

## Introduction

Choose your class and dive right into the heart of the action, armed with a potent array of cards. Unleash your units on the battlefield and watch them break through the enemy lines, making the battlefield your own. Feel the power as you wield game-changing spells that can turn the tide of battle. They are your weapons, your shields, your last-ditch efforts and your cunning tricks. They can outsmart your opponent, tilt the scales, and reshape the battlefield.

As the battle unfolds, your hero gains experience. Level up, and use these newfound strengths to change and adapt. Each point is a step closer to unlocking more potent powers, shaping your strategy, and asserting your dominance.

The game grows with you. Watch as your resources become more than mere numbers. They're the lifeblood of your strategy. Manage them well, and the battlefield will bend to your will.

It's a battle of strategic wits. Every action counts, even the smallest decision matters. Master your class, control your resources, and seize the battlefield. This is not just a game, it's a challenge of your strategy and skill. The question remains: are you ready to take command?

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## Gameplay and Goal

In this game, players begin with a hand of class-specific unit and spell cards. Units are summoned onto the battlefield, where they advance and engage in combat against enemy forces. Spells, offering a range of offensive and defensive maneuvers. They can be prepared, charged, and cast to influence the course of the battle. Both of these actions consume Power orbs, the players' resources. These orbs must be carefully managed to effectively summon units and cast spells.

As the game progresses, players gain experience and level up, which can be used to allocate points onto their class-specific power board. This development unlocks and enhances powers, shaping your strategy and strengthening your position. It's crucial to adapt and evolve, developing your class to maintain pace and ideally outperform the enemy player.

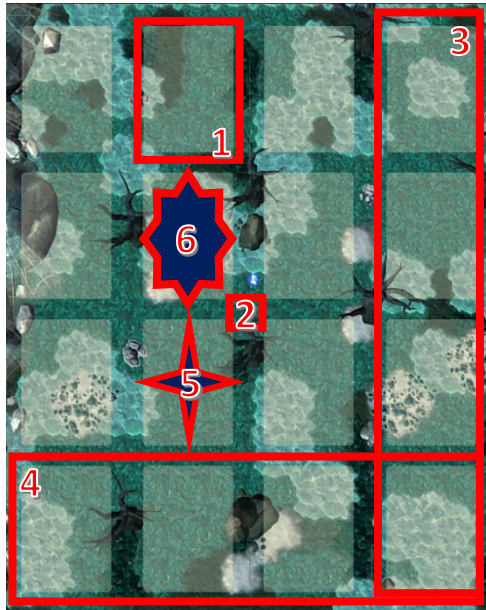
The ultimate objective is to use your tools and all the information you have to bring the enemy player life points to zero.

## Components

1. Lots of cards (henceforth called „spells“)
  - Paladin set (9 spells, 4x2 units, 4x2 unit upgrades)
  - Warlock set (9 spells, 4x2 units, 4x2 unit upgrades)
  - Elementalist set (9 spells, 1 unique)
2. Condition tokens (Haste, Stun, Disarm, Turnover, Chill, Antimagic, Snare)
3. Mana tokens/orbs (white, red, purple, blue)
4. HP/Attack Dice
5. Life and Experience trackers
6. Power tokens
7. Enchantment tokens

## The Battleground

The place where most things happen, the battleground is the focus of the game.



1 – **Field** – It can contain only one unit.

2 – **Intersection** – Where corners of two or more fields meet. Not a field.

3 – **Lane** – A chain of fields connected by their shorter edge (vertical).

4 – **Row** – A chain of fields connected by their longer edge (horizontal).

5 – **Adjacent** – Two fields are adjacent only if they share an edge. Two entities are adjacent if their fields are adjacent. Player heroes are never considered adjacent.

6 – **Neighbouring** – Two fields are neighboring if they share an edge or a corner. Two entities are neighboring if their fields are neighboring.

## Range

The range is counted by adjacent fields, orthogonally. Depending on the origin, the range is counted differently.

- When the origin is an **intersection**, all fields whose corners are part of that intersection count as being at range 1.
- When the origin is a **field**, only its adjacent fields count as being at range 1.

After you determine the fields at range 1, just keep counting adjacent fields. Examples below.

	Intersection	Field
Range 1		
Range 2		

## Setup

The setup consists of 4 steps.

1. Decide the player order by rolling dice.
2. Take exp tracker and life points tracker
3. Take enchantment tokens
4. Each player chooses a class (in player order), takes its class board, starting cards and Mana orbs.

Then organize your play area, and set your life points to the starting amount (20).

- 1- Available cards (hand)
- 2- Class power board
- 3- Spell preparation slots
- 4- Enchantment token piles
- 5- Mana Orb Pool/tracker
- 6- Experience tracker
- 7- HP and Attack dice pile
- 8- Mana token piles
- 9- Condition piles
- 10- Life Points

## Player Turn

The turn consists of 5 phases.

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## Mana Orb phase

Advance your mana orb cooldown track. If the track moves onto any mana orbs placed previously, they are refreshed, and available for use.



1. Mana orb cooldown tracker is moving at the start of player's turn
2. Player will refresh two white orbs and blue and they will join his „available mana orb pool“
3. Available mana orbs, currently two summoning orbs

## Enchantments phase

Read and resolve the "Enchantment" text with your token, on all owned spells and summoned in play, in any order. Then remove one enchantment token from it. If the card was a spell in your play area and the removed token was the last one remaining, remove that card. Read more about enchantments on section Enchantments on page 12.

## First Main phase

Cards. Spells can be **cast**, **prepared**, and **charged**.

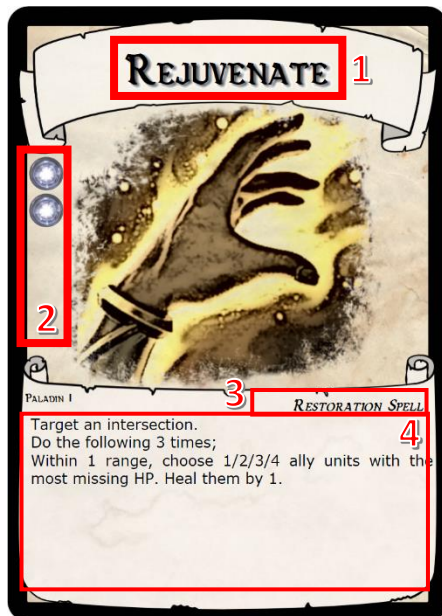


Image 1

1 – Name - of the card

2 – Cost - of the spell. The example is showing two white mana

3 – Type - of the card. These are used for interactions.

4 – Text – of the card. It is resolved upon casting the spell.

## Casting a spell

You can only cast a spell that is either prepared or in your hand. To do so, you must first pay its cost [2, Image 2] in mana. You cannot cast a spell if you cannot pay its cost. Then, resolve its text. If it tells you to *summon* it, proceed to do so (How to summon" on page 9). If its text creates an *Aura* or *Enchantment*, place it in your play area (Auras on page 10, Enchantments on page 12). Otherwise, just discard it.

## Preparing a spell

If you do not have the resources to cast the spell, or the situation does not call for it yet but you want something to use your mana orbs on, you may prepare a spell by placing it face down in your play area. You can only prepare a spell if you have a free spell slot (each player has 2 spell slots), however, you may replace an already prepared spell with a new one, discarding the old one in the process.

## Charging a spell

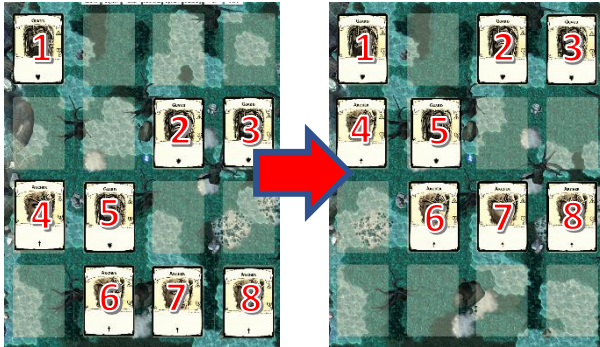
During your Main phase, you may use mana (gained from orbs or otherwise) to charge one of your prepared spells. Place the mana token on top of your prepared spell, it becomes a mana charge instead, and is not considered to be a mana token anymore. Each mana charge on a prepared spell counts as payment for when you would cast that spell. Mana charges cannot be removed and they are discarded if that prepared spell is removed. You cannot place a charge if it would not reduce the cost of the spell. I.e. you cannot place 1 red charge or 3 white charge on a spell that costs 2 white mana. This allows your opponent a chance to guess which spell is prepared based on its mana cost.



## Battle phase

This is a phase where units on the battlefield act. Units perform actions **Advance**, **Attack**, or **Defend**. Units perform actions in two waves.

All units act -> All units act -> Gain 1 Exp



### Performing an action

Units perform an action row by row, left to right. Following combinations are allowed for each unit:

1. Attack -> Advance
2. Defend -> Advance
3. Advance -> Attack
4. Advance -> Defend

### Attack action

When a unit would attack, it is performed in the following steps.

1. Determine a target – Search for a foe in a clockwise direction (left to right), prioritizing foes that are lower range from the attacker. In the example, Guard attacks #2
2. If there is no available target, the unit does not execute the attack.
3. If the attacker has a valid target, it executes the attack. Deal damage by subtracting the attacker's „Attack“ value (purple die) from the defender's „HP“ value (red die), reduced by defense value (more on Defend).
4. If the attacked unit dies, the attacker's owner gains 1 exp, but only if the attacked unit is owned by the enemy player (auto-kills or denials do not reward exp).

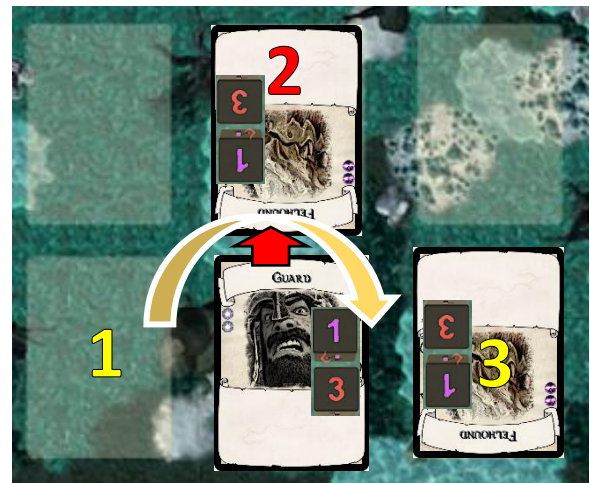


Image 2


### Advance action

Units cannot change lanes. When a unit would advance, first, check if the unit has a valid attack target. If such is the case, end the advance action.

If unit has no valid target to attack, first check if the field in front of the unit is occupied. If it's not occupied, move the unit on that field.

### Defend action

When a unit performs Defend action, rotate the card sideways. It is considered to be „defending“ until its first action during its next Battle phase. When a unit that is defending would be attacked, its defense value is subtracted from the attacker's Attack value before applying the damage. If defense value is below 0, it is not applied.

Base defense value is equal to 1. Each showing  on the unit adds 1 defense value.

Defense value can also be reduced. A unit is considered to threaten a foe if following conditions are met:

- The unit is adjacent to its foe
- The unit has an attack value (which means it is able to perform an attack)
- The unit is not defending
- The unit is not the attacker for this check

A unit that is being attacked is considered to be in a flank if there is at least one unit that threatens it. A unit in flank loses 1 defense value for every unit that threatens it.

### Second Main phase

This phase is identical to the first main phase. Read more on page 6.



## Mechanics

### Summoning

When a card text or a power tells you to „summon“ something, it must be placed onto the battleground.



1 – Name - of the card

2 – Type - of the card. These are used for interactions.

3 – Text – of the card.

4 – Attributes – Example summon has 1 additional attack range.

5 – Base Attack – value of the summon.

6 – Base HP – of the summon.

### How to summon

You place the card onto the battlefield. If the effect does not specify how, do it in one of the empty fields in the row closest to you. Then you place an Attack die and set it to the unit's base attack value, and place an HP die and set it to the summon's base HP value. Do not this if the card has no base Attack or HP value.

In this example, Guard has a base attack value of 1 and a base HP value of 3.



## Unit Modifiers

Modifiers add special abilities to the unit. Each modifier changes the way it acts during battle phase or it adds additional bonuses to actions it already has.



Attack range – When a unit would attack, include targets at +1 range from the attacker. Base attack range is 1, and each Range modifier showing increases the attack range by 1.



Shield – For each shield modifier showing on a unit, add +1 to its Defense value when it is defending.




Pack Tactics – A unit with Pack Tactics showing may threaten even while it is defending.



Grounded – A unit with Grounded stays within its field during all of its Advance actions.

To strengthen and develop your toolset with new spells, gain new mana orbs and unlock new powers, you need power tokens. You gain a power token every time you level up, after you collect 3 experience. You can gain an experience point in several different ways.

- 
- Exp

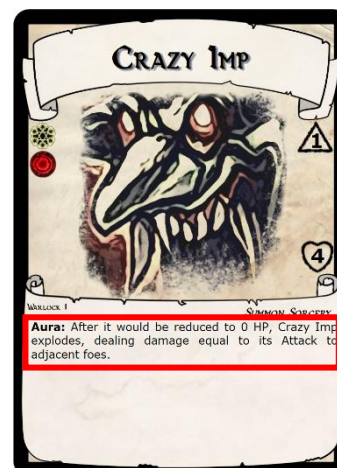
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## Auras

Some spells have an „Aura“ clause in their text. It is a persistent ongoing rule that is always active for as long as the card is in play, and whose effect usually depends on some condition or situation.

When a spell that you cast creates an Aura, place that spell in your play area.

If a summoned unit has an Aura, it is active for as long as that unit is on the battleground.



## Enchantments

Some spells create an „Enchantment“ while resolving its text (2). Enchantments are resolved during the “Enchantments” phase of the owner’s turn.

**Enchantment tokens** (3) – are used to establish a relationship from an active Enchantment to the summons that it affects.

When you cast a spell that creates an Enchantment, choose an enchantment token shape that isn’t already in play (3) and place it on that spell.

**Duration** – If the spell text has a number next to the “Enchantment” keyword, it means the enchantment has a duration. It will only resolve that amount of times, and then it will be discarded. When this Enchantment enters play, it starts with a number of enchantment tokens equal to this number. At the end of every player’s “Resolve Enchantments” phase, the player removes one enchantment token from all of his enchantments in play.

**Ending an enchantment** – An enchantment ends whenever its last enchantment token is removed (from its card). Remove all matching enchantment tokens from the board and then discard the card immediately.



## Conditions

Some spells apply one or more conditions to their targets. Each condition has its own rules, no matter what applied them or when they were applied.

### Haste



Each haste token causes a summon to perform an additional Advance or Attack at the end of its next Battle phase.

### Stun



Causes a summon to skip the next Advance or Attack that it would execute, then discard all its Stun tokens.

### Disarm



When a summon with Disarm would execute an Attack, it does not. Instead, it discards all Disarm tokens.

### Chill



When a summon with Chill tokens deals damage with an Attack, reduce damage taken by 1 for each Chill token it has, then discard a number of Chill tokens equal to damage reduced (any extra Chill tokens remain on that summon).

### Turnover



A summon with a Turnover is considered a foe to its owner and an ally to its owner's opponents. When performing Advance action, it moves towards its owner. Its owner does not change, only its behavior is changed.

### Antimagic



A summon with Antimagic cannot be targeted or enchanted by spell cards, any damage dealt by Sorcery cards becomes 0 and cannot be modified. Spell cards cannot place any conditions onto them. Antimagic is discarded during that summon's owner's next Enchantments phase.

### Snare



A summon with Snare skips its next Advance that it would execute, then discards one Snare token.

## Keywords

**To attack** – perform an attack as specified in the section “Attack action” on page 7.

**To defend** – rotate the summon sideways. Attacks against it are reduced by its defense value base 1.

**To heal** – A summon that is healed gains the listed amount of HP, but only up to its base HP. Healing a summon that has equal or more HP than its base HP value has no effect.

**To enchant** – Place a new enchantment token on the entity that is being enchanted, matching the enchantment's token shape. Only place one token, unless specified otherwise.

**To unenchant** – Remove all enchantment tokens matching this enchantment's token shape from the specified entity.

**enchanted (conditional)** – Whether the entity in question has one or more enchantment tokens matching the enchantment token shape of that enchantment.



**To end (an enchantment)** – Remove all enchantment tokens, with matching shape, from the card.

**To summon** – To summon a spell as specified in the section „How to summon“ on page 9.

**To target** – Choose a target entity. The following text will refer to this entity.

**Gain (mana)** – Take a mana token of the listed color. You can spend it until the end of this turn.

**Gain (Attack or HP)** – Increase the value on the appropriate die without limit. If necessary, add more dice.

**Deal damage (to a unit)** – Reduce its HP die by the listed amount. If unable to do so, that unit is killed.

**Dies (a unit)** – A unit dies when its HP would be reduced below 1 HP. It is discarded.

**Alive (a unit)** – a unit is alive as long as it's on the battleground and has 1 or more HP.

**HP** – A unit's current HP value, sum of values shown on its HP dice.

**Attack** – A unit's current Attack value, sum of values shown on its Attack dice.

**Base HP** – An HP value shown on the unit's card.

**Base Attack** – An Attack value shown on the unit's card.

**Kill (a unit)** – Reduce its HP to 0. Take credit for its death.

**Own/owned (a card)** – A card is owned by a player that cast or summoned it.

[Index \(TODO generate\)](#)