

Remnants of Aylkor - Rules

Overview

Players wage war against each other on a hexagon-based game board. Players must effectively utilize resources, units and tech cards to overcome their enemies, strategise against them and adapt to the changes brought by event cards. Players must harvest and gain resources in order to build units capable of attacking the enemy while keeping their hero unit alive.

How to Win

The last player with a hero unit still standing is the winner. Hero units are strong and may be valuable in defeating enemies, but must be placed and moved strategically so as not to be overwhelmed by the enemy. A player may have other active units in addition to their hero unit, and will still lose as soon as their hero unit is defeated.

Contents

- 1 x Game Board
- 4 x Player Decks (53 cards each)
 - 1 x Hero Unit Card
 - 30 x Unit Cards
 - 16 x Tech Cards
- 1 x Event Card Deck (16 cards)
- 100 x Cog Tokens
- 100 x Brew Tokens
- 100 x Health Markers
- 2 x 10-sided Dice

Resources

Cogs



Cogs are the more plentiful of the two resources found within the game. Each player receives one Cog at the beginning of their turn. Cogs, as well as Brew, are necessary to build units. Cogs can be harvested from the board, and will tend to appear more towards the edges of the board.

Brew



Brew is the rarer of the two resources found within the game. Players do not receive Brew automatically and thus must either harvest it from the board, or receive it as part of a card effect. Brew can be harvested from the board, and will tend to appear more towards the center of the board.

Gathering Resources

Players can gather a resource on the board by moving to that space with a unit under their control or by spawning a unit on top of a resource. *After gathering a resource, a unit cannot perform any actions for the remainder of the player's turn.* Players can also gather Cogs by defeating enemy units or through various card effects.

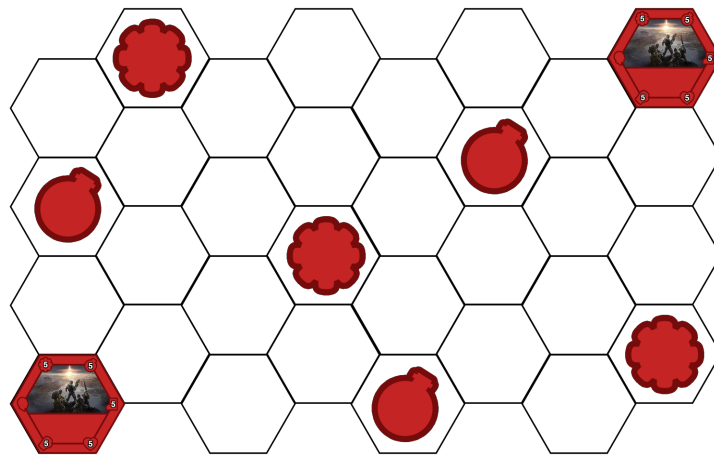
Resource Distribution and Renewal

During the setup of the game, resources are randomly distributed across the board with the aid of dice. Each hexagonal space on the outer area of the board is denoted by 2 numbers, a row and a column. The spaces in the inner area of the board have only one number. To distribute starting resources, roll each dice once. The first roll corresponds to rows and the second roll corresponds to columns. Rolling the pair of dice 10 times, players will distribute 3 brew in the center zone and 7 cogs on the rest of the board. *Upon collecting a resource, players must roll to determine where to place a new resource and do so.* Resources cannot be placed on a space currently occupied by a unit or another resource. In the event that a roll denotes an occupied space, roll again until an unoccupied space is chosen.

Setup

Board Setup

1. Start with the empty game board
2. Place hero units in corners of the map
 - a. 2 Players → Start in opposite corners
 - b. 3-4 Players → Choose any unoccupied corner
3. Distribute starting resources on game board by rolling dice
4. Roll die to determine playing order (lower numbers go sooner)



Player Setup

1. Shuffle the event card deck and place the deck face down. Event cards do not go into play immediately. The first event card will be put into play at the beginning of the 2nd round of the game. A round constitutes every player doing something and the turn order returning to the first player. At that time, choose the top card from the event card deck and place it face up so that all players can see it. Its effects go into play at that time.
2. Each player shuffles their deck. Place them face down and each player draws a starting hand of 3 cards.
3. Give 2 Cogs and 1 Brew to each player.

Basic Turn

At the beginning of each turn, a player is given 1 Cog and draws one card from the unit deck. At this point, the player is free to build units, move units, harvest resources, attack enemy units in adjacent spaces and play tech cards. Units are limited in the actions that can perform in one turn. A unit may move and then harvest a resource or attack an enemy unit. *Once a unit has harvested a resource, attacked, or used an activatable ability, it may not move further or perform other actions for the remainder of that player's turn.* Tech cards may be played at any point during a player's turn.

Possible Turn Actions

- Play Units
- Move Units
- Use Activatable Unit Abilities
- Play Tech Cards
- Harvest Resources
- Attack Enemy Units

Tech Cards

In addition to the unit cards found within each player deck, players also have a number of tech cards within their deck. Tech cards allow players to affect the game in a number of varying ways. These include, but are not limited to, giving a unit an attack bonus, healing a unit, moving a unit somewhere else on the board, or taking resources from another player. Some tech cards cost Cogs and/or Brew to use. *Tech cards can only be played during the owner's turn.*

Event Cards

After each player has had 4 turns, an event card is put into play. The effects of event cards affect all players. The effect of an event card expires after the number of turns specified on the card. At this time, it is replaced with a new event card, the effects of which are immediately put into play.

Units

Unit cards have six visual indicators that give players key information about that unit at a glance. The middle-left indicator tells the player which type a unit is, while the rest contain numerical information related to building the unit, and the unit's stats. The indicators are as follows:

Number of Cogs needed
to build this unit

Number of Brew needed
to build this unit

Unit
Type

Amount of spaces this
unit can move per turn

Amount of attack that
this unit has

Amount of health that
this unit has



Playing Units

During a player's turn, they can place a unit on the board provided they have the resources to build said unit, and have at least one open space adjacent to their hero unit. *Units cannot be placed on a currently occupied space.* In the case that the hero unit is surrounded on all sides, units may be built adjacent to an allied unit that is adjacent to the hero unit. *Units cannot move or attack on the turn they are played.*

Unit Types

Unit cards can be one of four possible types: Organic, Mechanical, Elemental, and Neutral. Hero units and units not aligned with any player are the only units that are Neutral. These types are indicated on each unit card.

Organic Type



Mechanical Type



Elemental Type



Neutral Type



Hero Units

Each player starts the game with a hero unit. Players must keep their hero units alive to stay in the game. Hero units are of a Neutral type, meaning they have no natural advantages or disadvantages against any other unit. **However, hero units do have an effect that gives them a +1 attack boost against any enemy unit. Furthermore, Hero units cannot attack each other until the beginning of the 4th round, when the first event card is played.**

Passive Units

In a 3-4 player match, when a player dies, their non-hero units will remain on the board. These units will remain at the space they were at when their owner died. They will not initiate attacks against player units, but will retaliate if they survive a player attack. When a player defeats a passive unit, they can add that unit to their hand, for later use. Passive units also count as enemy units for resolving card effects.

Unit Health

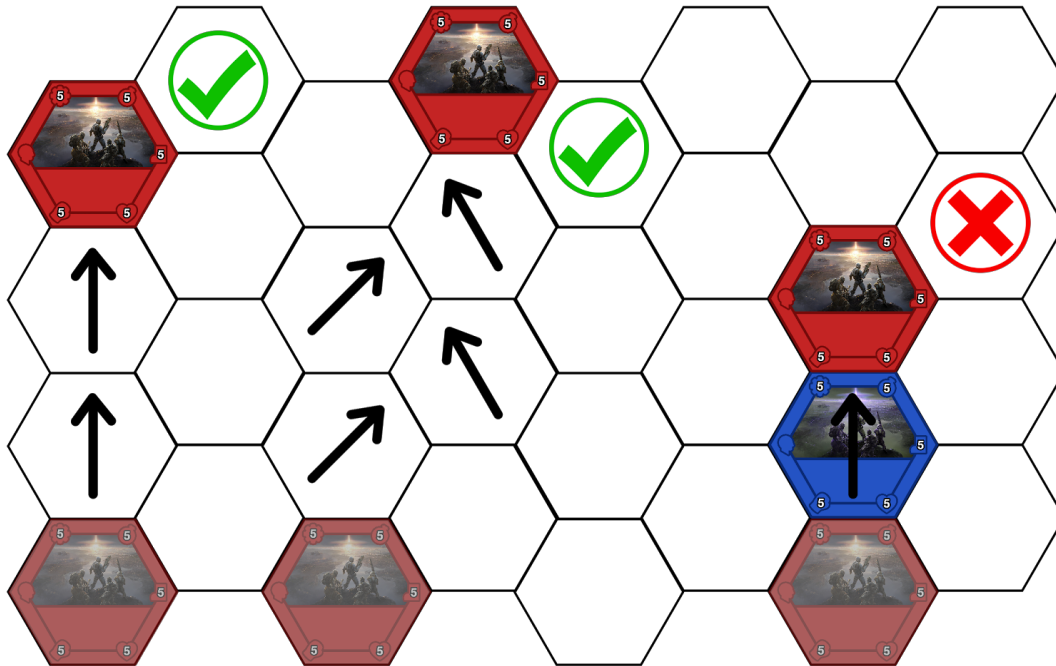
All units have a health stat displayed on their card. When a unit is attacked or dealt damage via a card effect, that damage is subtracted from their health, and the remainder is denoted by placing health markers on top of the unit (1 per remaining health). When a unit's health is completely depleted, that unit is removed from the board. In some cases, units may be healed by a card effect. ***In cases such as these, units cannot be healed beyond their maximum health.***

Unit Effects

Some unit cards have an effect. Effects come in a few different varieties. Some are activated automatically when the unit is built or dies or in other situations. Other abilities can be chosen to be activated at certain points by the player. **Using one of these activatable abilities will prevent a unit from performing further actions for the remainder of the turn of its owner.**

Movement

All units have a move stat displayed on their card. This is the amount of spaces a unit is allowed to move in one turn. A player can choose to use all of the movement, part of their movement or remain stationary for a turn. A unit cannot move through another unit. Units are also not restricted to moving in a straight line; units may move to any unoccupied, adjacent space at any point during their movement. *Units cannot move on the turn that they are played.*



Fighting

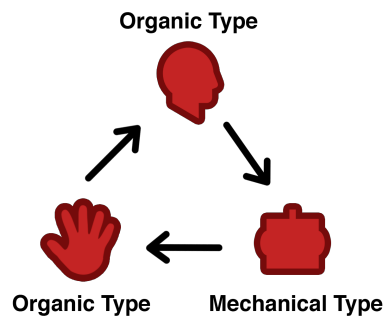
When it is a Player's turn, they are allowed to attack an enemy unit if that enemy unit is adjacent to the attacking unit (unless otherwise noted on the card). *Units cannot attack on the turn that they are played.*

Battles Between Units

When a battle takes place, the attacking player checks to see if he has an advantage or disadvantage in battle (See Battle Advantages and Disadvantages). The attacking player then subtracts his units attack stat from the defending units health stat. If the damage done by the attack is greater than the defender's health stat, that unit is defeated and removed from the board. *If a defending unit is still alive after the attack, they may have a reciprocal attack.* This is done immediately after the first attack, and the battle advantage/disadvantage system is still taken into account. Once a unit has attacked an enemy unit, it cannot do anything else for the remainder of that player's turn. For successfully defeating an enemy unit, players gain +1 Cogs. This is only the case for the player who declared the attack.

Battle Advantages and Disadvantages

There are three unit types: Organic, Mechanical, and Elemental. *When a player unit battles an enemy unit that it is strong against, it gains a +1 bonus to its attack for only that encounter. When a player unit battles an enemy unit that it is weak against, it suffers a -1 penalty to its attack for only that encounter.* Units with a Neutral type do not receive any bonuses or suffer any penalties during battle. Battle advantages and disadvantages are only taken into account during unit battles, not when dealing damage as part of a card effect.



The battle advantages are as follows:

Organic gains +1 attack against Mechanical.
Mechanical gains +1 attack against Elemental.
Elemental gains +1 attack against Organic.

The battle disadvantages are as follows:

Mechanical loses -1 attack against Organic.
Elemental loses -1 attack against Mechanical.
Organic loses -1 attack against Elemental.