everything, particularly for characters that are a bit older development-wise or those who went through a couple revisions. Please be patient with us and house rule if necessary!

HP, Damage and Status Effects

As a result of combat, explosions and abilities, Magical Girls can suffer damage or negative status effects.

1. HP and Damage: Each Magical Girl has a given amount of HP (Hit Points) as one of her stats. Damage results deplete HP by a given number of points. When HP value is above 50% of its maximum, a Magical Girl functions normally. However once her HP drops to 50% or below, she is considered Wounded.

2. Odd HP Values: Some Magical Girls have odd HP values (3, 5, 7). In those cases round the fractions of them down when determining Wounded status and what “half” HP means (3 HP Magical Girl is wounded at 1 HP left, 5 at 2, 7 at 3 and so on).

3. Healthy: Any Magical Girl who does not have a Wounded status is treated as Healthy. This means Magical Girls who have taken damage points, but not enough to put them into Wounded status are still Healthy.

4. Wounded: Wounded Magical Girls gain a few disadvantages until they are healed to above 50% of their HP.

- -3 DRM to Melee combat and +3 DRM to Disengagement
- They shift their Firepower Table column by one to the left
- +1 to Morale Checks.
- Movement Points are halved.
- Things thrown by them can only go half their maximum range and they scatter more.
- They may not be able to use some abilities
- They cannot carry objects or other Magical Girls

5. Stun: Explosions or certain abilities can apply a Stunned effect to a Magical Girl, which is basically a momentary concussion and a disruption in balance, blurry vision etc. This is NOT to be confused with a Stun effect in other games, as Stunned Magical Girls can still act, albeit with penalties.

Stunned Magical Girls gain the following penalties:

- -2 DRM to Melee Combat rolls and +2 DRM to Disengagement
- They shift their Firepower Table column by one to the left.
- Movement Points are halved, or reduced down to 3 MP if already Wounded.

Important: The effects of being Stunned are cumulative with effects of being Wounded.

4. Stun Recovery: Many Stun effects are cleared from Magical Girls in the Maintenance Phase of the same turn they got them from. However, some Stun effects are more persistent and will either continue until the Maintenance Phase of the next turn, or they can require passing a Heart check to recover from. Those distinctions would be noted under the details of a given ability or effect.

7. Status Effects: Status Effects are generally non-permanent debuffs or buffs. They are results of abilities and they modify actions, Stats or DRMs of a Magical Girl. There is not much that can be generally said about them as each of them is different so their specific effects will be noted under a given ability that applies them.

8. Status Timers: Buffs and Debuffs end when their timer elapses - Timers tick down by one during each Maintenance Phase or during Time Advance in a turn until they reach 0.

9. Incapacitated and Eliminated: Once a Magical Girl's HP falls to 0, the girl becomes Incapacitated. Incapacitated Magical Girls are considered taken out of action for a given battle because of some crippling injury or loss of consciousness due to accumulated damage. They can be carried off the battlefield or moved to a safer place with the assumption that they would recover after the fight.

10. Going from Incapacitated to Eliminated: Incapacitated Magical Girls can become Eliminated when their HP value drops to -4 or further. Keep the count of any "overkill" values from the attack that Incapacitated them and subtract that many HP below zero as well. (e.g. 1 HP Magical Girl getting hit with a 3 damage attack will end up having -2 HP and being 2 more damage points from getting Eliminated).

Melee attacking Incapacitated Magical Girls as well as Ranged Attacking them while being in adjacent hex will Eliminate them instantly if they are alone in the hex.

11. Defense Properties: Some characters have a noted Defense properties on their character card other than "Normal", which allow them to ignore or mitigate damage points they receive.

Some defense properties might only apply to certain types of attacks - such as melee, ranged, physical or magical. Follow the description of Defense Property as is written on the card.

Attacks or Abilities might be stated to ignore defenses or protective abilities, in which case those properties do not apply against them.

Some Defense properties can also function as "saving rolls" or "defense checks". In order to resolve them, roll a d10 for every damage point taken. That Defense trait will have a number given which means an equal or higher roll successfully blocks the damage (for example "6+" which means 6 or better). Some might have a condition that damage cannot be reduced below 1 this way.

Heart, Morale and Crisis Meter

1. Heart: Heart is a statistic that every magical girl has as part of her base statline, and it is used for Morale Checks as well as to potentially resist negative effects when someone is trying to debuff or impair them.

Designer Note: The name “Heart” does not refer here to a physical organ or the girl being fit or healthy. It represents the idea common in many (almost all) Mahou Shoujo series where power comes from within, and heart is frequently used as an expression of that. Some Magical Girls are more connected and attuned to their inner power and some less, which lets them endure the stress of combat and stay brave when it matters, as well as resist debuffs when someone tries to impair their “magical system”.

2. Morale states: There are four Morale states that a Magical Girl can have at any point of the game. In descending order those are: Inspired, Normal, Shaken and Disturbed. Magical Girls start the battle at Normal morale state and that state can be shifted up or down through morale checks and/or abilities.

3. Morale Checks: Some situations mandate a Magical Girl to pass a Morale Check in order to continue. To make a Morale Check, a Magical Girl has to roll against her Heart value, adding or subtracting any modifiers from abilities or passives.

- If the result is equal to, or lower than the stat value, it's a pass and nothing happens.
- If the result is higher than the stat value, it's a fail, and the Magical Girl morale degrades by one level.
- If a Magical Girl rolls a natural (unadjusted) 1 and her status is Normal or Shaken, she becomes Inspired instead.

4. When Morale Checks are made: Morale Checks are always made in the following situations:

- When a Magical Girl becomes Wounded (this does not mean taking damage points - it means their status changes from Healthy to Wounded)
- When taking 3 or more damage from a Ranged Attack.
- When receiving a “2M” result on a Firepower Table
- When a Magical Girl is damaged by an Opportunity Attack (damage amount irrelevant).
- When a Magical Girl sees a teammate become Incapacitated or Eliminated*
- When being caught in the explosion blast radius (regardless of damage).
- If because of any circumstance Magical Girl Heart stat has fallen below 1 (reset it back to 1 after the check).
- Before the melee starts (see: **Pre-Melee Morale Check**).

- When attempting to take any offensive action at Crisis state.
- Additionally, a Morale Check can be called for as a result of special abilities of a character.

* In this case “seeing” means having a clear LOS on the hex where it happened and being within 15 hexes.

5. Timing of Morale Checks: Morale checks must happen the instant they are caused.

The only exception to this are Morale Checks caused by Melee Combat. Resolve any ensuing Morale Checks within that hex (from getting Wounded, teammates going down etc.) once the current round of Melee Combat has concluded, NOT when they occur.

6. Multiple Morale Checks: When a situation would call for Multiple Morale checks at one moment (for example a Magical Girl has taken 3 points of damage AND became Wounded AND the attack that caused it was an Opportunity Attack or an explosion) then make only one Morale Check, but modify that check by +1 for every morale check that would occur in that instant.

This does not mean that a Magical Girl cannot undergo multiple Morale Checks in the same turn if they are a result of different events. This rule only prevents multiple morale checks within a single Activation.

7. Effects of Morale states:

Inspired: Can “spend” the Inspired state and go back to Normal in exchange for one of the following: a reroll of any Ranged or Melee Attack (can choose the better result of the two), an automatic rally on a teammate in same or adjacent hex, or to Activate one teammate within 10 hexes along with herself (both must take the same action). On the next Morale Check failure, they revert back to Normal.

Normal: Default state, no effects. All Magical Girls start the game at that state.

Shaken: -1 to all dice rolls (or +1 to making Checks since it’s a negative DRM). Cannot perform Coordinated Activation with other Magical Girls. Every time they take damage their Stamina is depleted by half of damage taken (but never by less than 1 point).

Disturbed: Cannot perform any offensive actions (attack, move closer to enemies, use offensive abilities). Cannot perform Coordinated Activation. Cannot be Activated by Leader. They also suffer defensive penalties outlined below. They also inherit the +1 DRM to Morale and Heart Checks from “Shaken” state.

8. Attacking Disturbed units: Once a Magical Girl reaches a Disturbed state, they have several defensive penalties.

- They fight back with a -2 DRM if forced into Melee.
- Any damage they take also depletes their Stamina meter by the same amount.

- If they fail any further Morale checks they are forced to take, it still depletes their Stamina by 2 points.

9. Desperation Attack: Magical Girls in Disturbed state cannot make attacks or take offensive action normally. Instead, if they want to do so, they have to perform a Desperation Attack. Desperation Attacks automatically gain +3 DRM (ranged or Melee) and are harder to make Checks against by +2. It is possible to use Desperation Attack to move towards an enemy to enter into a melee where said modifier will be used.

After performing this attack or finishing the round of Melee with it, the Magical Girl loses 1 HP (unless at 1 HP already), is marked as Stunned for the next turn and has to skip their next Activation (even if they get Rallied in the meantime).

10. Rallying: Magical Girls can be Rallied by units with a Leader trait or by abilities that allow it. Rallying costs all available MP, consumes the whole Activation and shifts the Morale state of a friendly Magical Girl one level up until it reaches Normal. Magical Girls in Normal state cannot be rallied further.

11. Self-Rally: A Magical Girl can also rally herself in absence of a Leader or similar. Self-rallying consumes a whole turn and requires passing a Morale Check. When rolling a natural (unadjusted) 1 when rallying from Shaken state, shift the morale state to Inspired instead. At Disturbed morale state, modify the check by +1.

12. Crisis Meter:

Designer Note: After some debating and requests, I've decided to make this whole rule optional. If you want your teams to fight to the death, ignore Crisis Meter altogether. This sub-system was supposed to be more developed, but due to other things being a priority, it will be updated in some future version.

Both sides have what's called a Crisis Meter. It's a value that starts at 0. Every time that:

- A friendly Magical Girl is wounded, incapacitated or eliminated.
- When enemy Signature Moves with 80, 90 or 100 firepower occur.
- When the first attack (of any kind - melee, ranged, spell) happens in the battle - **and this goes for both sides.**
- A Magical Girl reaches a Disturbed Morale state.
- When a magical girl is incapacitated or eliminated by some terrifying weapon (if such is stated in the character description). This roll is in addition to the stress level raised by the first bullet point).

The player must roll a d6 and add the result to the stress level.

Designer Note: It can happen that first shots flying will raise the stress level by 6, and someone getting eliminated will raise it by 1. This is intentionally unpredictable. Check optional Rules for other ways to handle the increases in meter.

12. Crisis!: Once the Crisis Meter reaches a maximum, a team that reached or exceeded it gets put into Crisis state. Both teams could be in this state at the same time. When under a Crisis state, the team needs to either rally or start leaving the map - that is, start moving towards the edge of the map or towards an area they can exit from as specified by the scenario. Along the way they can do whatever they need to achieve that goal.

If a team in Crisis is not rallied, and isn't currently holding their position (waiting to rally) or trying to leave the map, they must make a Morale Check each and every time they are trying to do something that isn't related to retreating (still trying to fight, complete an objective etc). So essentially they need to make a Morale Check every time they try to keep going with the mission.

Designer Note: To determine what exactly does the "trying to leave the map" and "trying to continue the mission" entail, just use common sense and be honest with it. A team that is currently under Crisis state has just one goal in mind - get off the map. A team trying to still proceed with the mission in that situation is fighting against their self-preservation instincts and what they feel is their self-interest (not dying). That is the gist of this mechanic, so please use it to reasonably determine which actions fall under which once one or both teams hit the Crisis state and haven't rallied yet.

13. Rallying from Crisis: In order to rally from Crisis state, the whole team (that is still capable of standing on their own, that is) must gather within 10 hexes (and an LOS) of their Leader who cannot be in Disturbed morale state. The next time they Activate, the Leader must make a Morale Check with a +1 DRM. Upon success, instantly get rid of the Crisis state and reset the Crisis Meter to 66% of its value (on failure nothing happens obviously).

Designer Note: Realistically, most games won't go on for that long, so this rallying rule is provided for those who really want to use it or in case you want to have a larger scenario with more units.

Designer Note #2: You are also free to just end the game once the Crisis state hits one/both of the teams if you believe that continuing would be otherwise counterproductive or boring, and go straight to determining victory instead.

14. How to compute the maximum Crisis Meter: Unless given by the scenario or unless both players agree to some overall number, the team's Crisis Meter cap is computed by taking the average of the Heart stat of all the girls, dropping the fractions and multiplying it by 4.

Designer Note: During playtests we would set the Crisis threshold at 24/25 points and found that this worked reasonably well for 8 vs 8 engagements, so you can use that value as a baseline and deviate from it as needed.

Stamina

1. Stamina Bar: All Magical Girls have a hidden “Stamina bar” that exists alongside their HP meter but is not marked on their character card. A given unit’s Stamina is **equal to their Heart value**, unless stated otherwise.

2. What Stamina does: Stamina represents a hidden reserve of strength that a character has. A heroic spirit, if you will. Mechanically, it’s similar to how the Break meter works in games like Honkai: Star Rail or Magia Exedra. Once depleted, the character suffers a Stamina Break.

3. Depleting Stamina: Stamina is depleted by the following:

- Taking damage while at Shaken Morale state (half of damage taken but never less than 1 point). Apply half of this damage even if damage to HP itself was reduced by armor/shield.
- By full amount of Damage taken while at Disturbed Morale State (even if damage to HP was reduced).
- For failing any Morale Checks (by 2 points)
- Using certain abilities (cost varying)
- By specific enemy weapons or abilities (cost varying)

Once depleted, Stamina can never be recovered by any means with the exceptions of abilities. Stamina will automatically reset back to full when the character is Stamina Broken.

5. Stamina Break: Once Stamina reaches zero, the Magical Girl suffers a Stamina Break. They automatically take 1 damage that cannot be reduced by any means. However this cannot put them in a Wounded state, Incapacitate or Eliminate them - if it would, it’s ignored. The character also loses their next activation. Once broken, the Magical Girl’s Stamina instantly returns back to full and cannot be reduced until they take their next Activation (keep the Stamina Break marker on them until then as a reminder).



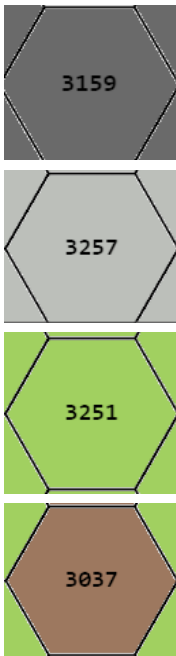
Important: Yes, “Stamina Break” is a status, and it persists until the next time a character takes their activation. This is important for abilities or attacks that might be more powerful against characters in that state.

Terrain

1. General Rule: Each hex represents various terrain, and might also include some specific objects of note. Terrain and objects can influence the movement of Magical Girls, LOS and combat between them. They can be identified by a specific color or shape of what's inside them - a map key will help with recognizing that.

Different maps and scenarios can have their own special kinds of terrain that have specific effects.

Here is an example of a Terrain Chart from the Mikazuki Villa map:

Terrain	Graphic	MP Cost	Blocks LOS?	Cover?	Notes
Open		1	No	No	
Hedgerow Bushes		1	Yes	Yes	Stops movement when entered.
Building		1	Yes	No	Destruction Threshold: 70 Can only be entered via Level Change

Fence		All Remaining	No	Yes	Can be broken when starting adjacent and moved through immediately
Slope		Other terrain +2 MP	Yes	Yes	Can be seen through only when adjacent. Signals Level Change

Every type of terrain is defined by following properties:

Terrain: Terrain type and name.

Graphic: How does this terrain look like/what colors does it have, along with example hex name

MP Cost: How much Movement Points it costs to enter.

Blocks LOS?: Does the terrain block Line of Sight when traced through it. Line of Sight can always be traced into and out of any terrain. A terrain can also be a Hindrance instead of an outright LOS block.

Cover?: Does this terrain give cover benefits to units within it.

Notes: Other peculiarities of a given terrain type - can it be destroyed, what terrain level it is and so on.

2. Hexside terrain: Some terrain can run along the edges of hexes rather than through them. Those affect both hexes that they run between, but not hexes along the same side. Those can be walls for example. The terrain in the hex itself still matters and has its effects.

3. Destruction: Terrain can be destroyed by ranged attacks with an equal or larger strength to their destruction threshold (given for specific maps), breached when standing next to it, or destroyed through specific abilities. Destruction means that the terrain becomes passable if it wasn't before, and stops blocking LOS. If a Magical Girl was standing next to, or inside a hex with a given terrain when it was destroyed, she must make a Morale Check (and might receive damage from the attack that destroyed it as well).

4. Rubble: Rubble is created from destroyed buildings. It costs 2 MP to enter, counts as cover and blocks LOS only if it's traced through 3 or more consecutive rubble-covered hexes.

5. Craters: Craters are made when a description of a weapon or ability says they are created in its aftermath. Craters can be created in terrain that was previously Open or shrubbery type

(bushes, hedgerows, trees and so on). Craters turn the hex into a level minus one terrain which grants cover, stops movement and costs full MP to leave.

6. Levels: For simplicity, there are four height levels in the game.

- Level “minus one” is ditches, sunken roads, craters and so on.
- Level one is a ground level.
- Level two are terrain like rooftops and hills.
- Level three are airborne units (therefore flying units can always see the whole map, unless their LOS is blocked by another flying unit).

Units shooting downwards gain one column shift to the right if they are located one level above. There is no bonus for being two or more levels higher.

Units located higher can also see past terrain located on the lower level that would block LOS otherwise. If two terrain pieces are on the same level then they cannot be seen past (so standing on the roof of a building LOS cannot be traced through another building, but can be traced onto other rooftops).

Carrying and Evacuating

1. In general: When Magical Girls become Incapacitated, they are unable to move under their own power, and if they are Wounded they do not move as well as Healthy ones. That's why friendly Magical Girls can help them.

Carry is an action that costs 5 MP and can be used when a Healthy Magical Girl is in the same hex as the one they are trying to carry. It also costs 5 MP to set someone down. Only Wounded or Incapacitated girls can be picked up. When being carried, both girls will move at a 10 MP pace. Neither of the Magical Girls can do anything else at that time. If the carrier gets Wounded or Stunned, they will drop the Magical Girl they are carrying (at no ill effects to them). However being Stunned does not prevent a character from picking someone up again and then carrying them, it just causes them to drop what or who they are carrying when they go from normal status to Stunned.

Why carry characters? It's done in order to remove a teammate from danger and prevent them from getting Eliminated once they're already out or help them reposition if they are Wounded. Of course, heavy items (like mission objectives, if they appear in a scenario) can also be carried and might require two Magical Girls to move them about.

Designer Note: This part is just basically a lot of common sense, so feel free to modify it if you think that, for example, weapons could still be fired when carrying someone or being carried and other small details like that.

Designer Note #2: Consider allowing two Wounded Magical Girls to carry an Incapacitated Magical Girl at 5 MP of speed if nobody Healthy is around to carry them. A rare situation to be sure, but I'm leaving this extra rule here for when it occurs to someone.

2. Evacuating Incapacitated Magical Girls: Incapacitated Magical Girls need to be evacuated by the end of the battle if their side is also leaving the map. To count as evacuated, they need to either be carried off the map (leave it through one of the map edges at the same time as the ones carrying them did) or to some other safe location as specified by the scenario. If a battle ends with a Magical Girl who cannot move on her own not being evacuated, she is considered left behind.

3. Capturing Enemies: Enemy Magical Girls who are Incapacitated can also be picked up and carried in order to make getting to them harder, or to capture them by carrying them off the map. If a Magical Girl stays on the map while Incapacitated or otherwise unable to move, they are counted as captured by the enemy team, and that will award victory points for the enemy side.

Optional Rules

Those rules were discussed and floated about but didn't make it into the rulebook in the end. The players should agree about using them before the game. A lot of them radically change the balance and how the game is played so try using them once you have already gotten the experience of the base game and you want to experiment.

Harsher Disengages: Disengages always Finish a character, even when done as the Active player. They cannot be attacked in Melee by the same character in their next Activation.

Designer Note: This prevents the character from escaping and then still being able to do something, but it does change the dynamic between melee and ranged by a lot.

Stunning Explosions: Explosions now automatically Stun everyone caught in the blast and do not have a saving Heart Check.

Isolation: Magical Girls need to see at least one other Magical Girl in their LOS to take offensive action OR she attacks with -1 DRM if they do not see someone nearby.

Designer Note: This means it's necessary to send at least two units on flanking approaches. It reflects how isolated girls might feel tempted to just hide and sit out the battle if they can.

Battlefield events: Play with Battlefield Events. Either roll for them on every turn or give them a 50/50 chance of occurring.

Designer Note: Battlefield events are a little chaotic, but they can add a lot of fun factor!

No Critical Strikes: To keep things more predictable play without Critical Strikes. Use them only for characters that have them as part of their kit (Kuroe, Meiling Li, Meyui Chun etc.)

Ranged Criticals: If a Ranged Attack rolls "doubles", increase the damage by 1 (possibly turning an "M" result into 1)

Designer Note: Ranged Attacks already factor in the bump in damage on their 12 result as part of the base Firepower Table, but here you can make them more randomized.

Steady Crisis Meter: When a Magical Girl gets Wounded, raise the Crisis meter by half of it (rounded down, but always a minimum of 1 point). Further, If you feel like the d6 is too random in general (even though it's supposed to be by design), feel free to increase the meter in set increments (by 3 for example), or to halve any result before applying (but never by less than 1 point).

Designer Note: This optional rule is a result of some playtests where we noticed that “spreading” damage to wound as many enemy Magical Girls as possible could technically be more beneficial due to the randomness of d6, which could feel gamey.

Less Stamina Depletion: Failing Morale Checks depletes 1 Stamina instead of 2.

Designer Note: This is in case 2 points loss is too harsh - to be playtested.

Trauma Conga Line Immunity: Characters cannot be forced to take more than one Morale Check per turn. Additionally, after a character has already been inflicted with a debuff this turn, they gain an immunity from further debuffs and disables until the Maintenance Phase of the next turn.

Designer Note: This streamlines the gameplay considerably, although it does change the tactical balance of the game.

Failing Pre-Melee Checks: Failing a Pre-Melee Morale Check and going into Disturbed state means the character will “drop out” of the fight and have to back up two hexes as if Disengaging, and the Melee does not take place (with that character involved, anyway).

Designer Note: This rule makes melee procedure more similar to other wargames.

More Flanking: If a character decided to perform a Ranged Counterattack and was marked as Finished, consider them to now be looking in that direction. If another Ranged Attack comes in from a new angle (use the same rule as before, 3 or more hexes of space between two characters) consider them to be flanked and add a +2 DRM.

Designer Note: While the flanking rule is simple as it is, some people might prefer it to not require Combined Fire to work. Use this optional rule if you’re willing to bear a little more complexity/tracking.

High Lethality: Decrease HP of all characters by 2. Characters are now automatically Eliminated at 0 HP.

Designer Note: In update 3.5 (so this rulebook), every character got a flat +2 HP boost to their previous HP value, because the game was previously just too lethal and HP values were low-balled. This option brings the game back to the pre-3.5 carnage settings if someone is brave enough to try it (lol).

Common DRMs

Ranged Combat

- 2 Quickfire
- 2 Ranged Attack from Flight posture (do not stack with Quickfire)
- 2/-3 When using Combined Attack (depending on how many characters are Combining)
- 2 Opportunity Attack
- 1 Shaken

Shift 1 Column Left - Ranged Attacker Wounded/Stunned (cumulative)

Shift 1 Column Left - Target in Cover/Low Posture (cumulative)

- +3 Desperation Attack
- +2 Ranged Attack against Adjacent Target
- +2 Ranged Attack against Overstacked hex
- +2 Ranged Attack against Flying target
- +1 Ranged Attack against Knocked Down target
- +1 Ranged Attack against Immobilized target
- Shift 1 Column Right** - Ranged Attack from one level higher (does not apply when two levels higher)
- +2/3 Flanking with Combined Attack.

Melee Combat

- 3 Wounded
- 2 Stunned
- 2 Target is in Cover or in a Chokepoint
- 2/-3 Defending vs multiple attackers (or being outnumbered on attack).
- 2/-3 Being Flanked
- 2 Disturbed (when forced into Melee)
- 2 When in Low Posture or Knocked Down
- 1 Shaken
- +1 After a Clash! result, if the previous opposed roll was won (also remember to add the number of Clash! markers to the final damage!)

Disengaging:

- 1 Disengaging from a Long Reach Attack
- +3 Wounded
- +2 Stunned

Morale Checks:

- +1 Shaken/Disturbed
- +1 Wounded
- +1 for every additional Morale Check that would occur (instead of taking multiple)