

round overview

1. Reset energy

12 unless broken down last turn, then 6

2. Perform actions (until out of energy)

- Use rank card
- Request mission (1 energy)
- Complete mission
- Gather resources (3 energy)
- Trade resources (1 energy)
- Exchange resources (3 energy)
- Battle another player*
- Move (varied energy)

3. End turn

moving into tile with...	energy used
Cautious move (-1 events)	4 energy
no base or friendly tunnel	2 energy
base or friendly tunnel	1 energy

event roll	outcome
1 dot	draw one event token
2 dots	draw two event token
3 dots	draw three event token
1 card	roll 6 sided die then, discard resource cards
blank	no event

battle event

- For a tie, re-roll.
- When enemy's roll is higher, player loses 1 energy.
- When player's roll is higher, enemy loses 1 hit point.
- When enemy runs out of health it is defeated.
- When 1 and 6 is rolled. Double losses.

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