Core concepts

Start of the game:

Map size is 10X14

Each team select one of the shorter edges in range of 3 from the edge it is considered team zone a character can be deployed anywhere in their team zone

Chose scenario you want to play then set out the map according to the scenario.

After all elements on the map are placed each team gets to place 8 obstacles in order one by one switching teams that will chose location.

The obstacle position must follow these rules:

- Cannot place in team zone
- Must be minimum in range of 2 from the objectives
- Try to make it randomized

At start of game every character receives 5 coins they can spend to buy consumable items before game starts, every character have 3 inventory slots.

All characters start with full HP and half of their Max SP

Movement:

Movement in the game happens by selecting one of the movement cards from their movement deck then moving the amount listed on the card forward. During forward movement character can rotate 90 degree left or right to change their course but they can do it only once per turn, the final rotation is preserved. After a card is used it is placed on the discard pile. Once all movement cards are used then whole deck returns to the player and they can use all cards again.
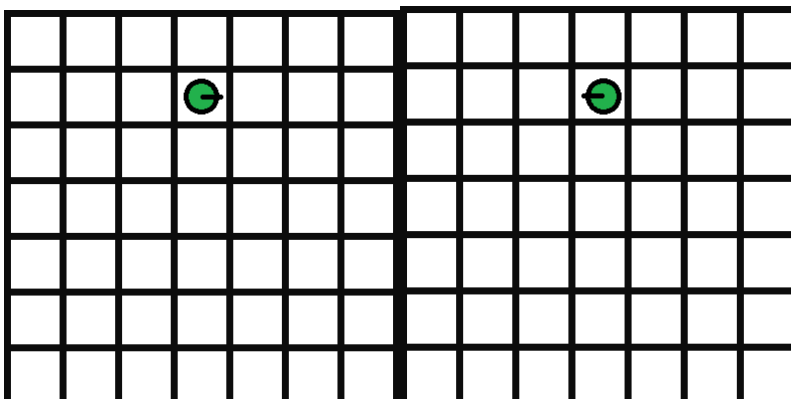
For example, a character with movement card of 2 can move like this
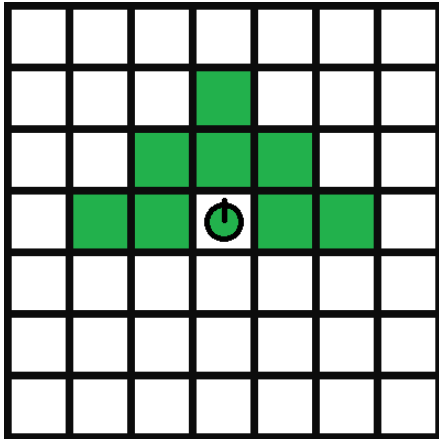
And an example of move 2 would look like this
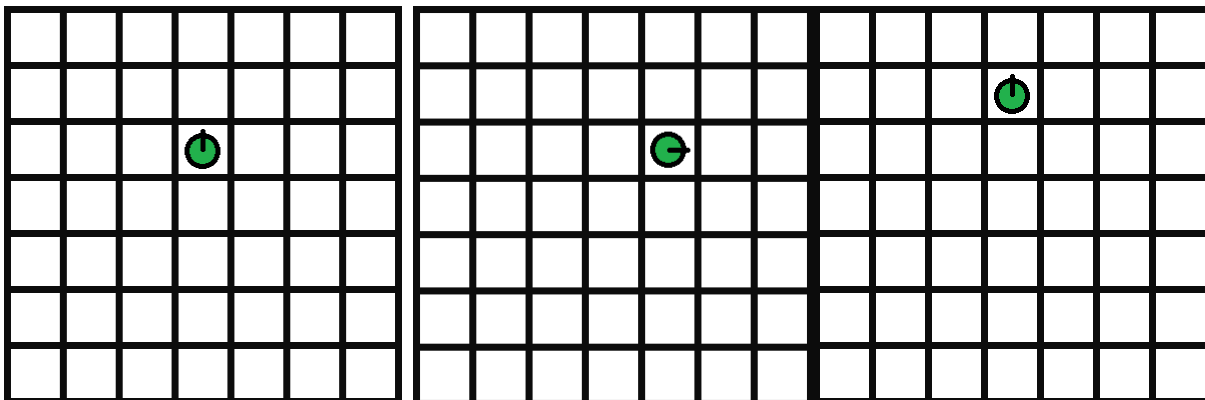
Move one forward, now you can either move one more forward or rotate left or right. If you decided to move forward instead of turning to side, you can still rotate yourself once to have better position for future

Attacking:

You can attack a character with your weapon or if you don't have any then with your fist(range 1). To attack a character it has to be in range of your attack
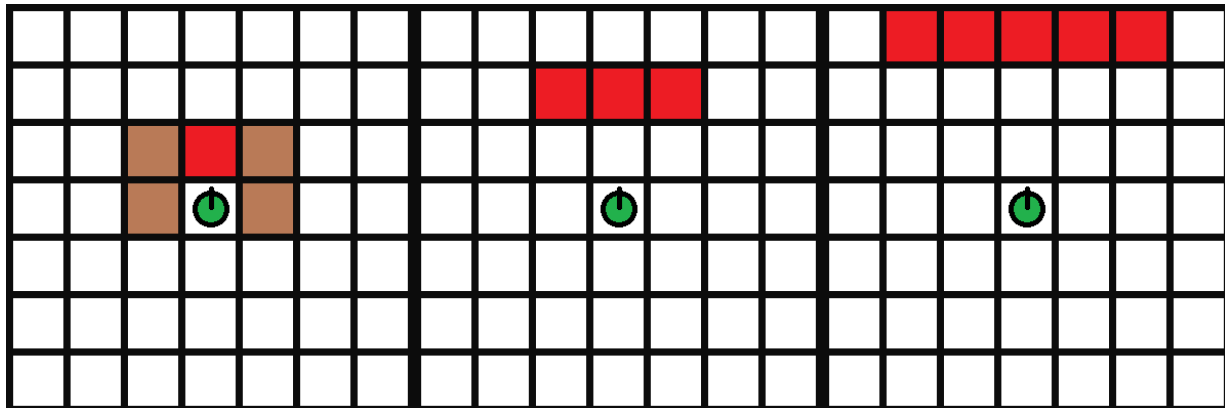
These are attack range examples of range 1, 2 and 3, ranges higher than 2 spreads in triangle fashion. Additionally range 1 attack can be performed from the sides (marked as brown) but theses type of attack suffers – 1 ATK penalty (cannot drop lower then 1).

When you perform an attack you grab amount of dices equal to your ATK and roll them to determine the outcome of attack, next your opponent grabs amount of dices equal to their DEF and roll them to determine the outcome of their defense. Number of successful attacks and critical attacks are counted and then for each successful defense you reduce number of attacks by one starting from regular attacks then if there are no more you remove critical attacks. Every unblocked regular attack is – 1 HP to the enemy and each unblocked critical attack is -1 HP and special effect (if it apply, check weapon/skill) to the enemy.

Example:

4 ATK player attack 3 DEF player

Attacker roll:

Miss, Hit, Hit, Critical

Defender Roll:

Fail, Block, Fail

In this case Attacker rolled two successful attacks and one critical success.

Defender rolled only one successful defend so they will suffer 2 HP loss and a critical effect (1 attack blocked, 1 regular and 1 critical passed).

Turn order:

The game is played in 4 phases: Status phase, Planning phase, Movement phase and Combat phase.

Status phase:

During this phase players refill their movement deck if empty, as well as increment/decrement all time related effects. This phase ends when all players resolve their time-based effect and refill movement deck if necessary.

Planning phase:

During this phase players select one of their movement cards and place it face down on the table declaring a move in secret. Once all players declared and confirm their move this phase end and move cannot be changed.

Movement phase:

During this phase players in order from the one with lowest SPEED value (draws are resolved in player's chosen method or by clockwise position on table) to the highest start their movement action, revealing their movement card and moving according to the card. Once everyone has finished their movement card-based movement players in same order as previously can use their movement-based Skills. After that the movement phase ends.

Combat phase:

During this phase players in order from the highest SPEED value (draws are resolved in player's chosen method or by clockwise position on table) to the lowest start their combat action. During this time character can perform an attack or use skill (unless skill is quick then it can be used without losing opportunity to attack) and perform an action. Actions can be performed at different moment of combat depending on type of action chosen. Possible actions are:

- Using item (any time)
- Focus (after dice roll)
- Rest (end of phase)
- Special action (refer to card/scenario)

Using item – use one charge of an item in your possession.

Focus – allows to reroll one of your dices.

Rest – recovers 1 SP and ends your combat phase.

Special action – depending on special item or scenario please refer to them for details.

After all players has finished their combat phase turn ends and next turn starts with status phase.

End of game:

Game is played until one of victory conditions are met.

Exceptions:

Sometimes it may happen that text on card is contradicting game rules, in that case text on the card is more important and rules from card are applying instead of normal rules.

Scenarios

Skirmish:

Special rules: none.

Special actions: none.

Victory conditions: Eliminate all enemies.

Description:

Simple team or not combat setting, last to survive wins.

Caravan Escort:

Special rules: Team only

Special actions:

Defender team – Can be used at end of phase. You can speed up the caravan next move by one. This effect can stack up to two times and is spend after the caravan moves

Robbery team – Can be used at end of phase. You can steal loot from caravan. For that you roll 3 dices as an attack and 3 dices in defense. For all unblocked critical strikes, you remove one loot token from caravan once caravan don't have any more loot tokens you remove the caravan from game.

Victory conditions:

Defender team - Two caravans with at least one loot token must arrive at the other edge of the map (you can win even if every hero on your side is dead)

Robbery team - remove all caravans from game

Description:

In this scenario players are divided into two teams, Defenders and Robbers. At the start of the game Defenders place 3 caravan token on their border, each caravan holds 2 loot tokens. Loot token can be stolen by Robbers and if successful they cannot be recovered. Caravan always try to move forward 2 unless there is an obstacle on the way then they will try to move around it in shortest possible way. Caravans cannot attack or be attacked and always move first. Caravans are immune to any effect and cannot be displaced in any way.

Domination:

Special rules: Team based, Characters in range of 1 to the tower suffer Knockback 1 if they are successfully attacked.

Special actions:

Capture a tower – As a full turn action consuming both attack and action. You roll 3 dices for attack and 3 dices for defense. If any attack succeeds the tower is captured. This action cannot be done if any character from the team that controls the tower is in range of 1 of the tower.

Victory conditions: Control all towers for 3 turns

Description:

In this scenario 3 towers are place on the map, one on the middle of the map, then each team can place one tower in any place they want that is in range of 5 from the middle tower. Then each team try to control all three towers in the game to win.

Endless Battlefield (Capture):

Special rules:

Team based.

If character dies it is not removed from game. Instead their character is moved to the obelisk of their team but cannot move or perform any action, every next turn they recover 2 HP, when they HP will reach the maximum value they will be able to move and perform actions.

If a character is carrying a crystal and dies the crystal drops on the ground. if it is picked up by the team that the crystal comes from it automatically returns to their obelisk otherwise the other team can continue to carry it out normally.

Obelisks are indestructible and immune to all effects.

Being in range of 2 of your team obelisk recovers 2 HP per turn.

Characters cannot carry more than one crystal and cannot carry crystals of their own team.

Special actions:

Deposit crystal – Can be used any time. If you are in range of your obelisk you can deposit enemy team crystal.

Steal crystal – Can be used any time. If you are adjacent to enemy team obelisk you can gain one crystal if you have inventory space.

Victory conditions: Deliver 3 crystals to your obelisk

Description:

In this scenario each team place an obelisk token on their team zone, then try to race other team to claim crystals from their base while protecting their own.

Endless Battlefield (Deathmatch):

Special rules:

If character dies it is not removed from game. instead their character is moved to the obelisk of their team (or central if played without teams) but cannot move or perform any action and enemy team (or the killing player) gain one soul token, every next turn they recover 2 HP, when they HP will reach the maximum value they will be able to move and perform actions, additionally they can chose to Teleport 8 if they decide so. Obelisks are indestructible and immune to all effects.

Special actions: none.

Victory conditions: Score 15 soul tokens in team play or 7 in free for all

Description:

In this mode players are divided either into teams or play in free for all mode. In this mode an obelisk is placed in the center of the map or if played with teams in respective team zone. After that players battle each other trying to kill as much enemies as possible to score soul tokens. Only killing counts for the soul tokens and the soul tokens cannot be removed.

Endless Battlefield (Domination):

Special rules:

Team based.

Characters in range of 1 to the tower suffer Knockback 1 if they are successfully attacked.

If character dies it is not removed from game. Instead their character is moved to the obelisk of their team but cannot move or perform any action, every next turn they recover 2 HP, when they HP will reach the maximum value they will be able to move and perform actions.

Obelisks are indestructible and immune to all effects.

Being in range of 2 of your team obelisk recovers 2 HP per turn.

Special actions:

Capture a tower – As a full turn action consuming both attack and action. You roll 3 dices for attack and 3 dices for defense. If any attack succeeds the tower is captured. This action cannot be done if any character from the team that controls the tower is in range of 1 of the tower.

Victory conditions: Control all towers for 3 turns

Description:

In this scenario 3 towers are place on the map, one on the middle of the map, then each team can place one tower in any place they want that is in range of 5 from the middle tower. Next an obelisk is placed by each team in their respective field. Then each team try to control all three towers in the game to win.

Effects and Keywords:

Keywords:

Quick – Skill can be used without spending an attack/skill action part.

Combat – Skill can be used in combat phase

Movement – Skill can be used in movement phase

Instant – Skill can be used at any moment of available phases (for example as interruption)

Self – Skill can be targeted on the caster

Enemy – Skill can be targeted on enemy character

Ally – Skill can be targeted on allied character

Ground – Skill can be targeted on ground tile

Special – The card has unusual effect refer to description

Bleed X - for X turns at the status phase character must roll one dice in defense to check if bleeding did damage if they fail the check they lose 1HP, can stack to increase duration.

Pierced X - Every time character reshuffle their movement deck they must discard X cards of their choice. Additionally, target suffer -X SPEED. Effect can be stacked to increase number of cards discarded and decrease in speed. To cure effect player must spend an action performing a successful defense roll with one dice this remove one stack of the effect

Daze X - 1 ATK for X turn, can stack to increase duration.

Use X - item can be used X amount of times after that it disappears from inventory.

Burn X – At the status phase character must roll X dice in defense to check if burn did damage if they fail the check they lose 1HP for each failed check. Burning can be nullified by spending an action on a defense check with X dices, for each success you remove burning stack, doesn't stack and reduces by half at next status phase.

Chill X - -1 SPEED for X turn, can stack to increase duration.

Corrosion X - -1 DEF for X turn, can stack to increase duration.

Hex X - For X turns target suffers -1 to ATK and DEF, can stack to increase duration.

Teleport X - Move character to an unoccupied spot in range X, character can choose their final rotation.

Root X - Character cannot move or perform move type actions for X turns.

Stun X - You cannot perform any actions, skills or attacks in combat phase for X turns

Knockback X - Move character by X spaces in direction the attack is coming from (or their back is facing if wasn't caused by attack), if there is any occupied spot on the way or at the end stop the movement before it and perform defense check with one dice if failed lose 1 HP.

Glossary:

In range – counts all tiles around the character

Adjacent – counts only front, back, left or right side

Token – usually represent either resource or unplayable character, cannot be modified or affected in any way

HP – Hit points, your character dies if it drops to zero

SP – Skill points, used to fuel abilities

CD – Cooldown, prevents from using ability again until enough turns has passed.

Inventory – Space for consumable items, every character has 3 of them.

Coin – currency used in shop to buy consumable items.

Alternative way to play:

If you don't have grid-based map you can use rulers to determine range of movement and skills.

If you don't have dices for the game, you can use standard D10 and use this ranges for the results:

Attack:

1-5 = Fail

6-9 = Success

10 = Critical Success

Defense:

1-5 = Fail

6-10 = Success