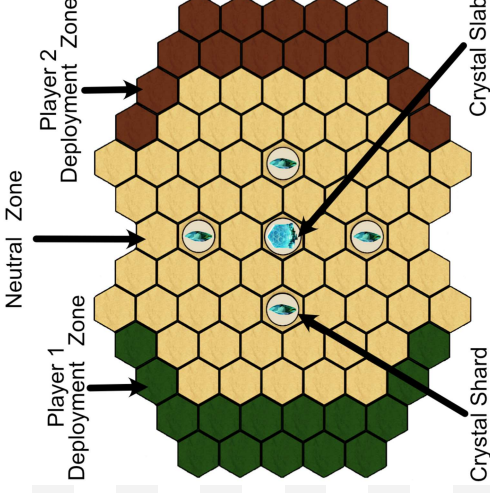


How to Win	
The game ends after 4 rounds, whoever has the most points at the end wins	
How to get Points	
At the end of each round, players get points based on the objectives they control	
<ul style="list-style-type: none"> • There are two types of objectives <ul style="list-style-type: none"> - Crystal Shard - Crystal Slab • Controlling a Shard at the end of a round gives 1 point • Controlling the Slab at the end of a round gives 2 points the first round and then it increase by one each round (2/3/4/5) 	
At the end of the game, players get points based on the units they have alive	
<ul style="list-style-type: none"> • Each alive unit gives points equal to half its cost 	
The Board	
The game board is made up of hexes, each hex represents a space.	
<ul style="list-style-type: none"> • Green spaces are where player 1 can deploy units • Brown spaces are where player 2 can deploy units • There are four Crystal Shard objectives • There is one Crystal Slab objective 	
Controlling an objective	
Players gain control of an objective when one of their units ends an activation in the objectives space	
<ul style="list-style-type: none"> • Objectives say controlled by a player even if their unit leaves the space • When a player gains control of an objective mark which player controls it • Objective spaces cannot have terrain Surfaces or Weather but they can have Traps 	
How to Start	
1. Build a roster of units, both players build a roster	
<ul style="list-style-type: none"> • Select a faction to play <ul style="list-style-type: none"> - Factions have a list of units and terrain that a players select from • Purchase up to 30 points of units from that faction to add to the roster • A roster can only have 1 of each unit • Once both players have created a deck, players pick sides of the board and deploy terrain • Sum the movement value of all units in the roster: this is your initiative value 	
2. Deploy Terrain	



<ul style="list-style-type: none"> • The player with the highest initiative chooses which player deploys terrain first - Players then take turns deploying one terrain at a time until both players have deployed 3 - The roster faction determines which terrain a player has access to - Terrain can be deployed in the players deployment zone or the neutral zone - Terrain cannot be deployed in the same space as another terrain - Terrain cannot be deployed on objectives • Once all terrain has been deployed players deploy units 	
3. Deploy units	
<ul style="list-style-type: none"> • The player with the highest initiative chooses which player deploys units first - Players then take turns deploying one unit at a time until players have deployed all of their units - Units can only be deployed in their deployment zone • Once all units are deployed the battle starts 	
Battle Sequence	
Battles are made up of 4 rounds	
<ul style="list-style-type: none"> • A round is made up of a series of player turns and an end phase • During a players turn they must activate one unit that as not been activated this round <ul style="list-style-type: none"> - If a player has activated all of their units they must pass on their turn - Normally units can only activated once per round - Once a unit has finished activating, rotate their card 90° to the right to indicate can't activate any more this round • The player with the higher initiative decides who gets the first turn on the first round. <ul style="list-style-type: none"> - Give that player the 1st Turn Token - During the end phase the 1st Turn Token will pass to the other player and they will take the first turn on the next round • When a unit is activated it gets two actions, a Move and an Attack <ul style="list-style-type: none"> - These can be taken in either order, but Attack cannot normally be taken in the middle of a move - Some units have actions they can take at the cost of a normal move or attack - If an action has a cost it is listed before a colon. i.e. <ul style="list-style-type: none"> ◦ "Attack:" this uses the units attack to create the effect ◦ "Move:" this uses the units move to create the effect ◦ "  ": this requires that the unit have a mana and spend it • Once an activated unit uses its two actions that players turn ends and the other player gets a turn to activate one of their units 	
Unit Stats	Icons

	Each unit has 6 stats: Health, Armor, Move, Attack Type, Attack Range, Attack Damage
	<ul style="list-style-type: none"> • Health <ul style="list-style-type: none"> - Damage unit can take before dying, damage received is equal or greater than health it dies - Once a unit has died, flip its card over and remove its figure from the board
	<ul style="list-style-type: none"> • Armor <ul style="list-style-type: none"> - When receiving damage reduce that damage by a units armor - Armor cannot reduce damage below 1
	<ul style="list-style-type: none"> • Move <ul style="list-style-type: none"> - How far a unit can move when it takes the Move action - Units cannot move through spaces occupied by an enemy - Units can move through spaces an ally occupies but cannot stop there
	<ul style="list-style-type: none"> • Attack Type <ul style="list-style-type: none"> - Some terrain, difficult terrain, requires additional movement to enter - Rules that refer to moving through a space take effect when a unit moves into or out of a space
	<ul style="list-style-type: none"> • Range <ul style="list-style-type: none"> - Unit can target creatures within this number of spaces - Some abilities provide their own range, if they do not use this range for abilities as well
	<ul style="list-style-type: none"> • Damage <ul style="list-style-type: none"> - Amount of damage this unit deals with a their Attack
	Movement When a unit moves place then in an adjacent hex a number of times equal to the movement value.
	<ul style="list-style-type: none"> • When one of your units takes its Move action move it up to its Move stat • Moving into Difficult Terrain requires an additional movement • A Push must move a unit further away from the source of the Push • A Pull must move a unit closer to the source of the Push or around the source <ul style="list-style-type: none"> - Push and Pull are unaffected by difficult terrain • Moving through means moving out of or into • Units can move through their allies but not their enemies • Units and not end their movement in the space of another unit • Some units can move other units, when they do use their move stats for the amount of movement if a number is not given

<ul style="list-style-type: none"> • Some units can teleport through terrain or units. This allows them to leave a space of that type and enter any space adjacent adjacent to another space of that type • Some effect that swap unit positions, this counts as moving both units
<p>Attacking</p> <p>Valid targets must be in range and meet the requirements of the attack type.</p> <ul style="list-style-type: none"> • Line of Sight is blocked by <ul style="list-style-type: none"> - Covering terrain blocks sight beyond but not into it - Concealing terrain blocks sight both beyond and into it - Large Units • Line of Effect is blocked by <ul style="list-style-type: none"> - Covering terrain blocks effects beyond but not into it - All units <p>All attacks have an attack type, range, and damage</p> <ul style="list-style-type: none"> • Attack Types and Targeting: Line, Path, or Direct <ul style="list-style-type: none"> - Line: Blocked by line of effect and light of sight and target must be in a straight line from the attacker - Path: One of the shortest possible paths must have a clear line of effect and line of sight - Direct: Can target any unit in line of sight • Attack range determines how many hexes away a target can be • Attacks can target any enemy unit that satisfy the restrictions on the attack type and are within range • Attack sequence <ul style="list-style-type: none"> - Select legal target - Declare attack - Deal damage <ul style="list-style-type: none"> ◦ Attacks Damage - Targets Armor = Damage dealt - Unit dies if targets Health is reduced to 0, remove them from the board