

Quickstart

- 14 cards per person
- 1 king, 4 powers, 9 units
- Discard down to 11 cards in hand
- Player who won last goes first
- When drawing a card choose either power or unit cards unless specified
- Best of 3 rounds wins
- Discard all cards on the field at the end of the round
- Cards set aside return to the field in the next round

Scoring

- Order of operations:
- Base Strength -> Set Strength -> Add Strength-> Subtract Strength -> Adjacency -> Row Multipliers
- Minimum Strength 1 for units
- Round down when halving strength
- Row multipliers apply to each unit individually
- Adjacency doubles units with 2 or 3 strength in the same row
- Adjacency applies to pairs of units with the same strength

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