

Strategy Simulation

The Clad

Rulebook



Enlatiya. Humanity's last city stands alone in this desolate land, exposed to impossible beasts that assail its people—the Clad.

The only ones who can stand against this menace are the Witches. Nothing but their magic weaponry and power of precognition could arm them against a creature whose very hide is made of crystallized energy and noxious effluvia. The Witch who can chip away the most crystallized energy, known as Syla—Magic Shards—is heralded for her strength, and brings prestige and total power over the city to her clan.

Each and every one of these young women dedicates their life to combat for their own stirring purposes...

The Witches

The sole beings that have the power to rival a Clad. These young women wield potent magics and the ability to glimpse the future in battle in harmony with their magically created weapons. Occasionally, they are accompanied by operators who gather past combat zone and Clad data to aid in the evaluation of battles.

The strongest Witch, the one who claims the most Magic Shards and protects the city; she is the one the people rely on, the one they adore, and the one who attracts the most wealth and prestige.

The Clad

A miasma coats the rock-solid, crystallized energy source that forms these giant creatures' exoskeleton.

There have been several varieties of specimen identified so far.

They appear out of nowhere and assail the people of the city blindly, but there are rumors that the Clad actually have some sort of motive for invading the city.

STORY

The City and Its Power

The last city of humanity standing, albeit upon a desolated land.

There exist various political powers within its walls, each governed by its own tenets.

However, in order to stand against their common enemy and live amiably together, these powerful clans all signed a pact. The rank of the Witch they command, and her contributions to the city determine who holds overall control.

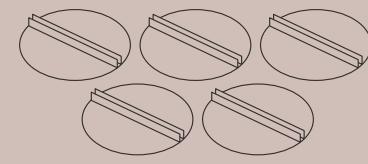
COMPONENTS

1 - Components

Witch Figures x5



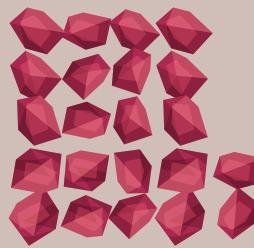
Bases x5



Gauge Markers x13



Shards
Magic Shards

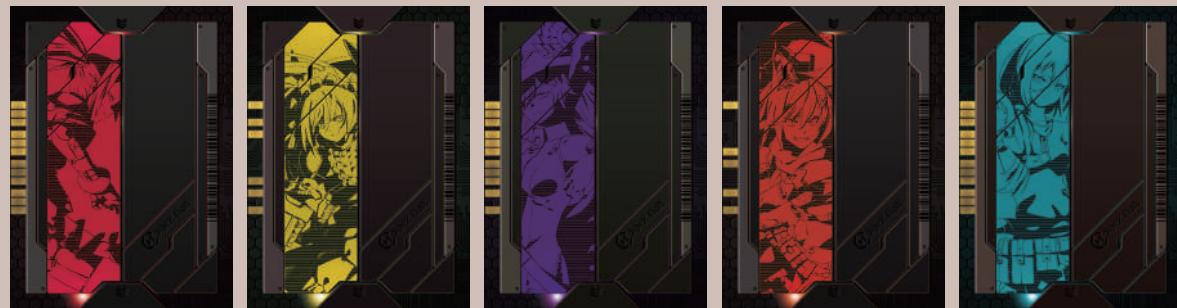


Clad Figure x1



Skill Cards

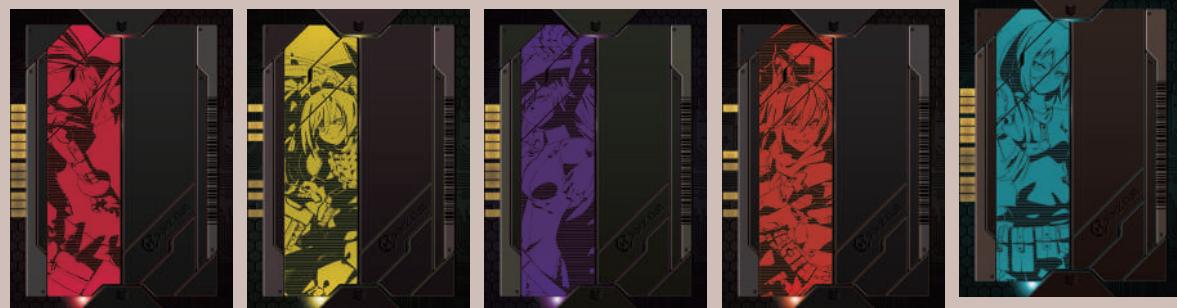
Basic Skill Cards x40



Front

Back (5 colors)

Enhanced Skill Cards x40

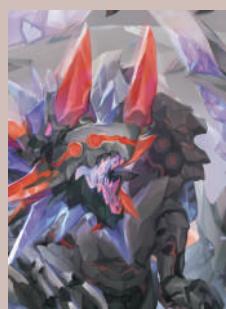


Front

Back (5 colors)

Clad Cards

Normal Clad Cards x12



Expert Clad Cards x3



Mission Cards x18



Front

Back

Front

Back

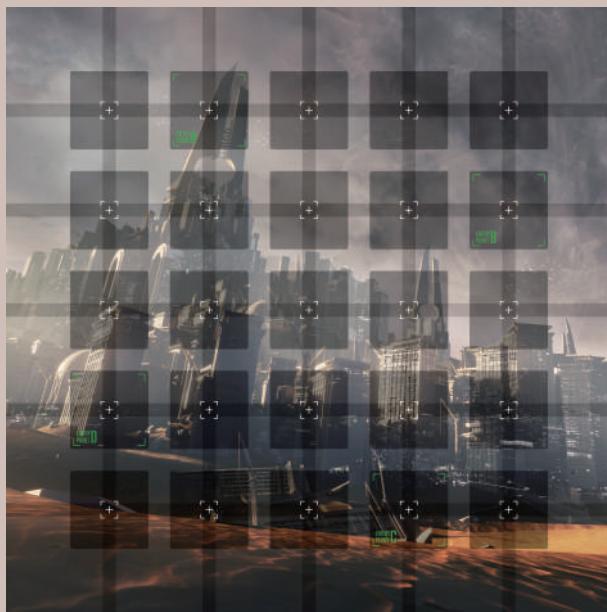
Front

Back

Sequence Board x1



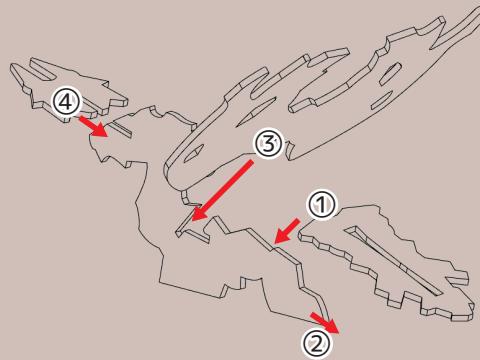
Field Board x1



Player Boards x5



2 - Assembling the Clad Figure



① Slot the tail piece over the lower spine of the main body piece.

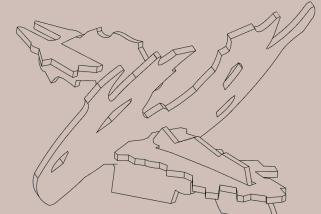
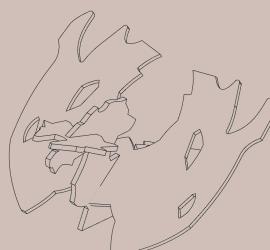
② Pull the tail piece in the direction of the arrow above to secure it on the body.

③ Slot the center of the wings into the middle of the main body.

The front of the wings piece is shown in the image below.

④ Slot the head piece onto the top of the main body.

Fully Assembled Clad



From the front

From the back

COMPONENT ANATOMY

3 – Component Overview

The Sequence Board

① The Clad Deck Space

This is where the face down Clad cards that form the Clad deck are placed.

② Voltage Gauge

This gauge shows how many Voltage and ATK points the Clad currently has.

③ Clad Card Slots

This is where the Clad cards for the current round are placed.

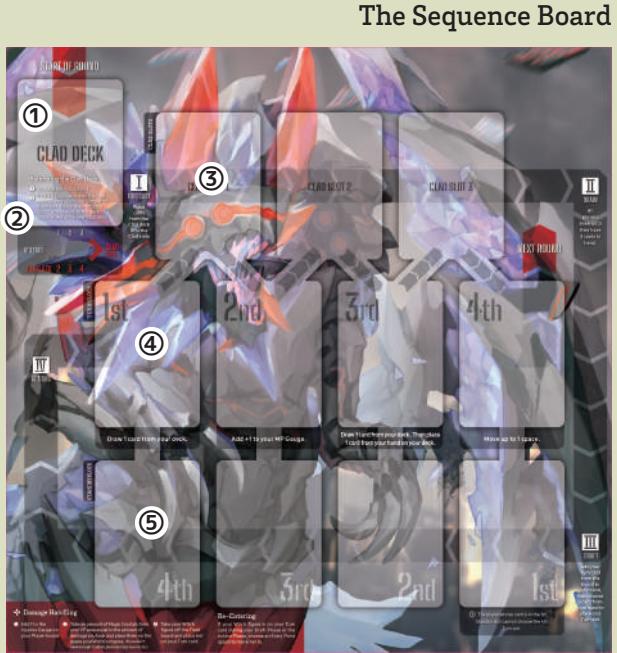
④ Turn Slots (1st - 4th place)

This is where you place your Turn cards to indicate player turn order for the round. (The Skill card you place on the sequence board is referred to as a Turn card.)

⑤ Standby Slots (1st - 4th place)

This is where you slide your Turn card to show player order during the draft phase.

At the start of your turn, you will slide your Turn card into the corresponding Standby slot.



Player Boards

⑥ Magic Shard Pool

This is where you place the Magic Shards you collect.

⑦ Injuries Gauge

This is where you keep track of the number of times you've been injured by using a Gauge Marker cube.

⑧ MP Gauge

This is where you keep track of your MP (Magical Power) using a red Gauge Marker cube.

⑨ CP Gauge

This is where you keep track of your CP (Charged Power) using a Gauge Marker cube. This is also where your CP actions are detailed.

⑩ Flavor Text

Background information about your character. This has no effect on the gameplay.

⑪ Basic Actions

This is where your Basic Actions are detailed. Each characters' stats are unique.

⑫ Enhanced Deck Space

This is where you keep your Enhanced Skill cards. Put all the cards in a face down pile. Orient them sideways to differentiate them from the Basic deck below it.

⑬ Deck Space

This is where you keep your Skill cards. Put all the cards in a face down pile. Keep them upright to differentiate them from the Enhanced deck.

⑭ Discard Pile

This is where you place any cards that you use or discard. All cards in your discard pile are viewable by all players.

Rosette's Player Board



Moving the Gauge Markers

Move the marker to the right to add to your gauge count, and to the left to reduce it. You cannot add to your MP or CP Gauge when the marker is at the maximum.

Any MP or CP you gain when the marker is at max. will be lost. However, if you exceed the max. of 7 on the Injuries Gauge, use another marker and continue counting from 8 and above.



The Field Board

⑯ Entry Point Spaces (A-D)

These spaces are used at the start of the game, and when a Witch that suffered an injury re-enters the battlefield.

Skill Cards

⑰ Range

The area that Attack and Attack Magic Skill cards will target. You can use a Skill card with a defined range when the Clad is in the red square area, relevant to the Witch's position on the Field board as represented by the black square.

⑱ ATK (Attack)

The amount of damage that Attack and Attack Magic Skill cards will deal. When you use this type of card, deal that much damage to the Clad and gain the same number of VP by taking Magic Shards. This number may be affected by the card's effect text.

⑲ MP (Magic Power)

The amount of MP it costs to use Attack Magic, Support Magic, and Reaction Magic Skill cards. You must reduce your MP Gauge by that amount to use these types of cards.

⑳ Card Name

The Skill card's name.

㉑ Skill Type Icon

This shows the card's Skill type. There are 6 skill types: Attack, Attack Magic, Reaction, Reaction Magic, Support, and Support Magic.

㉒ VP (Victory Points)

This shows the number of points this card is worth at the end of the game. All cards in your deck with a VP value will add to your total victory points during final scoring.

㉓ Effect Text

Text that describes the conditions to use the card, or the card's effect. Unless otherwise defined on the card, any text referring to the "deck" or the "discard pile" will refer to your own deck and discard pile.

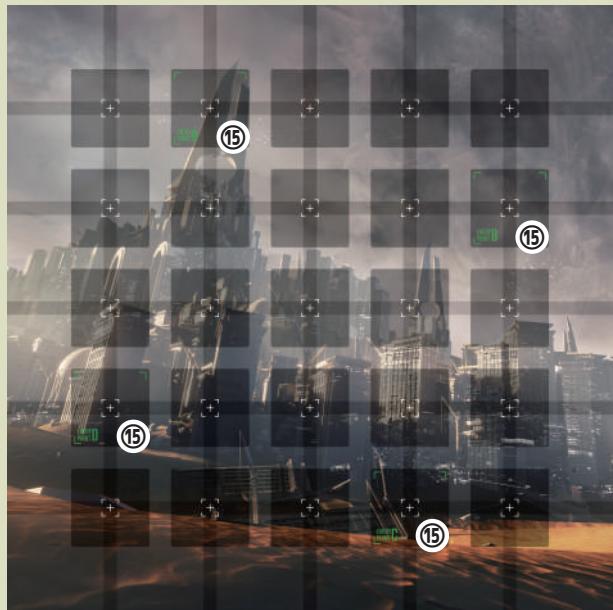
㉔ Flavor Text

Background information about your character and the game world. This has no effect on gameplay.

㉕ Enhanced Skill Identifier

If the card is an Enhanced Skill card, it will have "Enhanced Skill" written at the bottom.

The Field Board



A Skill Card



Magic Shards

Purple Magic Shards are worth 1 VP each. Red Magic Shards are worth 5 VP each. You may exchange Shards during the game as needed, changing up or down for the equivalent value. Magic Shards are an unlimited resource. If you run out, use another token or marker as a substitute.



Purple Magic Shard (1 VP)



Red Magic Shard (5 VP)

SETUP

The Clad Cards

(25) Voltage

The card's Voltage value. As the Voltage on the Sequence board increases, the cards with the corresponding Voltage value are added to the Clad deck.

(26) Card Name

The name of the Clad card.

(27) Area of Effect

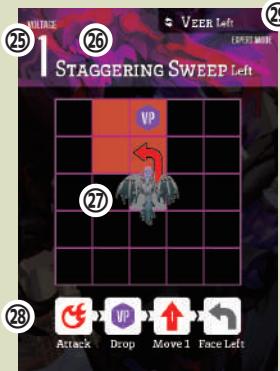
This shows the area that the Clad's actions will affect.

(28) Action Icons

These icons show the actions the Clad will take. Carry out the actions in order from left to right. (For more information on icons, see 6.4.1 – The Clad's Turn on page XX.)

(29) Expert Mode Swap Card

The name of the card you will swap this one for in **expert mode**. The swap card name is only printed on the Expert Clad cards.



A Clad Card



The Clad Figure's Direction
The direction of the arrow above indicates "forward facing."

Mission Cards

(30) Title

The prestigious title you will receive for completing this mission.

(31) Expert Mode Swap Card

The conditions for completing this mission. You can complete multiple Mission cards at the same time. You do not need to choose just one Mission to complete if you meet the conditions for several Mission cards at once.

(32) VP

Any completed Mission cards will add the indicated amount of VP to your total victory points during final scoring.



A Mission Card

4 – Game Setup

If this is your first game, we encourage you to read the *First Game Tips* on the next page.

Shared Areas Setup

- ① Lay the Sequence board and the Field board next to each other in the center of the table.
- ② Take a Gauge Marker cube and place it in the Voltage 1 space on the Sequence board.
- ③ Take the 6 Normal Clad cards with Voltage 1 written in the top left corner and shuffle them face down to make the **Clad deck**. Place it in the Clad deck space. The Expert Clad cards are only used when playing expert mode. Return them to the box when playing normal mode. (For more about expert mode, see 10. Other Rules on page XX)
- ④ Stack the remaining Clad cards in order of their Voltage value and place them next to the Sequence board.
- ⑤ Put all the Magic Shards in a pile within easy reach of all players. This is referred to as the **Magic Shard Reserve**.

Player Board Setup

- ⑥ Choose the character you want to play as and take the player board with that character on it, her Skill cards, and her Witch figure. Return any remaining characters to the box.

If you have extra copies of HackClad, multiple players may choose to play as the same character. If you do, make sure you differentiate your cards and figures in some way.

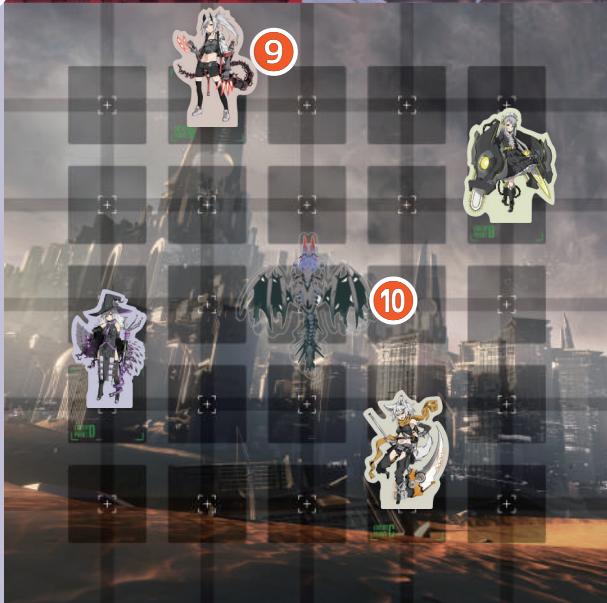
- ⑦ Put your character's Basic Skill cards in a pile on your deck space, and her Enhanced Skill cards in a pile on the Enhanced deck space.
- ⑧ Take three Gauge Marker cubes and place one on each Gauge space marked 0 on your Player board.

Character Figure Setup

- ⑨ Choose the order in which you will take your turns, from the first player to the fourth. (They will be referred to as **Player 1**, **Player 2**, **Player 3**, and **Player 4** from now on.) Depending on the number of players, Players 3 and 4 may not be relevant for your game.

Player 1 puts their Witch figure on Entry Point A of the Field board. Continuing in order, all players put their Witch figure on their Entry Point space—Player 2 uses Entry Point B, Player 3 uses C, and Player 4 uses D.

- ⑩ Assemble the Clad figure and place it on the central space of the Field board, facing the direction shown in the image on page XX. (See 2. Assembling the Clad Figure on page XX.)



Deck and Turn Card Setup

- 11 Randomly choose 10 of the 18 Mission cards and place them face up on the table so the objectives are visible to all players. Then, choose a total of two Mission cards each, in the following player order:
Player 1 → Player 2 → Player 3 → Player 4 →
Player 4 → Player 3 → Player 2 → Player 1
Place the two Mission cards you chose face up in front of you, near your Player board.
- 12 Choose one of your character's Enhanced Skill cards, and keeping it hidden from the other players, add it to your other eight Basic Skill cards and shuffle them together face down to make your deck. Place it on the deck space.
Place your remaining Enhanced Skill cards face down on the Enhanced Skill deck space.
- 13 Player 1 draws the top card from their deck, and keeping it face down, places it on the 1st Standby slot (the rightmost space). Player 2 then does the same and takes the 2nd Standby slot, Player 3 takes the 3rd, and Player 4 takes the 4th slot.

First Game Tips

● Choosing a Character (Step 6)

Amelia is a technical character, so we recommend choosing her after you're used to the flow of the game. Rosette, Flare, Luna, and Mia are good characters to play for your first game.

● Taking Mission Cards (Step 11)

Instead of choosing your Mission cards, we recommend giving pre-determined Mission cards to each character. The best character to Mission card combos are:

Character Name	Titles
Rosette	Destroyer Striker
Flare	Survivor Indestructible
Luna	Mage Hard Hitter
Mia	Lightning Magpie

GAME FLOW & CLAD ACTIONS

5 - Game Overview & Objective

In a ruined world, where great monsters known as the Clad assail humanity, powerful witches fight for renown.

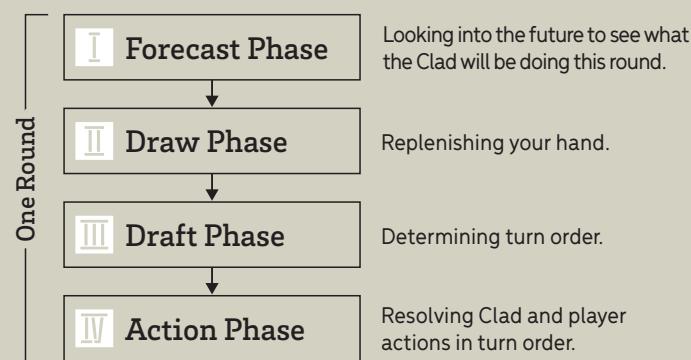
Strike down the Clad and gain fame in HackClad, the strategy sim game. You as the Witches use your future sight to stand against the Clad and compete each for the spoils of war.

Magic Shards and completed Mission cards award VP, and the player with the most VP at the end of the game wins.

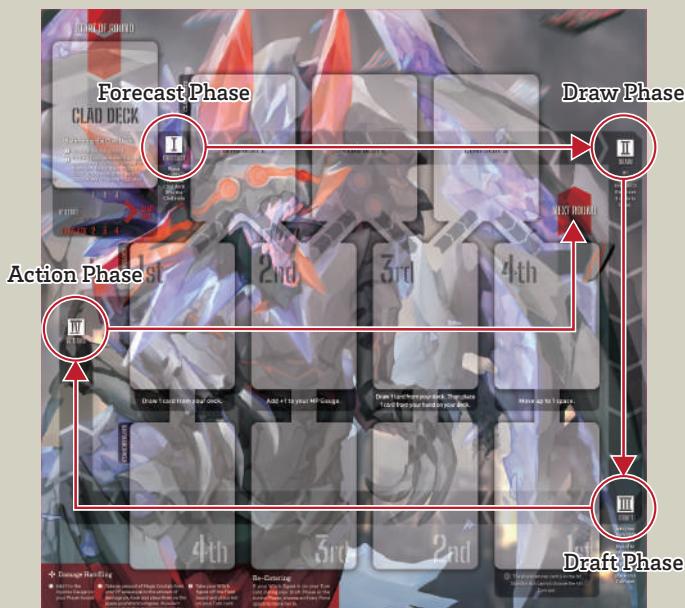
Below are the basic rules for 2-4 players. HackClad is best at 3-4 players, but playing with 2 players is a great way to learn the game. See 10 - Other Rules on page XX for more information.

6 - Game Flow

The game is played over a series of rounds. One round consists of four phases, as follows:



The Sequence board depicts the full flow of a round. Follow the clockwise spiral from the top right corner to play all the four phases in order.



Each player takes their turn in order during the Draft Phase and Action Phase. To move smoothly through the round, choose a player that knows the game well or a player that is sat near the sequence board to narrate the phase sequence.

6.1 - Forecast Phase

Draw one card at a time from the Clad deck, placing them in the Clad slots starting from the left. If there are no cards in the Clad deck, carry out 7.2 - How to Reform the Clad Deck on page XX. Then, draw cards to fill up the Clad slots as above.



6.2 - Draw Phase

All players draw from their decks until they have three cards. When you run out of cards in your deck, carry out 7.1 - Reforming Your Deck on page XX. Then, draw the rest of the cards you need. Keep your hand hidden from the other players.

6.3 - Draft Phase

Each players' Skill card on the Sequence board is referred to as their Turn card.

The player whose Turn card is in the 1st Standby slot (the rightmost slot) takes the following steps ① to ③ in order:

- ① If your Witch figure is on top of your Turn card, carry out 6.4.5 - Re-Entry. Otherwise, skip this step.
- ② Add the Turn card from your Standby slot to your hand.
- ③ Choose a Turn slot other than the one above where your Turn card was to place one of the cards from your hand, face down.
- ④ Gain the effect written directly under the Turn slot you chose.

Then, the next player with their Turn card in the 2nd Standby slot takes the above steps ① - ③ in order. Continue with the Standby order until all players have taken steps ① - ③.

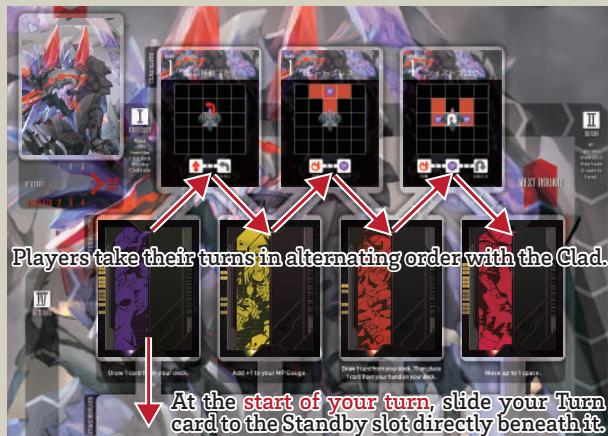


6.4 – Action Phase

In the Action Phase all players take their turns in alternating order with the Clad, starting with the player who took the 1st (leftmost) Turn slot.

At the start of your turn, **slide your Turn card from its Turn slot to the Standby slot directly beneath it**. If your Witch figure is on top of your Turn card at this point, first carry out 6.4.5 – Re-Entry before starting your turn.

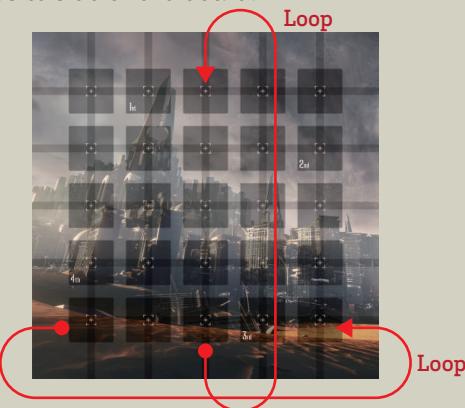
Actions you can take on your turn are explained in detail in on the next page.



Field and Character Figure Rules

During every turn, you'll be moving figures on the Field board, taking actions, and making attacks. The following rules apply for the Field and the figures on it.

- Figures can move left, right, up, or down to adjacent spaces. They cannot move diagonally or skip a space. Adjacency is only for orthogonal, not diagonal spaces. If you move a Witch figure onto a space containing Magic Shards, you take those Magic Shards. However, when the Clad moves onto a space containing Magic Shards, it does not collect them. Instead, both the Clad and the Shards occupy that space.
- Witch figures cannot move through, or share spaces occupied by the Clad and other Witch figures.
- You may change the direction your Witch figure faces at any time.
- The Clad can only change direction as directed by Clad cards and Skill cards.
- The Field loops at the edges—**top to bottom and left to right**. As in the diagram below, movement or attacks that aim outside the Field are resolved on the spaces on the opposite side of the board.



6.4.1 – The Clad's Turn

On the Clad's turn, it will carry out the actions on its Clad card in order, starting with the icon on the left.

The player who took their turn just before the Clad resolves the Clad's actions. Alternatively, a player who knows the game well can carry out the Clad's turn.

Each icon is explained below.



A **normal attack** that targets the red-marked spaces.



Move the Clad figure the indicated number of spaces in the direction it is facing. When moving the Clad, it first performs a **Charge Attack** in the space it is moving to. Damage from Charge Attacks cannot be negated.



Change the direction the Clad figure is facing.



Turn Around



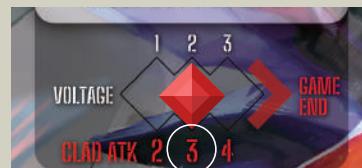
Drop

Take a Purple Magic Shard from the Shard Reserve to place on the space marked with this icon. If there is a Witch figure on that space, that player immediately gains that Magic Shard.

Attacking With the Clad

If there is a Witch figure in a space that the Clad would perform a normal Attack or a Charge Attack on, the Witch takes damage. The damage the Clad does is equal to the current Clad ATK number indicated on the Voltage gauge on the Sequence board.

In the example below, the ATK value is 3.



When a Witch takes damage from the Clad's attack, the Witch can take a **Reaction** (described later) before resolving the Clad card.

A Witch can also take a Reaction when another player's action causes the Clad to move and perform a Charge Attack. When a player takes damage from the Clad, they carry out 6.4.4 – Damage Handling.

GAME FLOW – PLAYER ACTIONS

6.4.2 – Actions on Your Turn

Players can take three kinds of actions on their turn, A, B, and C. As long as you can pay the cost and meet the requirements of the actions, you can do them as many times as you like and in any order.

However, Reactions—actions with the icons  and —may only be taken in response to a Clad Attack as described in 6.4.3 – Reactions.

When you cannot take any more actions, or do not wish to take any more, your turn ends. Let the other players know you are ending your turn.

A. Play Skill Cards

"Skill cards" includes Basic Skill cards and Enhanced Skill cards. Both are used in the same way. To use your skill cards, follow the steps below.

① Choose Your Skill Card

Reveal 1 Skill card from your hand and place it face up on the table.

② Check the Requirements and Pay the Cost

Confirm that you can meet all the conditions and requirements on the card, then pay any applicable cost (and/or any Extra Cost) to play it. If you cannot fulfill all the conditions on the card or pay the full cost, you cannot use that Skill card. Return it to your hand.

③ Resolve Your Skill Card's Effect

Follow the effect text on the card to carry out your Skill card's action. If you deal damage to the Clad using a Skill card, gain that many Magic Shards from the Shard Reserve to put in your VP area. Depending on the effect text of your card, you may be able to make changes to your deck. Follow 7.1 – Reforming Your Deck.

*A Skill card you are currently resolving is not part of your discard pile yet. However, cards you discard as part of paying the cost for the Skill card you are resolving are part of your discard pile while carrying out its effects.

④ Discard Your Skill Card

When you have finished resolving the effects of the Skill card, move it to your discard pile.

Skill Card Types

Attack:

Attack Magic:

These types of Skill card deal damage to the Clad and can only be used on your turn.

Whether or not you can use a card is dependent on the position of your Witch figure relative to the Clad figure. The Clad must be within the range shown on the Skill card; with your Witch positioned where the red pin is, the Clad must be in one of the red spaces.



If you successfully use a Skill card, deal the amount of ATK damage indicated on the card to the Clad. Then, gain that many Magic Shards from the Shard Reserve as VP. Other Witch figures on spaces within the range of your Attack do not take damage.

Attack Example

Rosette's player uses the Skill card Tail Whip while in the position shown in the image below.

- Tail Whip deals damage to the range shown as the red-highlighted spaces.
- Rosette makes a 1 ATK point Attack on the Clad and takes a 1 VP Magic Shard from the Shard Reserve. Although Mia is also within range of this Attack, she does not take any damage.



Support:

Support Magic:

These types of Skill cards assist you in battle and can only be used on your turn. They have effects when you play them, as well as effects that manifest under certain circumstances.

Reaction:

Reaction Magic:

These types of Skill cards are used to respond to Clad attacks. See 6.4.3 – Reactions for full details.

B. Take Basic Actions

These are the fundamental actions you can always take on your turn. To take a Basic Action, discard any one card from your hand and perform the action.

The Basic Actions and their effects are written on your Player board and their effects are explained below.

-  +1 Move Move your Witch figure 1 space on the board.
(Only during your turn.)
-  +1 MP Add 1 to your MP Gauge.
(Only during your turn.)
-  -1 DMG Reduce the damage dealt to you by an Attack by 1.
(Only available when you may use a Reaction.)

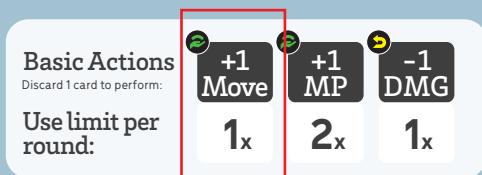


Exception

If you discard "Auto Guard," to take the Basic Action -1 DMG, Auto Guard's effect now applies from your discard pile and the damage is reduced by 2 in total.

Basic Action Use Limits

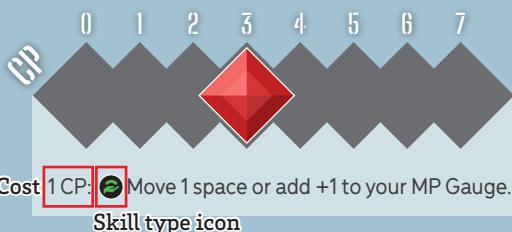
Basic Actions can only be used a certain number of times per round. That number is different for each character. In the example below, discarding a card to take the Basic Action +1 Move can only be done twice in one round.



C. Take CP Actions

CP Actions require Charged Points to use, which are gained when restructuring your deck as in 7.1 – Reforming Your Deck. CP Action costs and effects are written on your Player board.

- To take a CP Action, reduce your CP Gauge by the CP cost number shown next to it.
- The Skill type icon next to the cost shows when the CP action can be used.  actions can only be used on your turn, while  icons can only be used when Reacting (described later).



6.4.3 – Reactions

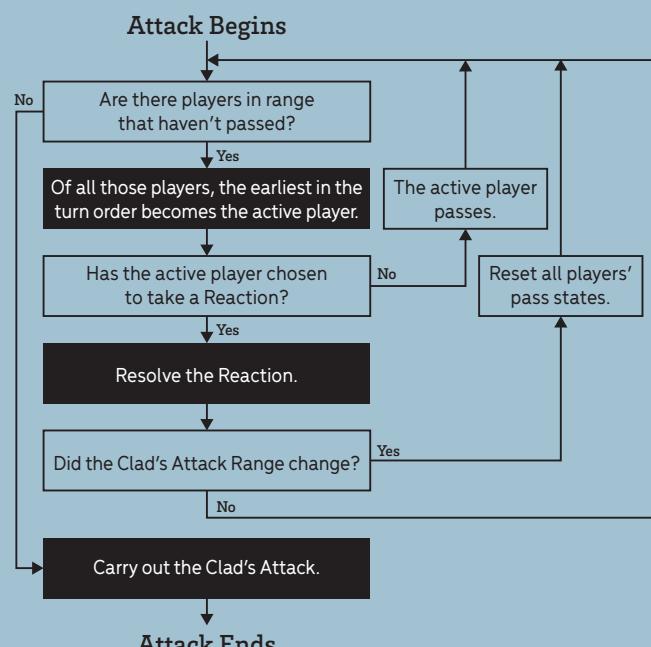
Reactions are actions that happen in response to an Attack from the Clad. You cannot use a Reaction at will.

When the Clad performs an Attack or Charge Attack, a Witch on a space in the Attack's range can take any actions marked with a Reaction icon before the Clad's Attack is resolved. These actions are called **Reactions**.

Reactions are resolved during the Clad's attack following the steps below.

- ① Players take their Reactions in the turn order for that round if more than one player's Witch is in range of the Clad's Attack. The player currently taking their Reaction is the active player.
- ② The active player chooses 1 Reaction type Skill card, Basic Action, or CP Action. As long as that Reaction did not change the Clad's Attack Range, the active player can then immediately take another Reaction.
- ③ When the active player has finished taking Reactions they pass, and the next player in the current turn order becomes the active player and chooses their Reactions.
- ④ If the Reaction did change the Clad's Attack range, the Witches that can now take Reactions may have changed. Double check who is in range, and of those, the player who is earliest in the turn order is now the active player. This restarts the Reaction turn order, so players who have already passed may now take another Reaction.
- ⑤ If a Reaction causes the Clad to take a Charge Attack, subsequent Reactions and Injuries that apply to that Charge Attack are resolved first.
- ⑥ Once all players in range have passed, return to Attacking With the Clad on page XX.

The following flowchart summarizes the steps above:



GAME FLOW - INJURIES, DECKS & SCORING

6.4.4 - Damage Handling

When a player takes **1 or more point of damage** from the Clad, they must follow these steps:

- ① Increase your Injuries Gauge by 1, even if you took more than 1 point of damage.
- ② Take an amount of Magic Shards from your VP area that is equal to the amount of damage you took and place them on the space your Witch occupies. If you do not have the required number of Magic Shards, just place as many on the space as you can.
- ③ Take your Witch figure off the Field board and place her on your Turn card.

6.4.5 - Re-Entry

If a player's Witch figure is on their Turn card in the Draft Phase or the Action Phase, they must get her back on the battlefield.

Choose an Entry Point on the Field board that is not occupied by a Witch or the Clad to place your Witch figure on. If there is no available Entry Point, you may choose any space on the board.

If there are any Magic Shards in the space you re-enter the battlefield on, you take them immediately. Once you are back on the board, carry out the rest of the Phase or your Actions as normal.

7 - Reforming Your Deck

If you need to **draw or reveal** a card from your deck but there are no cards left, you need to reform your deck.

If you need to reform your deck in the middle of resolving several Skill cards, carry out the rest of the Skill card effects after reforming your deck.

7.1 - How to Reform Your Deck

- ① Increase your CP Gauge by 1.
- ② You may upgrade your deck by swapping in an Enhanced card. Choose a card from your Enhanced deck and swap it with a card in your discard pile. **Keep the cards you swap hidden from other players.**
- ③ Thoroughly shuffle your discard pile while keeping it face down and place it on your deck space.

7.2 - How to Reform the Clad Deck

- ① Increase the Clad's Voltage Gauge by 1.
- ② Find the 3 cards that match the new Voltage value and add them to the Clad cards you have already resolved. Shuffle them together and place them on the Clad deck space.

Example: After increasing the Clad's Voltage by 1, its Voltage Gauge is now at 2. Find the Clad cards with "Voltage 2" in the top left corner and add them to the Clad deck.

8. The End of the Game

The game ends after the 9th round.

When the Voltage Gauge on the Sequence board is at 3 and the Clad deck has run out, all players finish their turns and play to the end of the round, before moving to Scoring.

9. Scoring and Determining the Winner

Calculate your total VP by carrying out the four steps below, in order.

- ① Count the number of VP from your Magic Shards.
- ② Add the total VP shown on the 9 cards **in your deck and in your hand.**
- ③ Add the total VP from your completed Mission cards.
- ④ **Subtract** the number shown above the marker on your Injuries gauge from your total VP.

The player with the highest VP wins the game, earning prestige for their Witch and power for her clan!

If there is a tie for the highest total VP, use the tiebreakers below, in order from top to bottom.

- The player with the fewest injuries
↓
The player with the most completed Mission cards
↓
The player with the most VP on the 9 cards in their deck and hand.
↓
The player who went last at the start of the game (Player 4).

When you have finished the game, check out the link below for your character's ending!

If you can get enough VP, you can learn even more about the mysterious world of HackClad. Play multiplayer or solo and get as much VP as you can!

EXTRA INFO

10 - Glossary

● Extra Cost:

Skill cards that indicate an Extra Cost require you to also carry out what is specified on the card. If you cannot pay the Extra Cost, you cannot use that Skill card.

● Repel:

When the Clad is Repelled by a Witch, it staggers under the onslaught and is redirected, moving with the direction of the attack (away from the Witch it is facing). The Repel won't necessarily correspond to the Clad's forward facing direction. The Clad doesn't change its direction as a result of the movement from Repel. Repel resolves last—resolve all other effects and discard your Skill card before resolving the Repel.

● Reveal:

Some cards specify that you must turn them face up and show them to the other players temporarily. Turn the card back over when you have finished resolving the effects.

● Reduce:

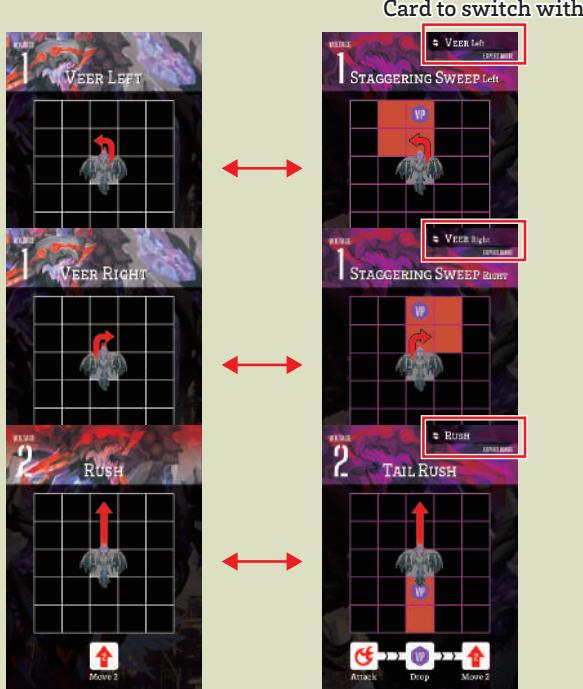
Reduce the amount of damage you take from the Clad by the indicated value. This effect cannot reduce the damage you take to less than 0.

11 - Other Rules

11.1 - Expert Mode

You can swap the cards that make up the Clad deck for Expert Mode cards at any player count. This will make the fight more challenging for those who really want to gain renown!

Return the three Clad cards called "Veer Right," "Veer Left," and "Rush" to the box. Use the three Expert Clad cards in their place.



11.2 - Rules for Different Player Counts

No. of Players	Basic Rules	Solo Rules	Team Match	Expert Mode
1	✗	✓	✗	✓
2	✓	✗	✓	✓
3	✓	✗	✗	✓
4	✓	✗	✓	✓

11.2.1 - Solo Rules

Face the Clad alone, striving for as many VP as you can secure. To play a solo game, make the following changes to the basic rules:

Change ①: Setting up the Clad Deck

Shuffle the Voltage 1 and Voltage 2 cards well, and remove three at random without looking at them. The remaining six cards make up the Clad deck.

Change ②: Reforming the Clad Deck

The first time you reform the Clad deck, shuffle the 3 cards you removed during setup, and the Voltage 3 cards together, face down. Randomly draw 3 to add to the Clad deck. Place the remaining 3 cards face down on the table. The second time you reform the Clad deck, add these cards without looking at them.

Change ③: Unrevealed Clad Slots

When placing cards in the Clad slots during the Forecast Phase, keep the card in the second slot **face down**. Only reveal this card **when the Clad is about to take that turn**.

Change ④: Additional Turn Slot Limitations

- At the start of your turn, after sliding your Turn card to the Standby slot directly beneath it, place a Magic Shard on the Turn slot it just occupied as a marker.
- During the Draft Phase, you may not place your Turn card on a Turn slot with a Magic Shard on it.
- If all Turn slots have Magic Shards on them at the start of the Draft Phase, take them all off the board before choosing your Turn slot.

11.2.2 - Team Match (2 and 4 Player Rules)

By splitting into two teams, you can play a team match version of the game. In a two-player team match, one player controls two characters. The gameplay takes on a new kind of fire when you work two characters together to obstruct the opposing team.

Your team's score is the total of both character's VP in a tag match, and the team with the highest total wins!



A relentless Witch of the wild Regaldo clan. The red-hot torches on her fists and the physical prowess she throws into her reckless fighting style meet any foe with strikes as intense as her fire. She might be known for her rough and dauntless behavior, but she values the bonds with her family and friends above all else, and has the complete trust of those around her. Having lost her father as a young child, she's now entirely devoted to battle and the protection of her loved ones so that she never has to watch another light sputter out again.

Age: 20
Height: 5' 7"
Hobbies: Training
Skills: Cooking
Distikes: Negotiation

Rosette

Difficulty Level: ★

Attack: ★★★

Defense: ★

The close quarters combat specialist. With her basic deck made almost entirely of Attack cards, Rosette boasts unparalleled strength in show-stopping fist fights.

Her defense is meager, but she makes up for it with a range of combos and Repel attacks. Go for a relentless onslaught without regard for Injuries to claim the spoils of war.

Basic Action Use Limits

+1 Move	+1 MP	-1 DMG
2x	1x	2x

Innate CP Action

Blaze Out

All Attack and Attack Magic cards you use this round have +2 ATK.



A beloved daughter of Chevreul, the city's most powerful force.

Her dainty frame is powerful within the sturdy armaments she wields that readily pierce the Clad's exoskeleton. She is well endorsed by the people of Chevreul for her diligent work and resolute attitude, but she has a hard time understanding the plights of those without privilege. Taking it upon herself to lead the people, her mission to restore the city and with it, humanity, keep her dedicated to the fight.

Age: 17
Height: 5'
Hobbies: Cream tea
Skills: Great listener
Distikes: Dirt

Flare

Difficulty Level: ★★

Attack: ★★

Defense: ★★★

A Witch with outstanding defense. Her abundance of Reaction skills allow her to stay close to the Clad, even during the endgame when the Clad's attacks intensify.

Planning how you'll use Move and Hook Shot to support her low movement is key. Take it at your own speed by using skills that limit the Clad's movement and Reactions when it gets too close.

Basic Action Use Limits

+1 Move	+1 MP	-1 DMG
1x	2x	3x

Innate CP Action

Protections of the Aristocracy

All damage you take this round is reduced. You cannot move the Clad or repel it (it can still change direction).

Gameplay Tips

Use, use, use your cards!

If your chances to reform your deck are limited, your chances to gain CP and Enhanced Skills are limited too. Especially in the opening rounds, use all of the cards in your hand to reform quicker and prepare for the closing battle.

Make use of your Turn card!

The card you chose as your Turn card comes back into your hand in the next round. As well as simply choosing a card you don't want to use this round as your Turn card, you can treat it as a way to hold on to cards you want to use in combos and as Reactions when things get down to the wire. Skillfully make your Turn card part of your strategy.

Ascertain the Risks with Injuries!

Even if you do get knocked down, you can make use of your re-entry timing and location to minimize losing points. Don't be afraid to get hurt; be flexible and adapt to the situation instead!





An introverted young adult belonging to the highly devout Valrona, whose Hackhex faith runs deep. She tires of the petty squabbles within the city and the distasteful faith thrust upon her and wishes to be free from such manacles.

Masked beneath a gentle exterior, the wicked Attack Magic Luna thrashes around is likened to a furious storm, again and again. Her constant battle is all in service of the hope that someday, everyone will be able to live as free as a bird in the outside world.

Age: 19
Height: 5' 3"
Hobbies: Reading
Skills: Wide perspective
Dislikes: Being vulnerable

Luna

Difficulty Level: ★★

Attack: ★★★

Defense: ★★

The attack magic specialist. With such a long range, her attacks hit the mark even with her limited movement. On top of that she can spin plans that span rounds with the skills she has to manipulate her deck. She has many skills that use MP, so take a balanced approach by conserving MP instead of forcing yourself to use Skill cards.

Basic Action Use Limits

+1 Move	+1 MP	-1 DMG
1x	2x	2x

Innate CP Action

Sabbath

Set your MP Gauge to 7.



Belonging to no community in particular, Mia is known as a Lykos—a wanderer. There is no pretense in her expressions, and she's not shy about her animosity for the wealthy and powerful in different circumstances to her own. She arms herself with an uncanny ability to read the flow of a battle and her signature accelerator scythe, both of which make her a smash and dash specialist. The battlefield means survival. It means food. And so she makes it her playground.

Age: Around 15
Height: 5' 2"
Hobbies: N/A
Skills: Good nose
Dislikes: Hunger

Mia

Difficulty Level: ★★★

Attack: ★★

Defense: ★

This Witch specializes in an evasive battle style that makes use of her high movement. While she is free to run the Clad round in circles, she also needs to think on her feet to read the fight and set the odds of battle in her favor to really get results. Keep an eye out for any opportunities while making sure to be fleet footed near the end of the game, when Magic Shards really start to accumulate on the Field.

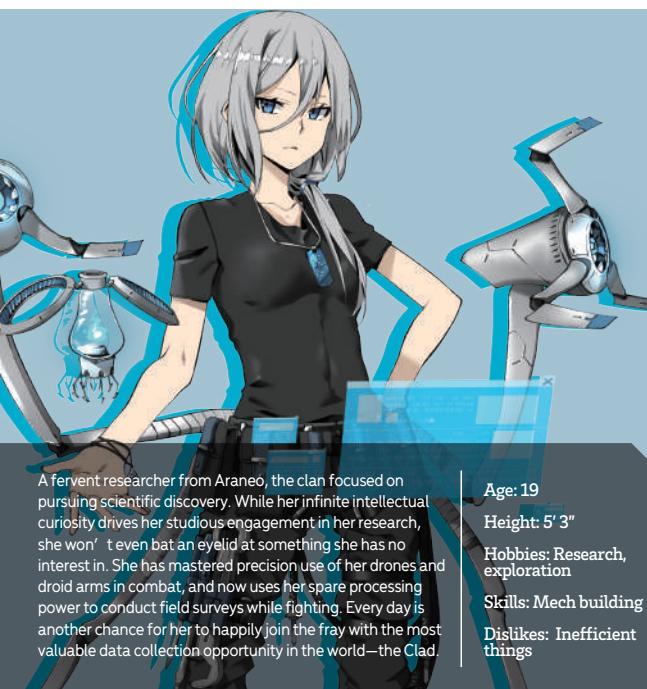
Basic Action Use Limits

+1 Move	+1 MP	-1 DMG
3x	1x	1x

Innate CP Action

Scythe Saltation

Every time you pick up any number of Magic Shards from the Field board this round, deal the same amount of damage to the Clad.



A fervent researcher from Araneo, the clan focused on pursuing scientific discovery. While her infinite intellectual curiosity drives her studious engagement in her research, she won't even bat an eyelid at something she has no interest in. She has mastered precision use of her drones and droid arms in combat, and now uses her spare processing power to conduct field surveys while fighting. Every day is another chance for her to happily join the fray with the most valuable data collection opportunity in the world—the Clad.

Age: 19
Height: 5' 3"
Hobbies: Research, exploration
Skills: Mech building
Dislikes: Inefficient things

Amelia

Difficulty Level: ★★★

Attack: ★

Defense: ★★

Though her attack power is weaker early on, Amelia is skilled in powering up her deck and actions. She makes up for her slow start with fantastic abilities later in the game. She's a technical character that requires care in how you manage her deck and Turn cards. Make good use of Upgrade and Defrag to boost her deck, then aim for heavy damage in the late game with Crossfire and Fractography.

Basic Action Use Limits

+1 Move	+1 MP	-1 DMG
1x	2x	1x

LoREM ipsum

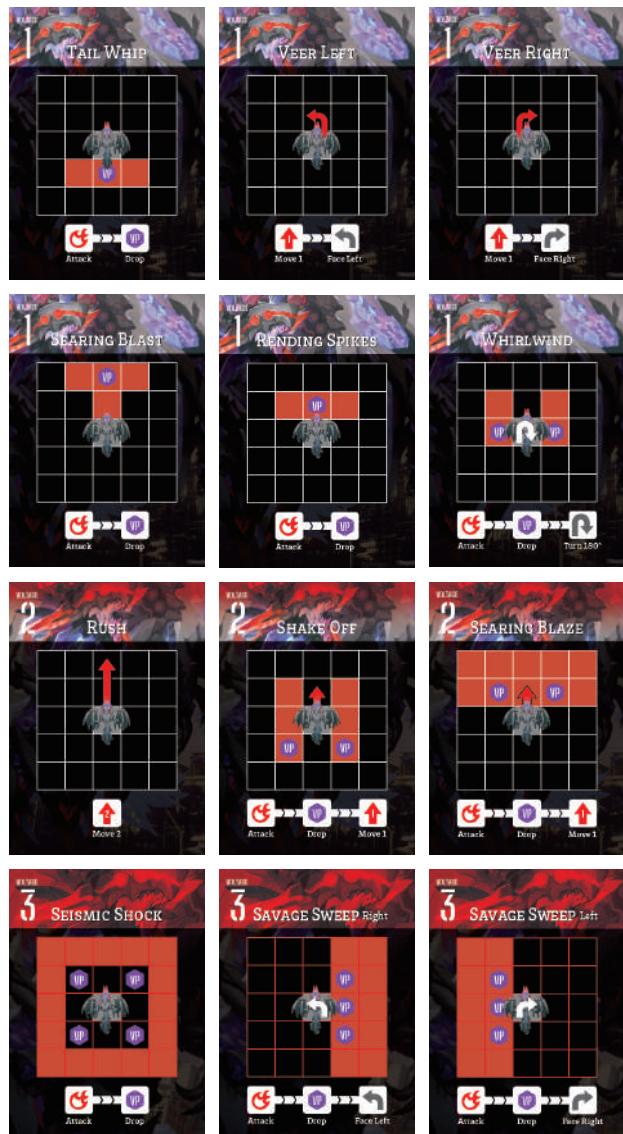
Innate CP Action

Phronesis

Discard your whole deck.

Clad Card Overview

The Twelve Normal Clad Cards



The Expert Clad Cards



プレイ 1~4人

プレイ 時間 90-120分

対象年齢 14歳以上



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