

BRAWNEN

When playing as the brawnen, your Source costs for both advancements and spires are high, but the means to generate this necessary resource are also plentiful. The brawnen are teeming with hard-hitting minions that may be permanently promoted using fortress advancements. What you lack in mobility and flight, you make up for with strong defenses and ranged attacks.

MINIONS AND HEROES

Brawnen minions are promoted through fortress advancements. Once the advancement for a specific minion type is purchased, all minions of that type are promoted permanently. Flip these units to their promoted side. They can no longer be selected for deployment on their basic side.

In Wave 1, brawnen may select any hero for deployment rather than just their starting hero. They must pay CP as normal and may still only select one hero for the wave.

SPIRES

Brawnen start with access to the dispatch platform and drilling outpost spires. Purchase the Smelter 1 – Brawnen Steel fortress advancement to gain the ability to construct siege tower and lance launcher spires.

ADDITIONAL RULES

Brawnen start the game with the forsaken die in their fortress.

SOURCE DRILL

1 – Drilling Refinements

Gain +3 Source during each Income Phase.

2 – Deep Drill

Drilling outpost spires can be constructed on any non-path hex within your influence.

3 – Drilling Storehouse

Your Source capacity is now 30.

ASSEMBLY

1 – Source Shields



All aegis minions are permanently promoted.

2 – Workshop Quarters



All architect minions are permanently promoted.

3 – Construction Yard



Gain the assembly die.

Assembly Die: Once per wave. During the Build Phase, you may roll this die as a build option. You may add the rolled upgrade to the bottom of one of your spires, ignoring upgrade capacity.

+1 Fortification

+1 Range

+1 Attack

HONOR PIT

1 – Battleborn Arena Games



All battleborn minions are permanently promoted.

2 – Better Targets



All dispatch minions are permanently promoted.

3 – Pit Expansion



All forsaken minions are permanently promoted. When rolling the forsaken die, you may choose to reroll it, applying the second result instead.

Forsaken Die: Before each forsaken minion moves, you must roll this die and apply the result.

Unit cannot move this turn

Unit cannot attack this turn

No effect

STRONGHOLD

1 – Forsaken Artillery



Gain the artillery die. After it is rolled, remove this die and this advancement, even if no unit or spire is impacted. Advancements 2 and 3 may still be used if this advancement is removed, but they cannot be purchased.

2 4
 3 4
 3 5

Artillery Die: May be used at the start of your turn during the Onslaught Phase. Roll this die once and state if the result will be used as the # range or the # impact of this die. Roll again and use the second roll for the other designation. You may select a unit or spire within # range of your fortress gate and either deal # impact in damage to it (if a unit) or remove # impact in upgrades from the bottom of it (if a spire).



2 – Gate Dispatches

Your fortress now deals 3 damage when retaliating against non-adjacent units.



3 – Gate Spikes

Your fortress now deals 3 damage when retaliating against adjacent units.

GATEPORT

1 – Market Buyout



After the last player's turn during the Market Phase, you may take an additional turn.

2 – Enforce Demands



At the start of your turn during the Market Phase, you may discard all market options and refill the market.

SMELTER

1 – Brawnen Steel



Siege tower and lance launcher spires can now be constructed.



2 – Source Bombs

The source siege minion is permanently promoted.



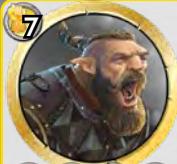
AWSH

Hunter – When attacking a landmark, this unit deals +1 damage.
★ Survival – At the end of your turn, if this unit did not move or attack, it may recover 1 health.



DRANG

Range – This unit attacks and retaliates from up to # hexes away.
Air Defense – This unit can attack units with Flying.



KRAM THE MIGHTY

Armored – When this unit is attacked, reduce damage by 1.
★ Survival – At the end of your turn, if this unit did not move or attack, it may recover 1 health.



BATTLEBORN



DISPATCH

Air Defense – This unit can attack units with Flying.
Range – This unit attacks and retaliates from up to # hexes away.
★ Splash – When this unit attacks, it may also deal 1 damage to all units adjacent to its target.



ARCHITECT

Builder – Before or after this unit's movement, you may choose one of the following at no cost:

- Build a dispatch platform on an adjacent Source well, ignoring influence restrictions.
- Promote an adjacent dispatch platform to a siege tower, keeping existing upgrades.
- Add an upgrade to an adjacent spire, ignoring upgrade capacity.



Then, if this unit is on its basic side, return it to your barracks. If it is promoted, flip it to its basic side.



AEGIS

Armored – When this unit is attacked, reduce damage by 1.
★ Assault – When this unit attacks a spire, remove the bottom upgrade before dealing damage.



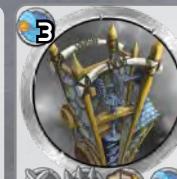
SOURCE SIEGE

Air Defense – This unit can attack units with Flying.
Range – This unit attacks and retaliates from up to # hexes away.
Transport – During the Prep Phase, this unit must be grouped with exactly one minion under it. The minion grouped under this unit may have a lower movement stat.



FORSAKEN

Assault – When this unit attacks a spire, remove the bottom upgrade before dealing damage.
Neglected – If forsaken are the only minion type in play, the wave ends. The forsaken stay in play.
Stubborn – This unit cannot be grouped or use Riftwalk.
Unruly – Before this unit's movement each turn, roll the forsaken die and apply the result to this unit.
★ Lone Wolf – This unit cannot be grouped.



DRILLING OUTPOST

Mining – This spire may only be constructed during the Build Phase. At the end of the wave, you may return this spire to your barracks to gain 6 Source.



LANCE LAUNCHER

Air Defense – This spire can attack units with Flying.



DISPATCH PLATFORM

Splash – When this spire attacks, it may also deal 1 damage to all units adjacent to its target.



SIEGE TOWER

Raze – At the start of your turn, this spire may attack a spire or fortress gate within its range. After this spire attacks a fortress gate, remove its bottom upgrade.



GROVETENDERS

When playing as the grovetenders, you must guard and spend your revered Source conscientiously. Your opponents will be forced to carefully consider their attacks against your units with high health and low Source rewards. Your success will depend greatly on your ability to utilize taproots and their summoned creations at the right time. The grovetenders are one of the most reactionary factions, but strategic use of their talents can make them extremely formidable.

MINIONS AND HEROES

The grovetenders can only promote their minions through the use of Summon. Some units also require a fortress advancement in order to be Summoned.

GATEPORT

1 – Earth Affinity

Purchasing an earthscape from the market now costs 0 Source for you.

2 – Earth Influence

Purchasing an earthscape from the market now costs 5 Source for opposing players.

SHARPENER

1 – Greater Thorns

Your fortress now deals 2 damage when retaliating.

2 – Spire Precision

Each blank rolled by attacking grovetender spires deals +1 damage.

3 – Summon Roots

Gain the root die.

Root Die: At the start of each Onslaught Phase, roll this die. You may remove a single upgrade from the bottom of up to # spires equal to the result. At least one of the affected spires must be your own, if possible.

SPIRES

The grovetenders start with access to their reetall and shrubbery spires. They can unlock the muskeg and creeping vines spires by building the Sacred Grove 2 - Forest Sentience fortress advancement.

INNER OAK

1 – Amplify

Gain +4 Source during each Income Phase. Your Source capacity is now 30.

2 – Petrify

At the start of each Prep Phase, your fortress gate may recover 1 health. Your maximum fortress gate health is now 15.

3 – Ratify

Gain the ratify die.

Ratify Die: At the start of each Onslaught Phase, roll this die and lock it into your fortress. Once per wave before or after your units' movement, you may apply the effect of this die to a unit or spire adjacent to one of your units:

 Return an adjacent opposing spire with only 1 upgrade to its barracks.

 Force an adjacent opposing hero to immediately return to its fortress.

 Gain control of an adjacent ungrouped opposing faction minion worth 3 CP or less.

SACRED GROVE

1 – Attuning

Once per wave. During the Prep Phase, you may exchange 1 CP for 4 Source.

2 – Forest Sentience

Creeping vines and muskeg spires can now be constructed.

FORMING GLADE

1 – Basic Form

Once per wave. At the start of your turn during the Onslaught Phase, you may place a war briar or treed from your barracks under a grovetender hero that is deploying this wave or that is currently on a forest hex. This hero now has that minion's talent in addition to its own. If the hero is defeated, return the minion to your barracks.

2 – Elaborate Form

Units with Summon or Evoke may now spend 7 Source to summon an ogregrowth or 8 Source to summon a grizzled oak.

3 – Master Form

Gain the forming die.

Forming Die: Once per wave. At the start of your turn during the Onslaught Phase, you may roll this die and add the corresponding upgrade or health to a grovetender unit in play. Range upgrades may only be added to units with Range. You may exceed health stats and ignore upgrade capacity.



HALL OF SHAPING

1 – Source Bath

The Source cost for minions summoned by taproots is reduced by 1.

2 – Shaping Pool

Once per wave. Reduce the CP cost of a single taproot by 1.

3 – Focused Growth

The Source cost for minions summoned by taproots is further reduced by 2, to a total reduction of 3.



DYWEN

Air Defense – This unit can attack units with Flying.
Range – This unit attacks and retaliates from up to # hexes away.
★ Pacify – Instead of attacking, this unit may discard an adjacent landmark minion to gain 3 Source.



YBANTHE

Evoke – *Ungrouped only.* Instead of moving this unit, you may spend 3 Source to summon a war briar, 4 to summon a vineherald, or 5 to summon a treed. The unit is summoned on its basic side and placed on the closest path hex to this unit. The summoned unit does not move this turn.
★ Capture – After this unit defeats an opposing faction minion, you may place that minion beside your fortress. When the minion's controlling faction damages your fortress gate, return the minion to its barracks. You can have a maximum of 3 minions captured from each faction at a time.



WYVANKAYE

Peaceful – This unit can only be damaged by merc units and merc spires. Other units may displace this unit.
Yrtel's Way – Before or after this unit's movement, you may return an adjacent faction minion with equal or less health to its barracks. Minions returned this way are not defeated. Then, promote this unit.

★ Yrtel's Will – Before or after this unit's movement, you may either discard an adjacent landmark minion to gain 3 Source or remove all attack upgrades from an adjacent spire. Then, flip this unit, removing any upgrades.



WAR BRIAR

Impale – At the end of this unit's movement, deal 1 damage to all adjacent opposing units it was not adjacent to prior to moving.



TREED

Ram – When this unit attacks a spire, instead of dealing damage, you may remove any attack upgrade from the spire.
Tough – If retaliation damage dealt to this unit exceeds 2, reduce it to 2.



VINEHERALD

Air Defense – This unit can attack units with Flying.
Range – This unit attacks and retaliates from up to # hexes away.
★ Capture – After this unit defeats an opposing faction minion, you may place that minion beside your fortress. When the minion's controlling faction damages your fortress gate, return the minion to its barracks. You can have a maximum of 3 minions captured from each faction at a time.



TAPROOT

Air Defense – This unit can attack units with Flying.
Range – This unit attacks and retaliates from up to # hexes away.
Summon – *Ungrouped only.* Instead of moving this unit, you may spend 3 Source to summon a war briar, 4 to summon a vineherald, or 5 to summon a treed. The unit is summoned on its promoted side. Flip the taproot and group it under the summoned unit in the same hex. The summoned unit does not move this turn.



OGREGROWTH

Rooted – If this unit is adjacent to a spire, it may stay in place instead of moving. It must move on the next turn in which it can make progress.

★ Challenge – If an opposing hero is within 3 hexes of this unit, any attack that hero makes must be against this unit.



GRIZZLED OAK

★ Crush – During its movement, this unit may displace opposing faction units that have less health than it does. It deals 2 damage to each unit it displaces.



SHRUBBERY

Camouflage – Units and spires must be adjacent to this spire in order to attack it.
Cover – When a taproot is adjacent to this spire, the damage dealt by an attack on the taproot is reduced to 1.



CREEPING VINES

Camouflage – Units and spires must be adjacent to this spire in order to attack it.
Cover – When a taproot is adjacent to this spire, the damage dealt by an attack on the taproot is reduced to 1.
Creep – At the start of each of your turns during the Onslaught Phase, this spire may move onto an adjacent non-path hex.



REETALL

Air Defense – This spire can attack units with Flying.



MUSKEG

Air Defense – This spire can attack units with Flying.
Wallop – Instead of attacking, this spire may deal 1 damage to an adjacent unit and teleport it to a valid hex up to 3 hexes away from this spire. Then, flip this spire, keeping existing upgrades.

HEIRS

When playing as the heirs, you will find that advancements and spires are cheap and options are many. But with lower health, your minions must strike meaningful blows. Try maximizing the use of your elfinkaze and quick-striking minions. You can also gain the advantage by pressing the enemy with your flying heroes.

MINIONS AND HEROES

The heirs can only promote their minions through the use of Keem's Rally talent or by purchasing the Academy Peak 2 – Master Training fortress advancement. Once purchased, minion promotion happens within the Onslaught Phase when a minion defeats a unit or spire. At that time, the minion will flip to its promoted side and gain the difference in health from its basic side, if any.

ACADEMY PEAK

1 – Graduation

Regal lookout and minaret spires can now be constructed.

2 – Master Training

Your faction minions may be promoted when they defeat a unit or spire.

GATEPORT

1 – Savvy Negotiator

Once per wave. During the Prep Phase, you may discard one market purchase to gain 4 Source.

2 – Market Freeze

After your turn during the Market Phase, you may choose 2 offerings to flip over. These options cannot be chosen for the remainder of this Market Phase. Flip them back over at the end of the phase.

3 – Sight Unseen

On your turn during the Market Phase, you may spend 2 Source to draw and keep the top chip on the market stack. This does not count as your market purchase.

Elfinkaze have two basic sides rather than a promoted side. These units cannot be selected for deployment but are instead placed on units and spires that have # Elfin. When placing an elfinkaze, you decide which side of the elfinkaze to use.

SPIRES

The heirs start with access to only their high rise and refuge spires. Heirs may construct the regal lookout and minaret spires after purchasing the Academy Peak 1 – Graduation fortress advancement.

AIRSTRIP

1 – Glide

As their movement when deploying, ungrouped Flying units may teleport to a hex adjacent to an heir spire on the isle adjacent to your fortress gate.

2 – Air Current Transporter

As their movement when deploying, ungrouped Flying units may teleport to a hex adjacent to any heir spire.

SANCTUARY

1 – Unified Front

Gain the command die.

Command Die: Once per wave. During the Prep Phase, roll this die. You may increase your CP by the result.

+1 CP

+2 CP

+3 CP

No effect

2 – Gate Repair

Once per wave. On your turn during the Onslaught Phase, you may spend 2 Source to recover 1 health on your fortress gate.

3 – Fortress Spires

Immediately construct up to two minaret spires on your fortress Source wells at no cost, even if you do not have the Academy Peak 1 – Graduation fortress advancement.

STABLES

1 – Harrier Training

The health stat of all harrier minions is permanently increased by 1.

2 – Reserves

Once per wave. When your last minion is eliminated, you may immediately spend 2 Source to put a joust into play. Place the joust on the closest path hex to your mark that is adjacent to an heir spire.

3 – Joust Training

Gain the joust die.

Joust Die: Roll and lock this die during the Prep Phase each wave. You may add the corresponding upgrade or health on all joust minions put into play this wave. The added chips may exceed health stats and ignore upgrade capacity.

+1 Health

+2 Health

+1 Attack

No effect

KAZE ROOST

1 – Modest Nest

High rise, refuge, and minaret spires gain 2 Roost.

2 – Sizable Nest

Hummingbird minions gain +1 to Roost.

3 – Royal Nest

Gain the angry heirs die.

Angry Heirs Die: As a build option during the Build Phase, roll this die and place it on an heir fortress spire until the end of the wave. That spire gains the following talents this wave:

1 Roost and 1 Elfin

2 Roost and 1 Elfin

3 Roost and 1 Elfin



DARB

Flying – Ungrouped only. This unit can only be attacked by units or spires with Air Defense or Flying. Other units may displace this unit.

★ **Dodge** – If damage from an attacking or retaliating unit would defeat this unit, instead reduce the damage to 0 and do not retaliate. Remove all upgrades from this unit and flip it to its basic side, keeping its current health.



KEEM

Flying – Ungrouped only. This unit can only be attacked by units or spires with Air Defense or Flying. Other units may displace this unit.

Quick Strike – This unit may attack prior to spires firing.

★ **Rally** – When this unit defeats a unit or spire, you may promote all heir minions within 2 hexes of this unit.



JAELENA NESTOR

Elfin – You may place # elfinkaze on top of this unit at the start of each Onslaught Phase, or when it is deployed if it is in your deployment stack.

Flying – Ungrouped only. This unit can only be attacked by units or spires with Air Defense or Flying. Other units may displace this unit.

Roost – Any number of elfinkaze may share a hex with this unit or spire by moving onto it. When elfinkaze move off of this chip, they assume # as their movement stat. When this unit moves, elfinkaze on it are moved with it.



HARRIER

Quick Strike – This unit may attack prior to spires firing.



JOUST

Quick Strike – This unit may attack prior to spires firing.

★ **Eager** – When this unit attacks a minion, displace the minion prior to dealing damage.

★ **Fury Kick** – When this unit attacks, it deals damage to all opposing units adjacent to it. Only the target unit retaliates.



HUMMINGER

Elfin – You may place # elfinkaze on top of this unit at the start of each Onslaught Phase, or when it is deployed if it is in your deployment stack.

Roost – Any number of elfinkaze may share a hex with this unit by moving onto it. When elfinkaze move off of this chip, they assume # as their movement stat. When this unit moves, elfinkaze on it are moved with it.

★ **Flying** – Ungrouped only. This unit can only be attacked by units or spires with Air Defense or Flying. Other units may displace this unit.



WINDRUSH

Transport – During the Prep Phase, this unit must be grouped with exactly one minion under it. The minion grouped under this unit may have a lower movement stat.

Assault – When this unit attacks a spire, remove the bottom upgrade before dealing damage.

★ **Quick Strike** – This unit may attack prior to spires firing.



ROYAL TALON

Flying – Ungrouped only. This unit can only be attacked by units or spires with Air Defense or Flying. Other units may displace this unit.



ELFINKAZE

Flying – Ungrouped only. This unit can only be attacked by units or spires with Air Defense or Flying. Other units may displace this unit.

Precious – If elfinkaze are the only minion type in play, the wave ends. Remaining elfinkaze are returned to your barracks.

Roost Roam – This unit moves and attacks like a hero. Its movement stat is the Roost value of the chip with which it most recently shared a hex. If this unit was not on a chip with Roost at the start of your turn, it must end its movement on a chip with Roost or use Glidebomb or Save this turn.

Glidebomb – After or instead of this unit's movement, you may defeat it. If you do, deal 2 damage to all adjacent units, fortress gates, and spires.

Save – After or instead of this unit's movement, you may defeat it. If you do, an adjacent friendly unit may recover up to 4 health.



REFUGE



MINARET

Air Defense – This spire can attack units with Flying.



HIGH RISE



REGAL LOOKOUT

Elfin – You may place # elfinkaze on top of this spire at the start of each Onslaught Phase.

Roost – Any number of elfinkaze may share a hex with this spire by moving onto it. When elfinkaze move off of this chip, they assume # as their movement stat.



NARORA

When playing as the narora, you have an exceptional variety of minion options. This can lead to strong counters to enemy play, but it can spell disaster if your plan doesn't work as intended. Narora have high Source gains but also confer a lot of Source to their opponents upon defeat. Strong and inexpensive spire options along with the most diverse set of minion and hero talents make the narora tough to outmaneuver.

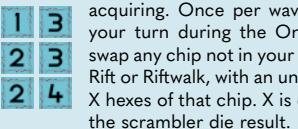
GATEPORT

1 – Portal Amplification

You may take your turn before the first player during each Market Phase.

2 – Portal Scrambler

Gain the scrambler die.



3 – Portal Abduction

You may pay 4 Source fewer than the listed cost for your market purchases, to a minimum of 0. At the end of the Market Phase, you may force another faction to trade you their market purchase for yours.

FORGOTTEN GRAVES

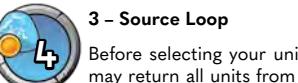
1 – Naming Stones

Before selecting your units each Prep Phase, you may spend 2 Source to return one unit from the Forgotten Graves to your barracks.



2 – Enshrinement

Before selecting your units each Prep Phase, you may return one unit from the Forgotten Graves to your barracks at no cost.



3 – Source Loop

Before selecting your units each Prep Phase, you may return all units from the Forgotten Graves to your barracks at no cost.

MINIONS AND HEROES

Naroran minions cannot be promoted. Instead, each chip presents a choice between two minions and can be selected for deployment on either side. Upon defeat, naroran units must be placed in the Forgotten Graves area of your fortress instead of being returned to the barracks or removed from the game. These units may not be brought back into play unless you invest in your Forgotten Graves fortress advancements.

SPIRES

The narora start with access to all four of their spire types.

ADDITIONAL RULES

Many naroran fortress advancements refer to FT (Fanatic Tower) Range. Your FT Range begins at 0, but it can be increased by advancing the Fanatic Tower structure.

AZURE TEMPLE

1 – Source Barrier

Once per wave. You may spend 1 Source per damage to negate up to 2 damage to your fortress gate. Your fortress still retaliates even if all damage is negated.



2 – Source Reserves

Your Source capacity is now 30. During the next Income Phase only, gain +10 Source.



3 – Azure Reaction Chamber

Gain the A.R.C. die. Once used, this die is removed from your fortress. The advancement remains whether or not the die is in the fortress. During the Build Phase, you may spend 4 Source as a build option to regain the A.R.C. die.



A.R.C. Die: Once per wave. During the Prep Phase, roll and lock this die. At the start or end of your turn during the Onslaught Phase, you may use the result:



Deal 4 damage to a minion within FT Range of your fortress gate.



Return a naroran minion within FT Range of your fortress gate to your barracks. Additionally, return an opposing minion worth the same or fewer CP to its barracks.



Deal 2 damage to every unit adjacent to one of your spires within FT Range of your fortress gate.

PAVILION

1 – Lumia Delegation

At the start of each Prep Phase, you may exchange 2 Source for 1 CP or 4 Source for 2 CP.



2 – Order of Assimilation

Once per wave. On your turn during the Onslaught Phase, you may defeat a naroran unit within FT range of your fortress gate in order to add an upgrade to an adjacent spire at no cost, ignoring upgrade capacity.

POWER RINGS

1 – Portal Ring

During the Prep Phase, you may place a selected ungrouped unit in the Power Rings instead of the fortress gate. At the start of your first turn during the Onslaught Phase, teleport this unit to a valid hex within FT Range of your fortress gate.



2 – Recall Ring

Once per wave. At the start or end of your turn during the Onslaught Phase, one of your heroes within FT Range of your fortress gate may immediately return to your fortress.

FANATIC TOWER

1 – Observatory

Gain and roll the fanatic die. If your roll is higher than 5, reduce it to 5. Lock the result as your FT Range.



Fanatic Die: Indicates your FT Range.



2 – Dominance

Reroll the fanatic die. If your roll is higher than 7, reduce it to 7. If it is lower than your previous roll, increase it to match the previous roll's value. Lock the result as your FT Range.



3 – The Overreach

Reroll the fanatic die and increase the result by 1, to a maximum of 8. If this is lower than your previous roll, increase it to match previous roll's value. Lock the result as your FT Range.



ANVASSE



Matter Distortion – Before or after this unit's movement, you may acquire the top earthscape from the market and place it so that it covers at least one hex of the isle this unit occupies, ignoring influence restrictions. Then, promote this unit.

★ **Flying** – Ungrouped only. This unit can only be attacked by units or spires with Air Defense or Flying. Other units may displace this unit.



ANJEBIN



Source Aura – After this unit's movement, it may deal 1 damage to all adjacent opposing spires and units.

★ **Self-Destruct** – At the start or end of your turn, you may defeat this unit. If you do, deal 2 damage plus an additional 2 damage per upgrade on this unit to all adjacent opposing units and spires.



BYDRA GRAAM



Call Minion – Once per wave. Before or after this unit's movement, you may spend 2 Source to teleport an active ungrouped friendly minion to a valid hex adjacent to this unit.

★ **Air Defense** – This unit can attack units with Flying.

★ # **Range** – This unit attacks and retaliates from up to # hexes away.



DRIFT



Camouflage – Units and spires must be adjacent to this unit in order to attack it.

Incorporeal – This unit may move through opposing units but cannot end its movement on the same hex as another unit. Steal 1 Source from the controlling faction of each unit it passes through.



BURNOUT



Entropy – If this unit's health is reduced to exactly 1, it does not retaliate and defeats itself immediately, dealing 2 damage to all adjacent non-naroran units.



ARCLIGHT



Sourcefield – When this unit is attacked, you may spend Source equal to the amount of damage dealt in order to reduce the damage to 0. This unit still retaliates.



ARCBRIGHT



Air Defense – This unit can attack units with Flying.
Range – This unit attacks and retaliates from up to # hexes away



MEDIUM



Possess – Leaves group if grouped. After or instead of this unit's movement, you may place it underneath an adjacent ungrouped opposing faction minion. Gain control of that minion. When the controlled minion loses health or is defeated, this unit loses health or is defeated instead. When this unit is defeated, return control of the opposing minion to its owner.



CONDUIT



Stasis – Leaves group if grouped. After or instead of this unit's movement, you may place it on top of an adjacent ungrouped opposing faction minion. That minion becomes inactive. Any damage dealt to this unit is removed from the inactive minion's health. This unit must move off of the minion on the next turn in which it can make progress. It may not use Stasis that turn.



BISHOP



Air Defense – This unit can attack units with Flying.

Range – This unit attacks and retaliates from up to # hexes away.



EVANGELIST



Air Defense – This unit can attack units with Flying.

Range – This unit attacks and retaliates from up to # hexes away.

Assimilate – When another unit is defeated within 2 hexes of this unit, you gain the Source reward. If another faction defeated the unit, it does not gain any Source reward.



MESSIAH



Immolate – If this unit is adjacent to an opposing fortress gate at the end of its movement, it deals damage equal to its current health to all adjacent units, spires, and the fortress gate. Then, it is defeated.

Healing – At the start of your turn, this recovers 1 health.

Prophecy – Opposing factions are not awarded Source for defeating this unit. If this unit is defeated by an opposing faction unit or spire, steal Source equal to this unit's Source reward from that faction.



LICHROUS



Channel – Each time this unit is attacked, gain 2 Source.



NIGHTROUS

Camouflage – Units and spires must be adjacent to this unit in order to attack it.

Incorporeal – This unit may move through opposing units but cannot end its movement on the same hex as another unit. Steal 1 Source from the controlling faction of each unit it passes through.



VOID



Quantum Dark – After or instead of this unit's movement, you may defeat it. If you do, replace an adjacent opposing spire with 2 or fewer upgrades with a naroran spire from your barracks, keeping the upgrades from the replaced spire.



ASPECT



PORTAL

Naroran Rift – Naroran units may move onto this chip as if it were a path hex. Units that move onto this spire are teleported to another chip or spire of your choice with Naroran Rift or Riftwalk, if able. If the destination chip is currently occupied by another unit or group of units, those units are defeated. Defeating opposing grouped units this way grants the reward for only the top unit.



REFRATOR



Connected – Add +1 to this spire's upgrade capacity for each other spire with Connected in play, up to a total capacity of 5.



MONOLANT

Connected – Add +1 to this spire's upgrade capacity for each other spire with Connected in play, up to a total capacity of 5.

Air Defense – This spire can attack units with Flying.

GRIEGE

The griege have relatively weak spires and fortress defenses, but they compensate for this with slippery units that have multiple ways to promote themselves and recover health. The griege quickly overwhelm opponents if they fail to plan for your unit evolution, so use it often. With powerful talents and aggressive use of Echri, the queen, you can quickly disrupt your opponent's progress while you develop tunnel systems to deliver a well-timed assault.

MINIONS AND HEROES

The griege promote their minions through evolution. After or instead of a griege minion's movement, you may place it on an adjacent Source Well, ignoring terrain restrictions. If it is grouped, it leaves its group. It loses all but 1 health chip, which is placed on top of the minion. The minion becomes inactive, but can still be attacked by heroes. At the start of the each of your turns during the Onslaught Phase, add 1 health chip to the top of this minion. When it has health on it equal to its health stat, flip it to its promoted side and add the difference in health from its basic side, if any. If evolving minions are the only minions in play, the wave ends and they remain in play. Evolution continues during the next wave's Onslaught Phase.

SPIRES

Your fortress is underground, which means your gate can only be attacked by adjacent units or adjacent spires with Raze. You cannot construct fortress spires.

ADDITIONAL RULES

The griege's fortress gate starts with 10 health, but its maximum health is 15.

HIVE ALTAR

1 - Splice

Once per wave. During the Build Phase, you may, as a build option, place a purchased merc unit on the Hive Altar and declare a faction minion type. Minions of that type gain the merc's talent(s) for this wave. At the end of the wave, discard the merc unit.

2 - Queen's Feast

Once per wave. During the Build Phase, you may, as a build option, discard a purchased merc. Then, your fortress gate recovers health equal to half the unit's health, rounded up. This action can only be performed if Echri has not been defeated.

GATEPORT

1 - Natural Selection



After the market is refreshed, you may look at the next 3 market chips in the stack, discard up to 3 of them, and replace the rest in any order.

2 - Unit Sourcing



After you purchase a chip from the market, look at the top facedown market chip. If it is a merc unit, you gain it as well. If this happens, the market does not refill again until the end of the Market Phase.

TUNNEL SYSTEM

1 - Queen's Way



Grigee heroes may deploy from any tunnel access in play as if it were your fortress gate.

2 - Worker's Way



Grigee minions may also deploy from a tunnel access with the same restrictions.

3 - Shortcut



Grigee heroes may move onto a tunnel access to return to the fortress. The hero must remain in the fortress on your next turn and then may be added to the bottom of your deployment stack at the start of a following turn during the same Onslaught Phase.

QUEEN'S CHAMBERS

1 - Stage 1 Evolution



Gain the Echri die and place it on Echri with side 1 faceup.

Echri Die: This die grants Echri the talents associated with the side of the die that is faceup.

Side 1 - Survival

Side 2 - Survival, Prepared

Side 3 - Survival, Toxic Secretion

Side 4 - Survival, Prepared, Assault

Side 5 - Survival, Toxic Secretion, Assault

Side 6 - Quick Counter

2 - Stage 2 Evolution



Rotate the Echri die to either side 2 or side 3.

3 - Stage 3 Evolution



Rotate the die to side 4, side 5, or side 6.

EVOLUTION PIT

1 - Evo Chamber



During the Prep Phase, you may place one of your selected minions on the Evolution Pit instead of the fortress gate. It can evolve here as if it were on a Source Well. The unit is added to the bottom of your deployment stack on the turn it finishes its evolution. See "Minions and Heroes" for details on evolution.

2 - Evo Purifier



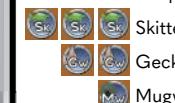
When a minion finishes evolving, gain the Source reward shown on its basic side.

3 - Evo Acceleration



Gain the evo die.

Evo Die: After a larva finishes evolving, roll this die. You may replace the larva with the resulting minion on its promoted side.



LARVA HATCHERY

1 - Surrogate Chamber



Gain the surrogate die.

Surrogate Die: Once per wave. When your fortress gate is attacked, you may first roll this die and place the resulting unit in your fortress on its promoted side, apart from your deployment stack. Any damage dealt to the gate is applied to this unit instead. The fortress gate retaliates as normal. The unit placed in your fortress cannot be deployed and is returned to your barracks at the end of the wave or when it is defeated.



2 - Cocoon Surplus



During each Prep Phase, gain +1 CP.

3 - Expanded Hatchery



During each Prep Phase, a single larva may be selected at no CP cost.



OCJAB

Dig – Before or after this unit's movement, it may place a Tunnel Access chip on an adjacent non-path hex.

★**Burrow** – Ungrouped only. After this unit's movement, you may remove all of its health and place it on any adjacent non-path hex, ignoring terrain type. It is now inactive. At the start of your next turn, this unit flips over, recovers its full health and takes its turn normally.



EKUL

Quick Counter – When this unit is attacked by an adjacent unit, this unit deals its retaliation damage first. If the attacker is not defeated, it deals its attack damage as normal.

•**Capture** – After this unit defeats an opposing faction minion, you may place that minion beside your fortress. When the minion's controlling faction damages your fortress gate, return the minion to its barracks. You can have a maximum of 3 minions captured from each faction at a time.

★**Evasive** – When attacked by a unit with Range, reduce the damage dealt to 1.



ECHRI

Queen's Blood – This unit cannot be deployed if your fortress gate has fewer than 6 health. When it deploys, reduce your fortress gate health by 5. If this unit returns to the fortress, increase the health of your fortress gate by this unit's current health, even if the gate is at 0 health.

Consume – Before or after this unit's movement, it may defeat an adjacent hero with 2 health or fewer. Then, flip this unit and remove its upgrade chips.

★**Burrow** – Ungrouped only. After this unit's movement, you may remove all of its health and place it on any adjacent non-path hex, ignoring terrain type. It is now inactive. At the start of your next turn, this unit flips over, recovers its full health and takes its turn normally.

ECHRI DIE TALENTS

Assault – When this unit attacks a spire, remove the bottom upgrade before dealing damage.

Prepared – When this unit is dealt retaliation damage by another unit, reduce the damage by 1.

Quick Counter – When this unit is attacked by an adjacent unit, this unit deals its retaliation damage first. If the attacker is not defeated, it deals its attack damage as normal.

Survival – At the end of your turn, if this unit did not move or attack, it may recover 1 health.

Toxic Secretion – If a non-griege unit moves onto a hex adjacent to this unit, deal it 1 damage.



LARVA

Toxic Fumes – When this unit is defeated, you may place a toxic fumes chip on its hex. A hex can contain multiple toxic fumes. At the end of the wave, return all toxic fumes chips to your barracks.



BURROWER

Burrow – Ungrouped only. After this unit's movement, you may remove all of its health and place it on any adjacent non-path hex, ignoring terrain type. It is now inactive. At the start of your next turn, this unit flips over, recovers its full health and takes its turn normally.

★**Assault** – When this unit attacks a spire, remove the bottom upgrade before dealing damage.



SKITTER

Dig – Before or after this unit's movement, it may place a Tunnel Access chip on an adjacent non-path hex.

★**Air Defense** – This unit can attack units with Flying.

★#**Range** – This unit attacks and retaliates from up to # hexes away.



GECKWEB

Toxic Secretion – If a non-griege unit moves onto a hex adjacent to this unit, deal it 1 damage.

★**Quick Counter** – When this unit is attacked by an adjacent unit, this unit deals its retaliation damage first. If the attacker is not defeated, it deals its attack damage as normal.



DAMPSKITTER

Flying – Ungrouped only. This unit can only be attacked by units or spires with Air Defense or Flying. Other units may displace this unit.

Toxic Fumes – When this unit is defeated, you may place a toxic fumes chip on its hex. A hex can contain multiple toxic fumes. At the end of the wave, return all toxic fumes chips to your barracks.

★**Quick Counter** – When this unit is attacked by an adjacent unit, this unit deals its retaliation damage first. If the attacker is not defeated, it deals its attack damage as normal.



MUGWUMP

Air Defense – This unit can attack units with Flying.

#**Range** – This unit attacks and retaliates from up to # hexes away.

Burrow – Ungrouped only. After this unit's movement, you may remove all of its health and place it on any adjacent non-path hex, ignoring terrain type. It is now inactive. At the start of your next turn, this unit flips over, recovers its full health and takes its turn normally.

★**Recruiter** – Before or after this unit's movement, you may gain control of an adjacent landmark minion. The controlled minion moves this turn.



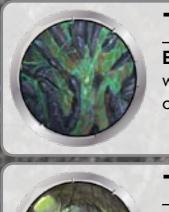
BROOD NEST

Spawn – At the start of your first turn during the Onslaught Phase, you may place a larva from your barracks on an adjacent path hex.



HIVE

Air Defense – This spire can attack units with Flying.



TOXIC FUMES

Exposure – Units may move onto this chip as if it were a path hex. When a non-griege unit moves onto this chip, deal 1 damage to it.



TUNNEL ACCESS

Collapsible – This chip does not prevent an earthscape from being placed on this hex. If an earthscape is placed on this chip, return it to your barracks.



HORIZON'S WRATH

When playing as Horizon's Wrath, always be aware of your unique fortress capabilities and your adaptable deployment tactics. Your airship fortress can shoot, "pull the plank" and even move around the battlefield, so make use of those abilities to frustrate your opponents. Meanwhile, your swabbies allow for rapid promotion, and the morale die nets you additional CP, as long as you're managing your resources correctly.

GUN DECK

All Gun Deck advancements are Level 1 and can therefore be purchased in any order.

O 3 **Cannonball Die:** Treat this die as a counter. As a build option during the Build Phase, you may spend 2 Source to increase this die by 1, to a maximum of 5. At the start and/or end of your turn during Onslaught Phase, if you have the Core Cannons and/or the Flank Cannons fortress advancements, you may fire cannonballs. For each cannonball you wish to fire, decrease this die by 1, declare which available cannon will fire, and roll 1 spire attack die to determine the amount of damage dealt. The rolled damage is dealt to the closest active unit, spire, or fortress gate in a direct line from the cannon. This is not considered an attack. Sky and any other chips in this line are ignored.



1a – Core Cannons

When you fire cannonballs, you may do so from Cannons 2 or 3.



1b – Flank Cannons

When you fire cannonballs, you may do so from Cannons 1 or 4.



1c – Gunboat Calibration

At the end of your turn during the Onslaught Phase, you may change the direction that the arrow on your gunboat spires point.



1d – Gunboat Loader

At the start of your turn during Onslaught Phase, each of your gunboat spires may attack an opposing faction unit.



1e – Powder Infusion

When constructing air clipper and gunboat spires, add +1 range upgrade.

MINIONS

Some Horizon's Wrath minions are promoted through specific fortress advancements. Horizon's Wrath minions may also be promoted through the use of Invigorate, which is triggered when a swabbie is defeated.

SPIRES

Horizon's Wrath cannot construct fortress spires. This faction starts with access to the air clipper and gunboat spires. Purchase the Launch Bay 1 – Flight Deck fortress advancement to gain the ability to construct shadow skiff and lifeboat spires.

ADDITIONAL RULES

Horizon's Wrath starts with the cannonball die. Set it to 0 in your fortress.

CREW'S QUARTERS

1 – Quick Escape

After or instead of its movement, a buccaneer may be placed on the bottom of an adjacent friendly spire, leaving its group if grouped. Remove the buccaneer's health. It is no longer a unit and instead functions as an attack upgrade that does not contribute to the spire's upgrade capacity. If the buccaneer is removed from the spire, return it to your barracks.

2 – Hands on Deck

During your first turn of the Onslaught Phase, any buccaneer acting as an upgrade on a spire may be deployed from that spire with full health.

LAUNCH BAY

1 – Flight Deck

Shadow skiff and lifeboat spires can now be constructed.

2 – Hangar Bay

When constructing shadow skiff and lifeboat spires, add +1 fortification upgrade.

3 – Manned Glider

The glider may be selected for deployment on its promoted side.

CAPTAIN'S CABIN

1 – Morale

Gain the morale die and set it to 0.



Morale Die: Treat this die as a counter. For each opposing unit you defeat through fortress retaliation, cannonball damage, or pulling the plank, increase this die by 1. During the Prep Phase, you may decrease this die by any amount to gain that amount of CP.



2 – Pull the Plank

At the end of your turn in the Onslaught Phase, you may pull the plank – see "Pulling the Plank" on the Horizon's Wrath Fortress Rules card for details. Remove this advancement after doing so.

GATEPORT

1 – Contract Fee

At start of each Market Phase, each opposing faction loses 2 Source.



2 – Ransom

At the end of the Market Phase, you may select a chip from the market offerings or the top facedown chip on the market stack and declare a Source cost for it that is not more than the amount of Source you currently have. In turn order, other players may choose to purchase the market chip for the declared cost +2 Source. If no other players do, you must purchase it for your declared cost.



3 – Bottom of the Barrel

As your purchase during the Market Phase, you may pay 2 Source to acquire a merc minion from the discard pile. For the remainder of the game, all merc minions controlled by the Horizon's Wrath are removed from the game when defeated.

HOLD

1 – Stowaways

The cost to return a defeated swabbie minion to your barracks through Invigorate is decreased to 1 Source.



2 – Promotion

Swabbies may be selected for deployment on their promoted side.



MISTBANE

Swashbuckler – When this unit attacks, you may increase the damage dealt by 1 for each opposing unit adjacent to it. If you do and a unit, spire, or fortress gate is defeated by the attack, this unit does not level up, and you do not receive the shown reward.

★ **Pistoleer** – When attacking, this unit may attack an opposing unit 2 hexes away. If it does, flip this unit to its other side and remove an upgrade of your choice.



TRAXXTAIL

Swashbuckler – When this unit attacks, you may increase the damage dealt by 1 for each opposing unit adjacent to it. If you do and a unit, spire, or fortress gate is defeated by the attack, this unit does not level up, and you do not receive the shown reward.

★ **Relentless** – As this unit's retaliation, roll the spike attack die to determine how much damage it deals. Continue rolling the die until you roll a blank or a 2. Then, deal damage equal to the total amount rolled.



CAPTAIN TINBEARD

Pistoleer – When attacking, this unit may attack an opposing unit 2 hexes away. If it does, flip this unit to its other side and remove an upgrade of your choice.

★ **Morale** – When this unit defeats an opposing unit, increase your morale die by 1 if the die has been acquired.



SWABBIE

Invigorate – When this unit is defeated, you may promote 1 friendly active minion or the newly revealed unit grouped under this one.

Press Gang – When defeated, you may spend 2 Source to place this unit back in your barracks. Otherwise, it is removed from the game.

Slap – This unit attacks and retaliates even if its attack stat is 0.

★ **Embolden** – If this unit is defeated while grouped, the newly revealed unit may immediately move and attack. This does not count as the newly revealed unit's movement or attack for the turn.



GLIDER

Flying – Ungrouped only. This unit can only be attacked by units or spires with Air Defense or Flying. Other units may displace this unit.



Breakneck – This unit must make as much progress as possible when moving. During its movement, this unit may pass through units, spires, and landmarks but cannot end its movement on an occupied hex.

Range – This unit attacks and retaliates from up to # hexes away.

★ **Transport** – During the Prep Phase, this unit must be grouped with exactly one minion under it. The minion grouped under this unit may have a lower movement stat.

★ **Innovative** – This unit ignores "ungrouped only" text on its other talents.



POWDER MONKEY

Detonate – When this unit is defeated, all units, spires, and fortress gates adjacent to this unit take 2 damage. Then, adjacent spires take an additional 1 damage.

★ **Spyglass** – Flying units cannot attack this unit.



BUCCANEER

Hunter – When attacking a landmark, deal +1 damage.

★ **Pistoleer** – When attacking, this unit may attack an opposing unit 2 hexes away. If it does, flip this unit to its other side and remove an upgrade of your choice.



GUNNER

Air Defense – This unit or spire can attack units with Flying.

Range – This unit attacks and retaliates from up to # hexes away.



CORSAIR

Riposte – When this unit would retaliate, it may instead recover health equal to the damage dealt by the opposing attack.



★ **Capture** – After this unit defeats an opposing faction minion, you may place that minion beside your fortress. When the minion's controlling faction damages your fortress gate, return the minion to its barracks. You can have a maximum of 3 minions captured from each faction at a time.



LIFEBOAT

Rigging – Horizon's Wrath heroes may move onto this spire as if it were a path hex. Doing so immediately returns that hero to your fortress and returns this spire to your barracks.



SHADOW SKIFF

Run Silent – You may ignore influence restrictions when constructing this spire.

Translocate – As a limited build option, you may swap this spire's position with another Horizon's Wrath spire on this isle or an adjacent one. You may then change the direction the swapped spire's arrow points.

Marooned – This spire does not grant influence.



AIR CLIPPER

Air Defense – This unit or spire can attack units with Flying.



GUNBOAT

Directional Attack – When this spire is constructed, point its arrow ▲ at an adjacent hex. This spire may only attack opposing units along the line of hexes in the indicated direction.

THE UPRIISING

The Uprising is primarily made up of market chips, so you'll need to be flexible to take advantage of their full potential. Use your units' strengths to take on various ops, and consider defeating your own units when they're weak to deny Source rewards to your opponents. Finally, don't forget the power of multiple deploy points via building new waygates.

SPATIAL RESEARCH STATION

- 1 – Waygate Defenses**
You may construct spires on any non-path hex adjacent to a waygate.
- 2 – Waygate Feedback**
Each waygate now deals 2 damage when retaliating.

THIEVES' DEN

- 1 – Treasure Contract**
When a unit you control reveals a landmark, gain 2 Source.
- 2 – Hunting Contract**
All of your units are considered to have Hunter in addition to their other talents.
Hunter: When attacking a landmark, deal +1 damage.
- 3 – Bounty**
Gain the reward die.

Reward Die: Once per wave. At the end of your turn during the Onslaught Phase, you may roll this die and place it on any active unit. If your faction defeats this unit, gain the reward shown on the die in addition to the reward on the defeated unit.

- Double the unit's Source reward
- 4 Source or +2 CP next wave
- Relic

Chips from this expansion have this symbol on them so that you can easily separate them. The black market chips from this expansion can be included in your game whether or not you are playing with The Uprising faction.

HEADQUARTERS

- 1 – Almlew Infrastructure**
Gain +2 CP during each Prep Phase.
- 2 – Advance Team**
You can have up to 3 heroes in play at the same time.
- 3 – Conquest Protocols**
Your heroes may be equipped with up to 2 equipment each. During the Prep Phase, equipment may be added to heroes that are in play.

COVERT OPS

All Covert Ops advancements are Level 1 and can therefore be purchased in any order.

- 1a – Low Risk Op**
If one of your units defeats a unit with a greater health stat than it, gain +1 CP during the next Prep Phase.
*Remove this advancement when completed or at the end of the wave.
- 1b – High Risk Op**
If a minion you control defeats a hero, gain +3 CP during the next Prep Phase.
*Remove this advancement when completed or at the end of the wave.
- 1c – Infiltration Op**
After its movement, if one of your minions is adjacent to an opposing fortress gate, you may remove it from the game. If you do, choose a fortress advancement structure of an opposing faction. In the next wave, that faction cannot purchase or use any advancements in that structure.
*Remove this advancement at the end of the wave.

THE ROGUE GARRISON

- 1 – Signing Bonus**
Gain the signing bonus die.

Signing Bonus Die: At the start of your turn during the Market Phase, you may roll this die. If you purchase a market chip that matches what you rolled, gain +1 CP during the Prep Phase.

Merc Minion	Merc Hero	Merc Spire	Equipment

- 2 – Loyalist Initiative**
Immediately draw 2 market chips and place them separate from the rest of the market offerings. These market chips are considered part of the market offerings, and are refreshed at the start of each Market Phase, but may only be acquired by you.
- 3 – Black Market**
Equipment may be equipped to minions.

RECONSTRUCTION LABS

- 1 – Trade Secrets**
Once per wave. During your turn in the Onslaught Phase, you may return one of your spires to your barracks and gain Source equal to half of its Source cost, rounded up.
- 2 – Scavenger Teams**
When one of your units defeats a spire, place the last upgrade to be removed from that spire beside your barracks. When upgrading one of your spires, this upgrade may be added at no Source cost, ignoring upgrade capacity.
- 3 – Retrofit Workshop**
Gain the spire capacity die.

Spire Capacity Die: As a build option during the Build Phase, you may roll this die and place it on one of your spires in play. This wave, that spire's upgrade capacity is increased by the rolled result.

The cost of all upgrades added to this spire this wave is 2 Source each. Return this die to your fortress at the end of the wave.



NETORUT

Lookout # – At the start of your turn, you may look at any number of landmarks within # hexes of this spire. This is not considered exploring.

Hunter – When attacking a landmark, deal +1 damage.



★Build Waygate – Before or after this unit's movement, you may discard an adjacent unrevealed landmark and/or place a waygate from your barracks onto an adjacent Source well. A waygate can only be placed if it would be adjacent to path that connects to all possible marks. When this talent is used, flip this unit to its other side, removing any upgrades.



MILITIA DEFENDER

Air Defense – This unit or spire can attack units with Flying.



MILITIA RANGER

Air Defense – This unit or spire can attack units with Flying.

Range – This unit attacks and retaliates from up to # hexes away.



RUBBLE ROUSER

Air Defense – This unit or spire can attack units with Flying.



REBUILT RUINS

Upgrade Plans – The Source cost for all upgrades added to this spire is reduced by 1.



WAYGATE

Unstable – As a limited build option, you may flip this chip to its destroyed side. All active units adjacent to this waygate are defeated. Gain the Source reward from all opposing units defeated this way. This talent cannot be used if this is the only waygate in play or if this waygate has any units on it that have yet to deploy.



DESTROYED WAYGATE

Desolate – This chip does not prevent an earthscape from being placed on this hex. If an earthscape is placed on this chip, remove this chip from play.

SET-UP

When you select The Uprising as your faction, place the 4 Uprising waygates beside your barracks. Place all other Uprising units and spires in your barracks. Then, create the market stack and draw from it until you have 2 minions, 1 hero, 2 spires, and 1 equipment, placing these chips in your barracks. Set aside any chip drawn that would go above these limits and shuffle them back into the market stack when finished.

During island creation, after revealing and orienting your first facedown isle, place a waygate on any hex on that isle that is adjacent to a valid path hex. Your fortress should be placed in front of you, detached from the play area.

MARKET

You do not pay Source when making purchases from the market. Place purchased units and spires in your barracks and purchased equipment and earthscapes beside your barracks. After the Market Phase and before the Build Phase, an additional phase called the Draft Phase occurs. During this phase, which is open to only you, you may take up to 3 turns. On each turn you may perform one of the following options:

- Purchase a market chip from the offerings at no cost and refill the market as normal
- Discard and refill all market chip offerings

WAYGATES

Your fortress is detached from the island and exists on the mainland. It is traveled to and from by your units using waygates. You start with 1 waygate in play and can have up to 4 total waygates over the course of a game. They are put into play through the use of Build Waygate on Netorut. Since your opponents cannot access your fortress, severing the

connection to your fortress is your opponents' objective. They do this by attacking your waygates just as they would a fortress gate.

Your fortress gate health represents your connection to your fortress. Your waygates function as fortress gates and should be treated as fortress gates for all gameplay purposes. Waygates give you influence over the isle they are on.

If your fortress gate health is reduced to 0, your connection is lost. If the game does not end, turn all waygates in play to their destroyed side. When you repair your fortress gate, flip one of your destroyed waygates back to its waygate side.

When an opponent declares The Uprising as their mark and you have multiple waygates in play, they must specifically declare which waygate their mark is. If a marked waygate is destroyed, factions with that waygate as their mark must immediately choose a different mark. Their new mark may be another waygate or a different faction's fortress.

Destroyed waygates are not treated as fortress gates and cannot be interacted with.

UNITS AND SPIRES

While you do not pay Source cost for market purchases, you must pay the Source cost of merc spires when you construct them, of equipment when you equip them, and of earthscapes when you place them. You must always consider merc units' Source cost to be their CP cost. This includes when you are selecting units for deployment in the Prep Phase.

Instead of placing your deployment stack on your fortress gate, deployment stacks are placed on waygates. If you have multiple waygates in play, you may divide your selected units into separate deployment stacks on each waygate. When deploying, you must deploy from your waygates in order of closest to your mark. Units on a waygate are treated the same as units in a fortress gate.

Your units may attack other units under your control but are not forced to do so. Your faction does not gain Source rewards when defeating its own units.

