















Variable power-up

Move a piece: 14 🚱

In a turn

A player can choose to make a move with many pieces (maximum 3) each turn. This affects the total 🚱 they can use within that turn. Each activity a player performs costs a certain amount of 3.

Each piece has an amount of F and costs varying F to move per square of movement. Pieces also vary in attack strength. A piece can attack an opposing piece in its legal move range; when the opponent piece's 😝 is depleted, an automatic capture happens and the attacker moves to occupy the captured piece's previous location.



Avatar & gear

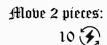
Equipping and unequipping gear to/from a piece counts as a move with a piece, and cost the same 🐔

Each piece has an Avatar, which can equip up to 4 items of different slots. Finishing a set of all 3 items will grant the player a choice between a defensive or offensive handgear, as well as unlock a one-time special ability.



Consumables

A player can choose to draw from the bonus deck in their turn. This have a chance to give them a gear or a consumable, which will be held in the player's hand until used. A player cannot hold more than 10 artefacts at a



Move 3 pieces:



