



RULEBOOK



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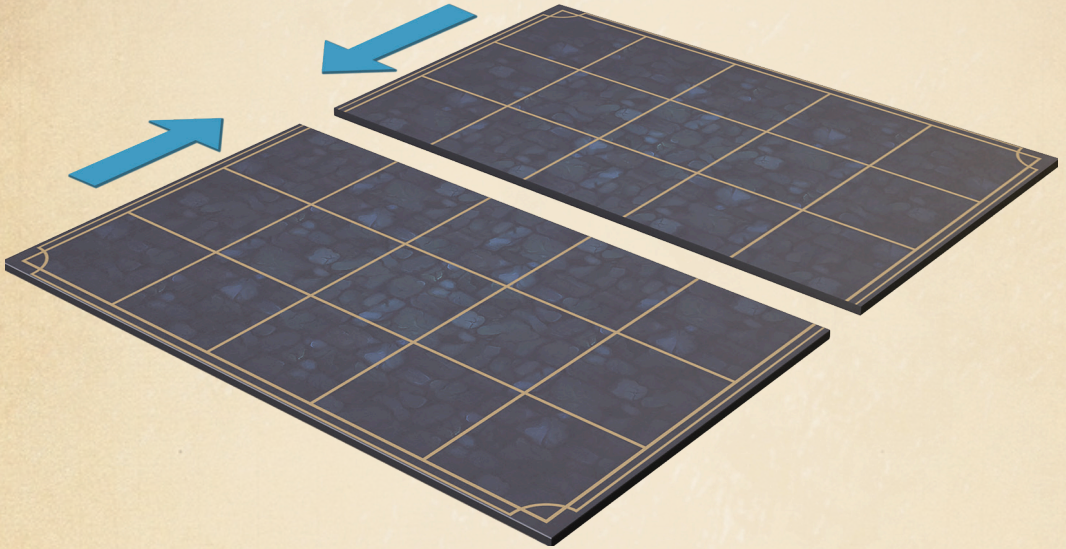
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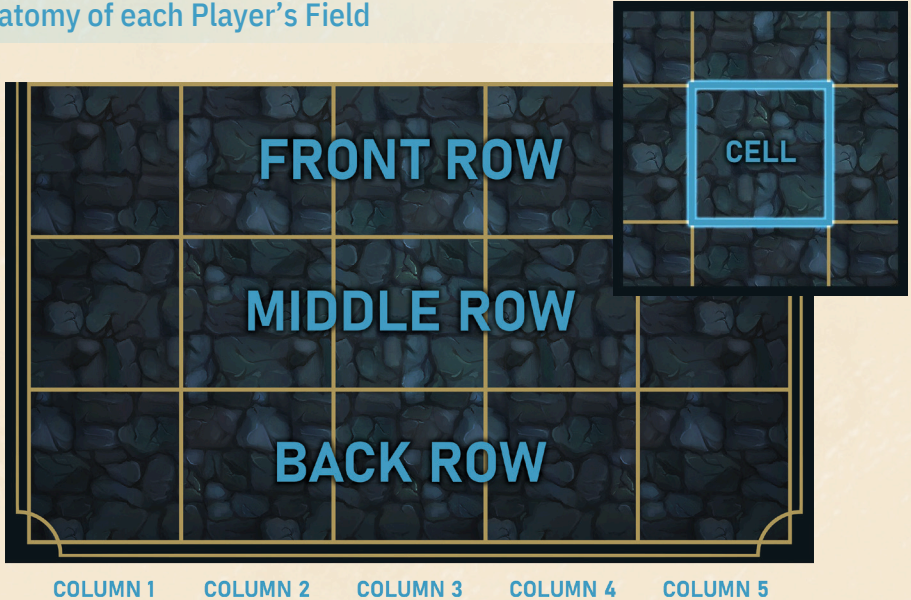
## GAME COMPONENTS & FEATURES

### The Board

The Board consists of cells in 5 columns and 6 rows forming a grid. Each player owns half of this field (5 by 3), called “**The Player's Field**”. The opponent's side of the Board is called “**The Enemy Field**”. A cell can only be occupied by one Character.



## Anatomy of each Player's Field



## Characters

All components that can be placed on the board are called Characters. The Characters include a Leader, and Units that branch into three main types: **Melee**, **Ranged** and **Magical**. Each type may further have various subtypes.



The Leader is represented by a figurine and the Units by tokens. The tokens display the Unit's Action Pattern and Direction.

## Cards


Each player has a deck of 30 cards.



### Anatomy of card:

- 1 **Name** – The name of the card.
- 2 **Type** – The card's type. If the card has a subtype, it is also listed here, following a dash. There are five types of cards:

**Attack Defense Spell Event Reaction**

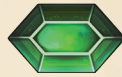
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- ③ **Illustration** – The artwork of a card.
  - ④ **Effect** – In this field, you will find the card's effects and abilities. Some abilities have reminders in brackets to explain what they do.
  - ⑤ **Leader Icon (Emblem)** – This tells you which Leaders a card belongs to. After you pick a Leader, you cannot play cards belonging to different Leaders, unless an emblem for the corresponding Leaders is present as an icon.
  - ⑥ **Domain Icon (Banner)** – This tells you which Domain a card belongs to. After you pick a Domain, you cannot play cards belonging to different Domains, unless a banner for the corresponding Domain is present as an icon.
  - ⑦ **Frame** – This shows you the artwork for the card's frame. The frame style represents the theme of the main Domain a card belongs to.
  - ⑧ **Rarity** - A gemstone that shows the rarity of the card:



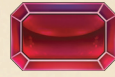
AMBER



SAPPHIRE



EMERALD




RUBY

The rarer the card, the fewer copies you can have in your deck. One unique card can be included in a deck a maximum of:

- 5 times if it's Amber
- 3 times if it's Sapphire
- 2 times if it's Emerald
- only once, without copies if it's Ruby

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## The Barracks, The Graveyard, and The Discard Pile

Each player has a separate Barracks, Graveyard, and Discard Pile.

### The Barracks

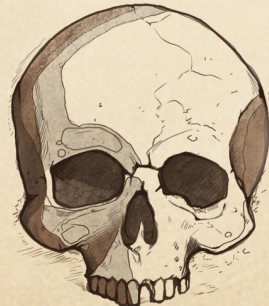
At the start of a match, all of the player's Units are located in the Barracks. From there, the player can choose to Summon Units onto **the Player's Field**. The number of Units you can summon per turn is specified in the Domain and Leaders cheat sheet.

### The Graveyard

After a Unit is destroyed, it goes to the Graveyard. Once there, the player cannot Re-Summon it to the Field or return it to the Barracks.

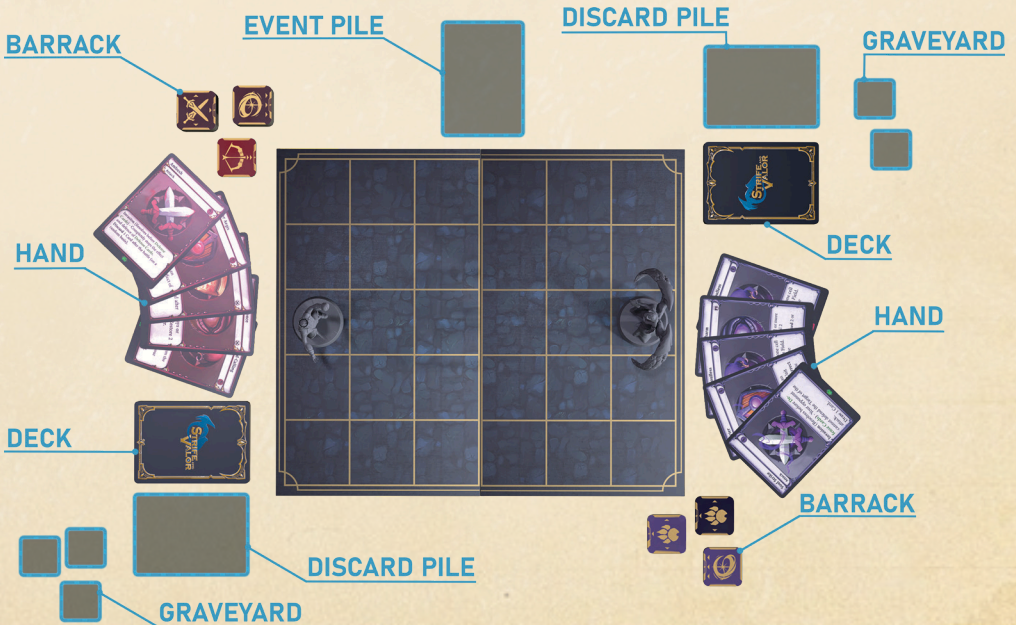
### The Discard Pile

After a Card is played, it is removed from the hand and placed into the Discard Pile. Cards removed by any other means also go into the Discard Pile. Each player can view their own and their opponent's Discard Pile at any time.



## GAME SETUP

1. The Players must select the Leader they want to play with.
2. Each of the players places their Leader in the middle cell of the row closest to them.
3. Both players shuffle their decks and draw 5 cards.
4. Turns begin – Which player will take their turn first is decided by coin toss.





# HOW TO PLAY

## Turns summary

- Players draw 1 card at the start of their own turn. The player who goes first always skips the first draw phase.
- Each player can use 2 cards per turn.
- During their turn, players can Summon Units. The amount of Units a player can Summon per turn is based on their selected Domain and is specified in the Domain and Leaders cheat sheet.
- Players can perform actions with their Characters.

## Hand, Draw, and Discard Rules

- If a player has no cards left in their deck at the start of their turn, their Leader takes 1 damage.
- If a player has no cards in their hand at the beginning of their turn, they draw 2 cards.
- Players can have a maximum of 8 cards in their hand and if at the end of their turn they have more, they have to discard the excess cards.



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## Actions

By default, players can perform one action per each Character during their turn. When a Character uses their actions, it becomes **Exhausted** and is unable to perform any further actions, unless provided extra actions again by other means.

If a Character has more than 1 action, the player has to complete all remaining actions with that Character before being able to command other Characters again.

### All Action Types:

- **Summon** - Select a Unit from the Barracks and place it on an empty cell in **The Player's Field**.
- **Move** - Move a Character from one cell to another unoccupied cell according to their Movement Pattern.
- **Swap** - Switch the position of two horizontally or vertically adjacent Units. A swap is allowed as long as the Unit that is used to initiate the action is **not Exhausted**. After swapping, both units involved become Exhausted. Cannot be performed if both units were previously Exhausted. **Cannot be performed on the diagonals and with Leaders.**
- **Attack** - Initiate a battle against an enemy Target, using a friendly Character. The cells that are available for a Character to attack are determined by The Attack Pattern of the attacking Character.
- **Ability** - An ability or a special effect that is performed on an available cell based on a Character's Ability Pattern.
- **Redirection** - A special type of action that rotates the direction of a Unit towards other cells. This action can also be performed if the Unit is already Exhausted, but if the Unit is not Exhausted and a Redirect is performed, the Unit becomes Exhausted. Leaders cannot perform this action.

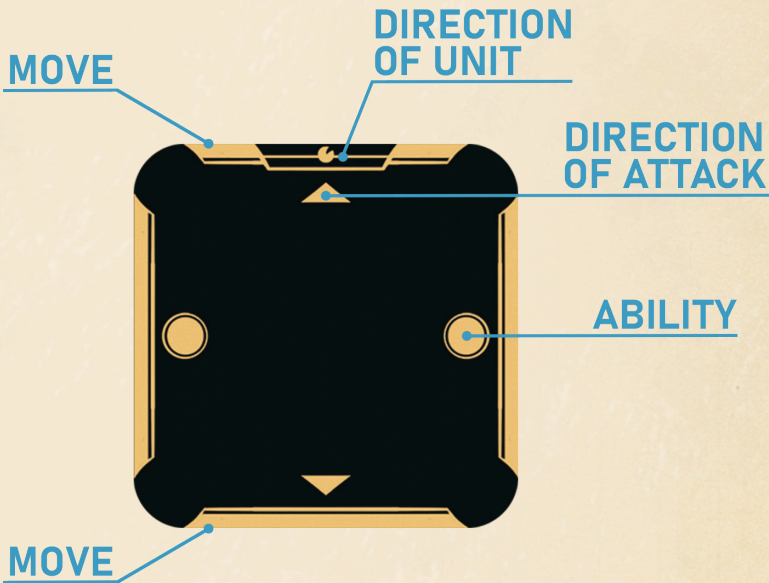
## Character's action limitations

Units can perform all actions on the entire Field, except Summoning, which can only be performed in **The Player's Field**. Leaders can only perform the Move, Attack, and Ability actions and only within **The Player's Field**.

## Action Patterns

A Unit's Action Pattern displays which cells are available for them to reach and perform Actions on from their current cell. You can find information about a specific Unit's Action Patterns in the Domain and Leader cheat sheet.

## Anatomy of units



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## Card Usage and Battles

Players can only play 2 cards per turn – within both their own and the opponent's turn, depending on the card's type. Players cannot play cards that belong to a different Leader or Domain.

### Cards

- **Spell** – As long as the effect in the description of such a card can be resolved, the player is allowed to play it. Can be played only during a player's own turn.
- **Event** – When an Event card is played, it is active until the end of the game unless changed. Only one Event card can be active at a time, until it is replaced by another one. Both players can change the current Event, but only during their turn. Event cards have to be placed by both players on top of each other in a shared pile. The pile has to be placed in an area where both players can access it.
- **Reaction** – A Reaction card is played in response to an action, specified in the description of this card. The effect is **always resolved before** the aforementioned action.  
Reaction cards can be either **Sudden** or **Slow**. **Sudden** Reaction cards must be played at the same time as the last action they relate to. In contrast, **Slow** Reaction cards can be used after several consecutive actions, as long as at least one of the actions they apply to is included in the action cycle.



## Battles

Battles begin with attacks initiated between Characters. The Character that is used to initiate the attack is called an Attacker, and the opponent's Character against which the attack is initiated is called a Target.

An attack is considered successful when the Target has suffered 1 damage or has been killed or destroyed.

**When a Character is attacked, they do not attack back or return damage.**


- **Conquering** - After a victory against a Target within a range of 1 cell, the Attacker's Unit goes to the cell of the defeated Target if the cell is empty or becomes unoccupied.

If they win a fight from afar and the Target is 1 cell or more away from the attacker, Characters move 1 cell forward in the direction of the attack. If the cell that they must move to is occupied, they do not move.

## Direction of an Attack



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## Use of Cards in Battles

During the battle, players can play **Attack** and **Defense** cards.

When a player initiates an attack, they have to announce to their opponent whether they will apply an Attack Card or not, then pass the turn to the defender, who has to announce whether they will apply a Defense Card or not.

**Attack** – The player uses an Attack Card and places it face-down.

**Defense** – The player uses a Defense, places it face-up and the battle is resolved.

If both players use cards (Attack and Defense) by default, the Defense Card's effect always resolves first.

## Order of a Battle


1. The player initiates a battle based on the Action Pattern of their Character against the opposing Character.
2. The attacking player can use an Attack Card.
3. The defender can use a Defense Card.
4. Card effects are resolved.
5. If the battle is successful, Conquering takes place.

## Notes

- Attack and Defense Cards cannot be used with the Leader.
- Players have the choice of whether to use or not to use Attack and Defense cards.
- Battle Cards cannot be stacked - no more than 1 Defense or Attack Card can be used within a single attack.
- If the attacker wants to use an Attack Card, they have to play it at the time of declaring their attack. If they declare that they will not place an Attack Card while attacking, the defending player still has the right to play a Defense Card.

If the attacking player has not placed an Attack Card when declaring their attack, they **cannot** place it after the opponent has placed a Defense Card

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## Objective of the game:

The main objective of the game is to defeat the enemy Leader.

### Victory and game ending:

With each damage dealt to the enemy Leader, they lose 1 health point. The first player to kill the opponent's Leader by reducing his life total to 0 wins the game.

