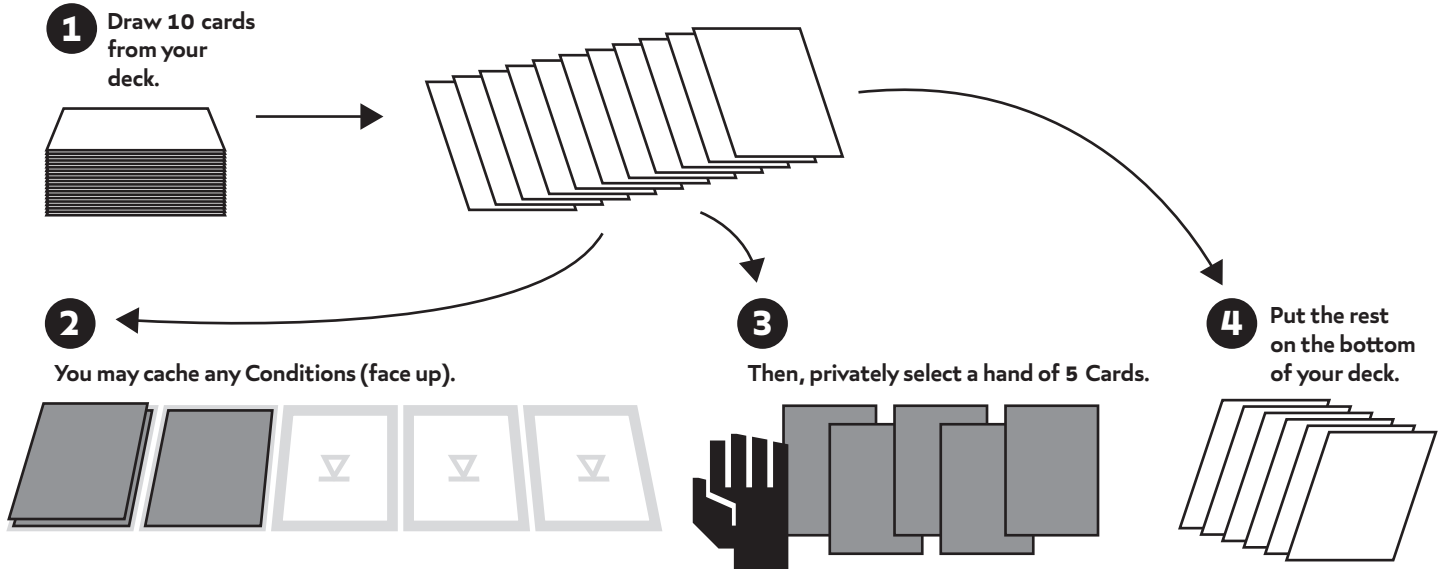


Quick Start Guide



BEGINNING A GAME



YOUR TURN



Opening Step

- Trigger any beginning-of-turn effects.
- Gain Mana (☼☼☼) from Items and Units.



Move Phase

In this phase, you may move each unit you control up to 4m. (Both diagonal and crossways moves count as 1m.)



Action Phase

- Lose any left-over energy from last turn.
- Gain 4 energy.
- Recharge any Common units you control.

In this phase, you can play actions, set actions face-down in your cache, or charge actions you have set.



Closing Step

- Trigger any end-of-turn effects.
- Discard any cards.
- Lose any Mana (☼☼☼) beyond the holding capacity of your equipped items.

OFF-TURN

- Draw until your hand contains 5 cards.
- If your hand contains more than 5 cards, discard until your hand contains 5 cards.

QUICK ACTIONS

At any time, you can play a “**quick action**” (a Plan Action that is set face-down in your cache and charged, or an Instant Action in your hand).



Responding to Actions

When a target unit acts or moves, you can play a quick action in response.

- If you play a quick action this way, it is ‘linked’ to its target’s action or move. A series of linked events is called a ‘chain.’
- When no players have further chain links to declare, each link is resolved in opposite the order they were declared. (The most recent goes first.)

RANDOM DAMAGE

2 

Blade

 Near Unit

[Roll 2 six-sided dice]

[swing that much Blade damage]

[at a Near (diagonally adjacent) unit]

1  + 

 Close Unit

[Roll 1 six-sided die; add your POWER to the result]

[swing that much Blade damage]

[at a Close (cross-ways adjacent) unit]

STABLE DAMAGE

2

 Frost

 Unit

4m

[swing 1 Frost damage] [at a unit within 4 tiles]

HEALING

1 

Heal

 Unit

4m

[Roll 1 six-sided die] [give that much Heal]

[to a unit within 4 tiles]

POWER

SPELLPOWER

CHECKS

A check tests your Wayfarer's competency in a specific ability.

To make a check, look at the top five cards of your deck. To pass the check, discard an action with the correct symbol in its upper-right corner.

Put the rest of the cards back in the same order.

 FORTITUDE

 DEXTERITY

 RESILIENCE

 WISDOM

 INTELLECT

2

Some checks require you to discard more than one card, such as the Wisdom Check above.

MANA

Mana is magical power.

Mana is generated by some magical items and units. It is stored in enchanted items such as gems and wands, and spent to play Spells and Evocations.



Light Mana

Used in holy rites known as Evocations, as well as infernal magic and biotic magic.



Void Mana

Used in ethereal magic, infernal magic, cognitive magic, and illusion.



Cold Mana

Used to wield the elements of ice, wind, and water, as well as in biotic magic.