

Play Area

There are three “zones” of play: defense, offense, and reserve. The physical location of these zones is irrelevant to gameplay, although the creatures in the defense zone ought to be adjacent to the Outposts.

The Card

The value in the upper left corner of the card is the mana cost. Directly below the mana cost is the faction symbol. The number in the bottom left corner is the Attack value, the number in the center bottom is the Defense value, and the number in the bottom right corner is the Health value.

There are three types of cards: Creatures, Spells, and Upgrades. Rules for playing these cards are described in the Second Step.

Setup

Both players choose one of the four faction decks and select 30 cards from those available. For your first game (and quite possibly subsequent games), take all the cards marked with a star on the center right.

Deal seven cards from the Silver deck to each player. Each player picks two cards from the seven, and then passes the remaining five to the left. The process continues until each player has selected six cards, and any remaining ones are returned to the Silver deck. Each player shuffles the six Silver cards into their 30-card deck.

Randomly select a starting player. That player receives one Outpost card, and all other players get two. Place the outposts face-up in front of the players.

Each player draws four cards to form their starting hand. Then, the first player takes their turn.

Optional rule: When forming their decks, players may include up to ten randomly selected cards from the Shard faction deck.

The Turn

Resolve all of the following steps in order. You may choose/be forced to skip any of them.

First Step: Draw Cards

Draw two cards. If you do not have enough cards in your deck, distribute five damage among your outposts and shuffle your discard pile to form a new deck. If you have fewer than three Outposts (face-up and face-down) and this is not your first turn, gain an Outpost.

Second Step: Play Cards

Gain mana equal to the number of Outposts you have face-up. You may discard up to three cards to gain one mana per card discarded. You may also destroy up to three of your own creatures in play to gain one mana per creature destroyed.

You may play cards by spending mana equal to the cost listed in the upper-left corner of the card. The *Mana Crystal* cards are always available for purchase.

When you play a Creature, it is played into your reserve zone. When you play a Spell, resolve its effect and then discard it. When you play an Upgrade, assign it to an undestroyed Outpost you control. You may choose to place the upgrade face-down. While face-down, an upgrade has no effect. When an Outpost with face-down upgrades is attacked, all face-down upgrades are flipped face-up. An upgrade that gives bonuses to an Outpost's defense or attack values take effect even if there are no defenders at that particular Outpost. An outpost may not have more than three upgrades.

Third Step: Prepare for War

You may move creatures from defense to reserve, reserve to defense, reserve to offense, or offense to reserve.

Assign each creature in your defense zone to an outpost. You may not have more than three creatures defending the same outpost.

Assign each creature in your offense zone to an attacking group. An attacking group may not have more than three creatures in it.

Fourth Step: Attack

Assign each attacking group to an Outpost controlled by an opponent. Then, in any order, resolve the assaults.

Resolving an Assault

Total all of the attacking creature's Attack values (Attacker's Strength), all of the defending creature's Defense values (Defense), and all of the defending creature's Attack values (Defender's Strength). Subtract the Defense from the Attacker's Strength.

Then, the attacker may distribute the remaining Attacker's Strength among the targeted Outpost and any of its defending creatures. If the damage assigned to a defending creature is equal to its Health value, that creature is destroyed (the attack and defense values do not change).

Place one counter on the Outpost for each damage assigned to it. If the outpost has ten or more counters on it, flip it over. It has been destroyed. When an outpost is destroyed, all upgrades on it are discarded, but any surviving creatures may IMMEDIATELY be assigned to another defending group (as long as that group has fewer than three creatures). Otherwise, they return to the defending player's reserve zone.

Then, the defender distributes the Defender's Strength among the attacking group's creatures. If the damage assigned to a defending creature is equal to its Health value, that creature is destroyed.

Return the surviving creatures from the attacking group to your attack zone.

End of the Game

The game ends when either only one player has any Outposts remaining face-up or when one player has three *Mana Crystal* cards. The player with outposts or the player who got three mana crystals is the winner.

Teardown

Each player removes all Silver cards from their deck and returns them to the Silver deck.

Optional Rule: The winner chooses one opponent and takes a card from their deck with a mana cost equal to or less than three plus the number of mana crystals the winner has.