

## 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

- There are two types of objectives
  - 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)

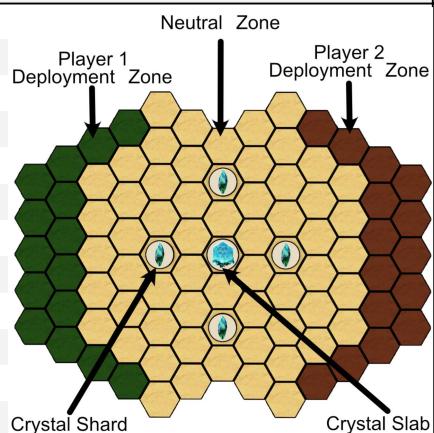
At the end of the game, players get points based on the units they have alive

- 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.

- 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

- 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
  - Select a faction to play
    - 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

- 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

- 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

- 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
  - 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.
  - 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**
  - 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.
    - "Attack:" this uses the units attack to create the effect
    - "Move:" this uses the units move to create the effect
    - "mana": 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	
• Health <ul style="list-style-type: none"> <li>- Damage unit can take before dying, damage received is equal or greater than health it dies</li> <li>- Once a unit has died, flip its card over and remove its figure from the board</li> </ul>	
• Armor <ul style="list-style-type: none"> <li>- When receiving damage reduce that damage by a units armor</li> <li>- Armor cannot reduce damage below 1</li> </ul>	
• Move <ul style="list-style-type: none"> <li>- How far a unit can move when it takes the Move action</li> <li>- Units cannot move through spaces occupied by an enemy</li> <li>- Units can move through spaces an ally occupies but cannot stop there</li> </ul>	
• Attack Type <ul style="list-style-type: none"> <li>- Some terrain, difficult terrain, requires additional movement to enter</li> <li>- Rules that refer to moving through a space take effect when a unit moves into or out of a space</li> </ul>	
• Range <ul style="list-style-type: none"> <li>- Unit can target creatures within this number of spaces</li> <li>- Some abilities provide their own range, if they do not use this range for abilities as well</li> </ul>	
• Damage <ul style="list-style-type: none"> <li>- Amount of damage this unit deals with a their Attack</li> </ul>	

## Movement

When a unit moves place then in an adjacent hex a number of times equal to the movement value.

- 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
  - 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
- Some units can teleport through terrain or units. This allows them to leave a space of that type and enter any space adjacent to another space of that type
- Some effect that swap unit positions, this counts as moving both units

## Attacking

Valid targets must be in range and meet the requirements of the attack type.

- Line of Sight is blocked by
  - 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
  - Covering terrain blocks effects beyond but not into it
  - All units

All attacks have an attack type, range, and damage

- Attack Types and Targeting: Line, Path, or Direct
  - 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 statisfy the restrictions on the attack type and are within range
- Attack sequence
  - Select legal target
  - Declare attack
  - Deal damage
    - Attacks Damage - Targets Armor = Damage dealt
  - Unit dies if targets Health is reduced to 0, remove them from the board