

Isometric Law

Although many interpret their powers as divine gifts, signs of exceptional status, or blessings from incomprehensible entities, the truth is considerably more perilous: utilizing any Ability strains the foundational fabric of reality. When this strain becomes overwhelming, it initiates a domino effect that can unleash catastrophic consequences upon the surrounding environment, causing either temporary or lasting disruptions.

Every dice result of 1 or a failure during an ability cast roll increases the Isometric Law counter by +1.

Starting at 0, if any Model causes this counter to reach or exceed 3, 7, or 12, that Model must roll 3d6 and consult the table.

Should the Isometric Law counter reach 12, both players roll 3D6 Effect Dice and consult the Isometric Law table.

The Model that caused the counter to reach 12 is the triggering Model for its controlling player's roll. The opposing player chooses one Model from their roster to be the affected Model for their roll. After both effects are resolved, reset the Isometric Law counter to 0.

3d6 Effect

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18 | Roll 3d6 and consult Calamity Fracture Event
The Model is incapacitated
Roll 3d6 and consult Localized Fracture Event
The Model that activated the Isometric law roll armor value reduced to 1 till the end of the game.
A simple fracture without any lasting consequences
The opponent may relocate the Model that activated the Isometric law roll to any position within 12" of its starting location.
Roll 3d6 and consult Localized Fracture Event
The Model that activated the Isometric law receives 2 damage
Roll 3d6 and consult Localized Fracture Event
The Model that activated the Isometric law suffers 2 damage and is moved up to 6" backwards.
Roll 3d6 and consult Localized Fracture Event
The Model that activated the Isometric law roll cannot use abilities until the end of the game.
Roll 3d6 and consult Localized Fracture Event
A simple fracture without any lasting consequences
Roll 3d6 and consult Calamity Fracture Event
The rolling Model recovers to full Vitality damage |
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