Term Definitions

- Token
  - A representation of one of the six heroes that each player controls. According to its Class, a Token has health points, move points, and attack points.
- Action
  - A player has two Actions per turn. When you use an Action you can do one of the following things with a Token you control:
    - Move
    - Attack
    - Coin Ability
- Class
  - A Class decides all the Stats and the Coin Ability of a Token.
- Stats
  - Move Points
    - How many Tiles a Token can move when they take the Move Action
  - Health Points
    - How much damage a Token can take before it is removed from the game.
  - Damage Points
    - How much damage (or healing) a Token can inflict when they take the Attack or Heal Action.
- Coin Ability
  - Before the start of the game, choose one Coin Ability Card for each of your Tokens. This card has the Coin Ability (and its cost in Coins) of the Token inscribed.
  - A coin ability can be activated at the cost of an action and it's Cost in Coins. It's effect then takes place instantly. If the ability is Passive as denoted by [Passive] the effect is active until the Token is inactive.
- Tile
  - A tile is a square on the board. One can be traversed via the Move Action. You may not move diagonally. Also the unit of measurement.
- Turn
  - A players turn has three sections: Start, Main, End. Only during Main can you use actions.
- Terrain
  - A translucent cube with 1-2 walls opaque. You may use the Move Action to move into, then upwards on top of the Terrain (this costs 2 Move Points).
- Coins
  - One coin is gained by each player at the start of their turn. An additional coin is meted out for each Token a player has on top of a Stockpile.
- Setup
  - The game is held on a 10x10 checkerboard. The pieces are placed opposite one another and in the following order:

	Mage	Knight	
Assassin	Shaman	Arbalest	Special

- Stockpile
  - An object placed on a Tile, when a Token is on top of it the player controlling them gains an additional Coin at the start of their turn.
- Falling
  - If a Token would fall it takes 1 damage per Tile

Class Stats (ALL TOKENS BY DEFAULT HAVE 1 RANGE AND 1 DAMAGE)

Class	Health	Move	Range	Damage	Etc.
Assassin	5	3	1	4	
Knight	10	1	2	3	
Shaman	6	2	3	1 heal	
Arbalest	4	1	4	4	-1 dmg per tile out of max range. +2 rp for every vertical
Mage	5	1	3	2 distribute	
Special	6	3	1	1	

Coin Abilities:

    Assassin:

        5 - Poisonous [Passive] // +2 Dmg over next 2 turns (1 dmg at end of each turn)

        2 - Evade // Ignore an attack up to 3 dmg (uses one action for next turn)

        4 - Pierce // Removes protection and does 2 dmg (can go through terrain)

        10 - TP Cancel // Teleport anywhere +1 action

    Knight:

6 - Immortal Bond [Passive] // Choose an ally. Whenever the ally is damaged, instead they take 1 dmg and the knight takes the rest.

3 - Ultimate Devotion [Passive] // Knight cannot deal damage, add 2 hp to each of your allies max HP. Heals can go up to new max hp.

4 - Bjorn's Shroom // While under 3hp: +1 mp, +2dmg. Ends on heal

8 - Seismic Slam // Deal 4 dmg to each token in range, allies included. Also destroys 1 terrain high if in range.

Shaman:

2 - Vampirism // Heals 1 hp globally, deals 1 dmg globally, unblockable.

5 - Summon Wall // Create a 2 length wall in any orientation in range but must be adjacent. 1 Wall must be in range and the second must be adjacent to it. The wall created must be in wall formation and not a normal terrain.

6 - Spirit Fortress // Choose 3 touching tiles, whenever enemies enter, leave, or start a turn on one of these tiles, they take 1 dmg. Once the spirit fortress is active the opponent has the chance immediately to move to an adjacent square or remain in the square starting their turn.

13 - Revive // Return a dead ally to a tile adjacent to the shaman

Mage:

5 - Mage Armor [Passive] // +4 healing HP (1 per turn)

3 - Eruption // Destroy a wall, deal 1 dmg to each token within 1 tile of the destroyed terrain or within the destroyed terrain. Tokens on top of terrain take 1 fall dmg on drop but no damage from the eruption.

4 - Gust // Choose a single direction that extends to the edge of the board adjacent to the mage. All enemies in line are pushed 3 tiles away or to edge of board, and any enemies adjacent to this line are pushed 1 tile away perpendicular to the line. Enemies in buildings are not affected

7 - Dimension Door // Choose a side adjacent to the mage. This side connects two tiles that have a door in the center. Choose a second door location that connects 2 squares or is the side of one square anywhere on the map. These tiles are now adjacent through the door. Enemies attempting to use the door or use abilities through the door are randomly teleported to any tile space on the map affecting all tokens in that tile.

Arbalest:

3 - Steady Hand [Passive] // If no move last turn, +2 dmg (passive)

2 - Carbide Tip // Infinite range in single line of direction. Goes through tokens and terrain but ½'s dmg and floors if odd through each obstacle. This loads for the next shot the arbalest takes.

3 - High Ground // Create a terrain from under Arbalest

10 - Mortar // Next shot ignores range, and deals 2 splash dmg. Tokens in terrain with roofs are unaffected

Special (All abilities disappear on death of special):

15 - Fertile Grounds [Passive] // All banks give you x2 coin

9 - Mind Slaver // Control your opponents next turn, this means you can use all base abilities including attacking allies but you can not use coin abilities. This also gives the opponent plus 2 actions after use, meaning they still get to use their turn after you use one for them.

9 - Scapeshift // Rearrange all terrain however you want. Terrain with tokens on them can not be moved.

15 - Cosmic Return // Reset all your opponent's tokens and coins (token cards remain)

13 - Stat Buff [Passive] // All characters have +1 of any base stat you choose for the duration. These include MP, RP, DP, or HP.