CHAPTER - THE ORDER OF THE ONE

Since time immemorial, the priests of the One have been roaming this world, foretelling the end of days and spreading the word of the One God that would use the power of Technology to save humanity.

Though, largely ignored and often bullied, the priests never gave up their holy mission.

Then came the Day of Judgement – in the form of a devastating meteor shower that leveled entire continents and created clouds of dust that obscured the sky. In this dying world, the last, desperate survivors of humanity turned to the priests for answers. In the following years, under their guidance, they formed a new society centered on the worship of The One and focusing on survival through the use of technology.

Soon, they discovered that the rain of fire that had transformed their world brought more than just havoc and destruction. Buried in the ashes of the past, strange crystals were discovered. The Chapter learned to master their power, and was finally able to create incredible machines, as the priests had prophesied for centuries.

Using this new resource, the Chapter created the seven Great Refuges – places where most of the remaining human population could shelter in relative safety, while praising The One in his towering cathedrals.

This golden era was interrupted by an invasion. Demons emerged from the portals scattered throughout the lands; harbingers of an endless war to come. With their immense power, the Crystals had attracted other hostile races.

Once again, humanity stands on the brink of annihilation, but this time they all pray to The One for guidance.

CHAPTER TACTICAL GUIDE

- Try to Change Mode of your Holy Knights as soon as possible. They are more powerful in their Upgraded mode.
- Do not underestimate the Rangers. They can become a source of reliable ranged damage, especially when employed against enemies with low Initiative, and provided that you can position them in a critical spot on the map.
- Use Enhancements and Blessings from your Shrine to gain an advantage in attributes over your opponent! A buffed Chapter Squad is a very tough nut to crack.
- Use your Pilgrims to Harvest – they are even more efficient if you can use the Energy Drain card to get Crystals and the Tactics card to gain Charges for your Enhancements.

PRECONSTRUCTED STARTING DECK

- SQUAD CARDS: Angel of Death, Holy Knight [x2], Pilgrim, Ranger
- ACTION CARDS: Bash, Energy Drain [x3], Fake Death, Firing Position, Formation, Guard, Guardian Angel [x2], Judgement, Last Man Standing, Leap, Overwatch [x2], Shield Wall [x2], Shoot [x4], Storm of Blades, Tactic, Trap, Winged Death

FACTION TOKENS

1x Faction token
10x Victory Point
4x Fire
2x Trap
3x Blessing
1x Shield Wall

Chapter Shrine: FRONTLINE CHAPEL

During the Chapter’s Passive turn, each Chapter Squad that has at least one model with the Frontline Chapel may receive 1 BLESSING token.

The BLESSING token raises the Squad’s four basic attributes (INI, ATT, DEF, MOV) by 1.

Remove any BLESSING tokens at the start of the next Chapter’s Passive turn.

FACTOR SHEET

You are never allowed to roll for attributes with a value of “-”; or to use it in any way.

A Squad with an ATT value of “-” cannot Attack or Counterattack.

A Squad with a DEF value of “-” automatically fails any Defense roll.

A Squad with a MOV value of “-” cannot Move (though its position may change due to Action cards or Pushing).

ELITE SQUAD

If you choose your Elite Squad as a part of your force, your opponent gains some additional starting Crystals for this match.

In case of Purge Doctors, the opponent gets +2 Crystals to his starting Crystal Pool.

In multiplayer and team games, these bonus Crystals are received by each opponent.
Each successful DEF roll – it means each time your Defense Power is equal or higher than the Attack Power of your opponent. All your Enhancements – all Enhancements attached to each of your Squads.

Defense – may be played immediately after your roll, improving its result. Charged Shot – you may only spend Charges (and apply extra Wounds) immediately after Checking for Hits for this Purging Action.

Storm of Blades – you decide the order of these Combats, and you may stop any resolved Combat Sequence. Guard – this effect lasts until the end of turn.

Detailed Rules

Dodge – may be played immediately after your roll, improving its result. Charged Shot – you may only spend Charges (and apply extra Wounds) immediately after Checking for Hits for this Purging Action.

Successful Defense – can be played after your DEF roll. Successful DEF roll means your Defense Power is higher than the Attack Power of your opponent. Guard – this effect lasts until the end of turn.
THE DEMONS - THE ETERNAL CONQUERORS

The Demons are an ancient race that vastly predates humans and all other species. Over the millennia, they have gained a deep understanding of the rules that govern their universe. They worship a pantheon of nine mysterious Gods, shrouded in secrecy.

As a result of their incredibly long history, their society became a mix of various species that were more or less forcefully implemented into their empire. According to one theory, the Primes were the first immortal “Demons” but at some point, they lost the ability to reproduce themselves, which forced them to incorporate other civilizations into their realm. It was so long ago, that even the conquered races have now a strong sense of belonging to the Demons empire. Nowadays, their population is so huge that no planet can sustain them, so they need to continue their endless conquest order to survive and not be forced into a civil war.

Demons are divided into three main castes: the Prime, Terror and Brute castes. Primes are the ones leading the entire alliance, though all castes are different and largely independent. Primes think very strategically, in a Machiavellian way – they believe that the end goal is ALL that matters, and they do not hesitate to sacrifice many of their own kin in pursuit of new conquests. They also use blood magic to kill and manipulate their opponents.

Terror caste is closely connected to the Darkness. This is where they have learned many of their tricks, and the dark realm is their preferred method of reaching other, distant worlds. Their motivation is to cause fear and despair to all living things. Deeply rooted into Darkness, terror gives them strength and sustains them. They are usually the forefront of a Demon invasion.

Brute caste is the most “honorable” (at least from a human perspective). They believe in the strength of body and mind, and seek battles that will challenge them to their very core, which leads to frequent conflicts with the Terror and Prime castes. They are the “muscle” of the Demons, focused on waging their wars. They are also incredibly stubborn, and Primes often need to trick or control them in other ways in order to fulfill their larger plans.

Brutes share a spiritual connection to the Khyber – a collective of the greatest fallen Brute Warriors.

In their final moments, or when faced with an important decision, many Brutes can hear the voices of Khyber guiding them.

DEMON TACTICAL GUIDE

● Keep in mind that you have many ways of gaining Temporary Crystals. They will give you advantage, but only for a time. Use them to prepare for Harvesting. Remember that your Shrine counts as an additional Crystal Source - Harvest from it when you can, and punish your enemies for trying to do the same!

● When building your deck, don’t focus only on spells for your Master of Elements. While certainly powerful, the Master can hurt your own troops as well, and may be killed easily, especially if your opponent is aware of his power!

● Do not underestimate your Dark Scholars. They excel at Harvesting and debuffing. Spectral Grasp will come in handy when setting up for a decisive attack.

● If you find your opponent has better attributes than you, use Infection, Spectral Grasp, Freeze or Fire tokens to soften them up before the attack. Demons rely in their debuffs to gain the advantage.

PRECONSTRUCTED STARTING DECK

● SQUAD CARDS: Son of Khyber, Master of Elements, Gorehound [x2], Dark Scholar

● ACTION CARDS: Crystal Aegis, Energy Source [x3], Fireball [x2], Freeze, Horde, Ice Beam, Infection [x2], Mind Control [x2], Mist [x2], Rage, Resurrection [x2], Rush [x2], Self-Destruct, Shadowzone, Spectral Grasp [x2], War Fever

SQUAD CARDS:

BANNER CARD:

Perform Combat – you may choose which enemies you want to initiate Combat with. You may forfeit any remaining Combats after completing each full Combat Sequence.

DEMON BANNER
Perform Combat with 1 Demon model against all enemies with it
OR
Move the Son of Khyber.

1x Faction token
10x Victory Point
4x Fire
1x Crystal Aegis
2x Freeze
3x Infection
3x Temporary Crystal
1x Spectral Grasp

1x Blood Altar
Every time an enemy model is Wounded, they receive 1 additional Wound.

Additionally, this Shrine counts as a Crystal Source for every player during their Harvest.

ELITE SQUAD
If you choose your Elite Squad as a part of your force, your opponent gains some additional starting Crystals for this match.

In case of Bloodsmiths, the opponent gets +1 Crystal to his starting Crystal Pool.

In multiplayer and team games, these bonus Crystals are received by each opponent.

Important: Bloodsmiths have an unusual Change Mode ability. You will have to use Infernal Power Action card to Change Mode of their Squad card!
**Temporary Crystals** – see detailed rule below.

**Dark Power** – see detailed rule below.

**Mind Control** – Range is counted from any Dark Scholar in Ritual Mode. No player can play any Action card during the Controlled model Combat. You choose which enemy models are attacked. Your opponent chooses which die they want to roll for all the involved models.

**Resurrection** – returned models can be placed in any empty hexes. They cannot Push other models. Returned models don’t have to be OC with each other.

**Repeat** – may be activated when this Squad deals a Wound in ANY way. The Move and the Combat may be resolved in any order. Both are optional.

**Rage** – refresh means you have to move all of your Crystals from the Depleted Pool to the Crystal Pool.

**Teleport** – see detailed rule below.

**Ice Beam** – choose 1 of the 6 directions leading out of the Master’s Space, and then check the Line of Fire in that direction. The Beam ends on any obstacles that would normally obstruct the Line of Fire.

**Self-Destruct** – keep in mind that when a model is Sacrificed, the opponent does not get any VPs for that model. All models - both yours and enemy models are affected.

**DETAILED RULES**

**Dark Power**

Exchange means removing 1 Endurance token to add 2 Temporary Crystals in your Crystal Pool.

**TEMPORARY CRYSTALS** are special tokens that work exactly like normal Crystals, except that once used, they are discarded to neutral pile instead of going to Depleted Pool.

Only the Demon player may gain Temporary Crystals, even in multiplayer team mode.

**FIRE TOKEN**

Target suffers -2 to all attributes (INI, ATT, DEF, MOV).

Remove up to 1 FIRE token at the beginning of each of the target’s Passive turns.

FIRE tokens are cumulative.

**TELEPORT**

Place a model in a new position, ignoring any obstacles in its path, range unlimited. This is not a Move Action. You cannot Push.

**BLOCKED**

This model may not be moved in ANY way (it cannot Move or be Moved, Pushed, Teleported, removed from the board, exchange positions and be repositioned in any way). It may still perform other Actions, initiate Combat, defend etc. If it dies, remove it normally from the map.
**DVERGAR TACTICAL GUIDE**

- Position your models wisely – Dvergar have the lowest Movement Range among all factions, though they can use Prospecting to gain the advantage in Crystals.
- Remember that Detonation also wounds your units, so try to use it on models separated from the rest of your army.
- Your Banner and the Mechanism card allow you to switch Enhancements between Squads, so don’t hesitate to play them only for their Upper Action.
- Dvergar Squads have low Initiative, so they are vulnerable to all Actions that Check for Hit. Keep that in mind and don’t clump too many models together.
- You can use the Junk card even when you’re paying with an Endurance token – use that to your advantage!

**PRECONSTRUCTED STARTING DECK**

- **SQUAD CARDS:** Avenger, Flame Keeper, Enkindled, Unbroken [x2]
- **ACTION CARDS:** Chain Grab, Chained Weapon [x2], Deflect [x2], Detonation [x2], Exoskeleton, Flamethrower [x3], Fury [x2], Junk, Marked for Death, Mechanical Shield [x2], Mechanism [x2], Meltdown, Protection, Radiostation, Refined Fuel, Risky Tactics [x2]

---

** DVERGAR - FREE AGAIN**

Dvergar were once a race that only cared about themselves. They dwelled in their mountain fortresses without feeling any need to communicate or interact with other species they deemed crude and inferior. Their sole purpose in life was perfecting their craft.

Each thing they made had to be better than the one before, and so each previous invention had to be sold, destroyed and re-melted. Perfection and propriety became their obsession. Even the smallest improvement was worth decades of work, and foreign traders paid very well for the Dvergar craft. These long millennia of chasing the elusive perfection stopped abruptly when Demons invaded their world.

But Dvergar fortresses were not easy to conquer, and once they came under a direct threat, they found their new obsession in perfecting the art of war. Their natural resilience, stone hard skin, extraordinary strength, and formidable fortifications allowed them to defend long enough for the entire race to adapt and evolve. Each time Demons raided their underground cities, Dvergar defended them more successfully.

Finally, invaders decided they couldn’t accept any more losses. They would rather exterminate the entire world, and try to recover any surviving resources from its charred remains. And so, the Demons burned the Dvergar homeworld down with a mysterious Blackflame, created for this sole purpose. Its blazing fires chewed through steel and stone alike, and soon reached the deepest Dvergar caves.

After many days of conflagration, the fire subsided, and the Demons entered the caves, only to find many Dvergar burned yet still alive, as they managed to fuse with the Blackflame. Demons were so impressed by their perseverance, they decided to enslave the Dvergar as their blacksmiths, siege-masters and shock troops.

Finally, after eons of service, some Dvergar managed to break their chains when they entered a new world. They hid in mountains again. Free from their masters, they found their new obsession in perfecting the art of war again. Their new purpose. Its blazing fires chewed through steel and stone alike, and soon reached the deepest Dvergar caves.

After many days of conflagration, the fire subsided, and the Demons entered the caves, only to find many Dvergar burned yet still alive, as they managed to fuse with the Blackflame. Demons were so impressed by their perseverance, they decided to enslave the Dvergar as their blacksmiths, siege-masters and shock troops.

Finally, after eons of service, some Dvergar managed to break their chains when they entered a new world. They hid in mountains again. Free from their masters, they found their new obsession in perfecting the art of war again. Their new purpose. Its blazing fires chewed through steel and stone alike, and soon reached the deepest Dvergar caves.

**DVERGAR FACTION SHEET**

**BANNER CARD:**

You cannot exceed the starting Endurance of a Squad or bring a Squad back from the dead this way.

- You can’t move Endurance tokens to a dead Squad.
- You can’t use your Banner card to save a model from death after the killing Wound has been dealt (it’s too late for that).
- You can join any 2 Dvergar models in contact to create a larger model as long as:
  - both are on the same Space;
  - their combined base size does not exceed 7 hexes.
- Place ATTACH token between these 2 models. From now on:
  - they are treated as a one model when Moving or Pushing;
  - you can use any Attribute value from any of their two Squad cards in any situation;
  - at the beginning of Activation you can Change Mode with only 1 Squad card of the joined models.
  - this new model can use Actions normally restricted to either one of these two Squads;
  - if this new model is Wounded, you can distribute Wounds between any of its two joined models in any way.
- The ATTACH token can’t be removed in any way, except by killing one of the joined models. Otherwise, it stays in effect until the end of a turn. After removing it, both models are again counted as separate models.

**FACTION TOKENS**

- 1x Faction token
- 5x Fire
- 3x Marked
- 1x Energize
- 1x Attach
- 10x Victory Point
**Exoskeleton** – this Squad can travel up to twice its normal Movement range only during its Move Action.

**Junk** – see detailed rule below.

**Radiostation** – this effect is cumulative. For example, if you have 3 Radiostations, your card limit is 6 and you draw up to 6 cards each turn.

**Prospecting** – see detailed rule below.

**Detonation** – it affects all models (enemy and yours).

**Mechanism** – you may redistribute all Dvergar Enhancements, Charges and Endurance tokens between any Dvergar Squads any way you wish.

You cannot exceed the starting Endurance of a Squad or bring a Squad back from the dead this way.

**Refresh Crystals** – discarding 1 card is a mandatory cost.

**Fury** – you choose the order in which these Combats are resolved. After each Combat you can decide to not resolve the rest of them.

**Scavengers** – the Wound can be dealt in any way. You can choose any Enhancement, not only one of the Squad dealing the Wound.

**Mechanical Shield** – when using this Action, you don’t perform a DEF roll.

**Detonation** – it affects all models (enemy and yours).

**Mechanism** – you may redistribute all Dvergar Enhancements, Charges and Endurance tokens between any Dvergar Squads any way you wish.

You cannot exceed the starting Endurance of a Squad or bring a Squad back from the dead this way.

**Refresh Crystals** – discarding 1 card is a mandatory cost.

**Fury** – you choose the order in which these Combats are resolved. After each Combat you can decide to not resolve the rest of them.

**Scavengers** – the Wound can be dealt in any way. You can choose any Enhancement, not only one of the Squad dealing the Wound.

**Mechanical Shield** – when using this Action, you don’t perform a DEF roll.

---

**Detailed Rules**

**Junk**

This Action allows you to stack lost Endurance tokens on your Shrine to restore them back during the Dvergar Passive turn – see the JUNKYARD rule. IMPORTANT: if a model without any Endurance left is killed, this DOES NOT count as a token loss!

**Prospecting**

Destroy Crystal – you take a Crystal from your Crystal Pool or Depleted Pool and place it back in the neutral pile.

**Fire Token**

Target suffers -2 to all attributes (INI, ATT, DEF, MOV). Remove up to 1 FIRE token at the beginning of each of the target’s Passive turns. FIRE tokens are cumulative.
FACELESS TACTICAL GUIDE

- Faceless as a whole are pretty weak in comparison to other factions. You will need to evolve to overcome your opponents! During your first turns, you should avoid combat and instead set yourself up for a successful mid- and late-game.
- Treat your Squads as expandable. Berserkers are an excellent fuel to power your stronger units. Sacrifice them to get Enhancements or to play Unstoppable on your Shatterer.
- Even in death, your models can still be of use — turn the dead into Crystals with your Banner card! Be smart about it, though. At first remove models from one Squad, then another. This way, one of your Squads will be stronger if brought back.
- You have a lot of healing. When lacking in Crystals, use your Endurance tokens to pay for your abilities rather than Victory Points!
- Try to put the pressure on your opponent. Keep them reacting to your moves, instead of adapting to their strategy.

FACELESS SHRINE:
HATCHERY
During each Faceless Passive turn, restore 1 Endurance token to each Faceless Squad with at least 1 model with the Faceless Shrine.

PRECONSTRUCTED STARTING DECK
- SQUAD CARDS: Shatterer, Harvester, Bladebreeder, Berserker [x2]
- ACTION CARDS: Back to Source [x3], Berserker Evolved [x2], Bladebreeder Evolved, Bladespit [x2], Breeding, Chosen Victim, Craving for Life, Harvester Evolved, Hell, Impale, Lurch [x2], Domosis [x2], Shatterer Ascended, Shatterer Defensive, Swarm [x3], Unstoppable [x2]
Faceless Enhancements - see detailed rule below. 1 use per payment means that you may use this Action as many times in one turn as you want, provided that you pay the cost each time.

**Craving for Life** - if the Shatterer suffers 1 Wound and restores 1 of his Endurance tokens using this card at the same time, it doesn’t die (even if it had no Endurance tokens left when it suffered the Wound).

**Faceless Enhancements** - see detailed rule below. 1 use per payment means that you may use this Action as many times in one turn as you want, provided that you pay the cost each time.

<table>
<thead>
<tr>
<th><strong>Faceless Enhancements</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Bladespit</strong> - if you hit your target, you may spend Bladebreeder Endurance tokens to increase the number of Wounds you deal to the targeted model.</td>
</tr>
<tr>
<td><strong>Lurch</strong> - A Wound is dealt at the start of every Faceless Active turn, as long as the Bladebreeder remains in range.</td>
</tr>
<tr>
<td><strong>Faceless Arcana</strong> - if you play this card and it is in the same hand as another faceless model, you may play this card again.</td>
</tr>
<tr>
<td><strong>Faceless Arcana</strong> - if you play this card and it is in the same hand as another faceless model, you may play this card again.</td>
</tr>
<tr>
<td><strong>Faceless Arcana</strong> - if you play this card and it is in the same hand as another faceless model, you may play this card again.</td>
</tr>
<tr>
<td><strong>Faceless Arcana</strong> - if you play this card and it is in the same hand as another faceless model, you may play this card again.</td>
</tr>
</tbody>
</table>

**Back to Source** - you are never allowed to roll for attributes with a value of “–”, or to use them in any way. A Squad with an ATT value of “–” cannot Attack or Counterattack.

**Power** - you may use a token to increase your ATT or DEF after you have performed a Combat roll. You may use a token to increase INI just before checking value with a Combat roll. You may use a token to increase MOV during 1 Move Action.

**Chosen Victim** - you don’t have to move every Berserker in range.

**Back to Source** - if a Faceless model is killed, the token is returned to the pile and may be used again when you play Back to Source. A Source token may only be removed from a Berserker by killing the model.

**Detailed Rules**

**Faceless Enhancements** differ from the ones of the other factions.

Their cost is paid in Crystals, instead of Charges. As a matter of fact, Faceless never use Charges. **Sacrifice a Faceless Wound** - attach - you must Sacrifice 1 model or 1 Endurance token of any Squad with the target of the Enhancement. This includes the targeted Squad itself.

**Sacrifice Model** - you are never allowed to roll for attributes with a value of “–”, or to use them in any way. A Squad with an ATT value of “–” cannot Attack or Counterattack.

**ATT equal to “–”** means the Squad can’t Attack or Counterattack.

**Berserker** - any model may be used as a Berserker. This means that you may use Berserkers multiple times. Each Berserker model must have a new crystal each time it barbs, as long as the model remains in play. Berserker models may have up to 3 different Berserker tokens (ATT, DEF, MOV).
THE REBORN - CLEANSE THE WORLD
The Reborn were one of the last factions to join the conflict. At first, they were indifferent to ongoing wars, caring about their own territories and only killing any unwanted guests. As the war went on, they started to lose their homeland piece by piece. They left their forest lairs for the first time when ravening hordes of Faceless stripped whole swaths of land of every living organism, turning vast forests into deserts. This incident drew a final straw and turned nature itself against the entire world.

For humans, nature usually brings about an image of serenity, tranquility, and peace. This is a lie. The Reborn are as far from peaceful as they can possibly be. They also do not care about power, pride, glory, or anything else. They are the nature’s wrath personified.

Many Reborn disguise themselves as fragile females to gain an advantage over their enemies who tend to underestimate them. The Treemaidens also use their disguises to hunt men. After capturing them, they pierce their hearts with cursed blades, turning the victims into ferocious beast men – the front line of their army.

To make matters worse, Reborn started using crystals to create a rapid-growing species of plants, carefully cultivated and weaponized with deadly venom and thorns. The roots of these plants can spread far away from the Reborn lands, bypassing enemy lines and fortifications deep underground. Then, when the time comes, they burst through the surface and create dense shrubs and thickets that serve as a bridgehead for larger Reborn incursions.

One of their main weapons of Reborn is their poisons gas (to which they are immune). Inhaling it will lead to death or even mutation, turning victims into one of the Reborn creatures. They use this weapon of mass destruction to control larger areas and protect strategic targets from intruders.

They believe that a total purge is the only way to bring back the balance of the world.

REBORN TACTICAL GUIDE
- When building your deck, try to include some cards that let you place more Thickets on the board. Your banner, while useful, won’t be enough.
- Position your Thickets and models carefully. Try to trap your enemies, and make sure they won’t have any good choices when moving – ideally forcing them to Push your Thornheart Woods or stand one of another one. Many of your faction buffs work only when you are with Thickets!
- Paralysis is your friend. It will keep enemy with your main damage dealer – the Thornheart Woods.
- While lacking in MOV attribute and having no Move Action on the cards, Reborn can teleport between Thickets. Sometimes it is more useful to place a solitary Thicket in a distant part of the map for the Woodwalk Action or a buff ability than to grow all of them around the Shrine.
- Keep in mind that your Harvest phase not only lets you gain additional Crystals and Charges but also helps you Wound your opponent’s models.
- Some Reborn Squads benefit greatly from generic Enhancements applicable to any Squad, providing you with unexpected combinations of Actions!

PRECONSTRUCTED STARTING DECK
- SQUAD CARDS: Oracle of Wrath, Blight Steed, Warbeast, Wyrm, Treemaid
- ACTION CARDS: Allure [x2], Animate Woods, Battering Ram [x2], Blitz, Bloodlust, Burrow, Call of the Wilds, Crawling Jungle [x2], Dragging, Empowering [x2], Overgrow [x2], Seed [x2], Shapeshift, Sowing [x2], Underground Strike [x2], Weakening, Wild Charge

ABOUT THICKETS
Thickets are a faction-specific Reborn token. When with any Thornheart Wood, they are counted as another Thornheart Wood (with the same set of rules). Those Thickets have both Thornheart Wood and Thicket set of rules. This allows you to build Thornheart Wood chains that spread throughout the map, damaging many enemies.

Whenever an enemy Pushes any number of (2-hex base) Thornheart Wood tokens at once, this enemy gets 1 Wound.
**Reposition** – see detailed rule below.

Crawling Jungle – you may always move less than 3 hexes if you want to.

**Bloodlust** – see detailed rule below.

**Green Haze** – this bonus does not increase when **with multiple Thickets**.

**Bloodlust** – this means a Warbeast inflicts Wound to its enemy only if it receives a Wound and pays 2 **before it receives a Wound**.

**Photosynthesis** – see detailed rule below.

**Allure** – you cannot play any Actions on the target model while you Move it. If it triggers any harmful effects, you may Push (you choose where).

**Herbs** – this Action restores only 1 Endurance token of 1 model.

**Herbs** – this Action restores only 1 Endurance token of 1 model. 

**Sprout** – may only be placed on empty hexes (no Pushing allowed).

**Lycanthropy** – place a Warbeast on a hex (or hexes) previously occupied by the enemy. If the enemy’s base was smaller, the Warbeast must occupy some additional, adjacent empty hexes within the same Space. If the Warbeast cannot be legally placed, Lycanthropy cannot be played.

**Sacrifice model** – see detailed rule below.

**Paralysis** – see detailed rule below.

**Blight Steed** – see detailed rule below.

**Reposition** – see detailed rule below.

**Battering Ram** – see the “X Spaces Traveled in a Straight Line” detailed rule below.

**Wild Charge** – see the “X Spaces Traveled in a Straight Line” detailed rule below.

**Defence** – you may play this Action immediately after your roll, improving its result.

**Sprout** – may only be placed on empty hexes (no Pushing allowed).

**Sprout** – may only be placed on empty hexes (no Pushing allowed).

**Sprout** – may only be placed on empty hexes (no Pushing allowed).

**Paralysis** – see detailed rule below.

**Overgrow** – the transformed Crystal Source stops being a Crystal Source and becomes another Reborn Shrine instead, which means you can’t Harvest it anymore!

**Dodge** – see detailed rule below.

**Animate Woods** – this exchange happens regardless of Range.

The Treemaid can be placed on any 1 of 2 hexes previously occupied by the Thicket, and the Thicket can be placed on the Treemaid’s hex and on any 1 adjacent empty hex within the same Space.

**Sprout** – may only be placed on empty hexes (no Pushing allowed).

**Lycanthropy** – place a Warbeast on a hex (or hexes) previously occupied by the enemy. If the enemy’s base was smaller, the Warbeast must occupy some additional, adjacent empty hexes within the same Space. If the Warbeast cannot be legally placed, Lycanthropy cannot be played.

**Sacrifice model** – see detailed rule below.

**Poisonous Vines** – Ancient Guards become both models and Thickets, and are subject to all rules regarding models and Thickets (apart from removing Thickets from the map). They may still Move, Attack, play Actions etc. The VINES token is removed at the end of the Reborn Passive turn – after you apply any Wounds dealt by Thornheart Woods.

**Defence** – you may play this Action immediately after your roll, improving its result.

**Herbs** – this Action restores only 1 Endurance token of 1 model.

**Empowering** – each additional spent increases the bonus by 1, but it still applies to only 1 attribute and only 1 Combat.

**Herbs** – this Action restores only 1 Endurance token of 1 model.

**Rooted** – remove the token as soon as the model has no Ancient Guard.

**Blocked** – see detailed rule below.

**Photosynthesis** – see detailed rule below.

**Sprout** – may only be placed on empty hexes (no Pushing allowed).

**Lycanthropy** – place a Warbeast on a hex (or hexes) previously occupied by the enemy. If the enemy’s base was smaller, the Warbeast must occupy some additional, adjacent empty hexes within the same Space. If the Warbeast cannot be legally placed, Lycanthropy cannot be played.

**Sacrifice model** – see detailed rule below.

**Detailed Rules**

**Reposition**
Place a model in a new position, ignoring any obstacles in its path, range unlimited. This is not a Move Action. You cannot Push.

**Dodge**
You can Dodge only to empty hexes (you cannot Push during the Dodge Action). The adjacent Space must not be **with the attacking model. If the Dodge model remains **with the enemy, Combat proceeds as normal. You cannot play Dodge deeper into the Combat Sequence (for example, to deny the enemy Counterattack). You have to play it before the enemy Attack roll, not after. Enemy’s Combat Action is considered “spent” – the enemy cannot pick another one of your models as a new target.

**Photosynthesis**
Add 2 to all Enhancements attached to each Reborn Squad that have at least 1 model **with 1 or more Thickets.

**Paralysis**
The model cannot Move but it’s not Blocked – it may be Pushed or repositioned with Actions other than Move.

**Paralysis** – see detailed rule below.

**Underground Strike** – the token affects all models, both opponent’s and yours. If it can be Pushed, Remove token – it goes back to the neutral pile and may be used again for another Underground Strike Action.

**Blocked**
This model may not be moved in ANY way (it cannot Move or be Pushed, Teleported, removed from the board, exchange positions and be repositioned in any way). It may still perform other Actions, initiate Combat, defend etc. If it dies, remove it normally from the map.

**X Spaces Traveled in a Straight Line**
Count only Spaces traveled through in one direction immediately before reaching the target. Any time the model changes its direction, this number resets.

**Sacrifice Model**
When you Sacrifice a model, it is killed and your opponent doesn’t gain any VPs for his death. You can only Sacrifice your own models. When Sacrificing a model, Endurance tokens are unaffected. Note that Sacrifice a model and Sacrifice a Wound/Endurance token are different things.
RHA-ZACK FACTION SHEET

THE RHA-ZACK - LOST IN TIME
The Rha-Zack are an elusive, mysterious faction. No one knows where they do come from, or why did they arrive on this planet – not even themselves. What is certain, is that their technology surpasses every other faction. Even the Demons have never faced anything like it during their eons of conquest.

All Rha-Zack systems are powered by Crystals, bearing a slight similarity to the technology of the human Chapter. It may be a coincidence – or perhaps this specific way of harnessing Crystals is the most efficient one.

Naturally, Rha-zack have mastered it to perfection, allowing them to focus streams of pure energy into very effective weapons.

All Rha-Zack are connected by a common technological consciousness, the Stream. It serves as a platform for instant communication, allowing each individual Rha-Zack to take part in any decision making, exchange information and share visual data. Upon their arrival in this world, the Stream of Rha-Zack shattered into pieces, leaving them lost, confused and ignorant of their origins and purpose. Since then, they have managed to reactivate some parts of the Stream and analyze their affliction. They concluded that this loss was due to a catastrophic time travel accident, though they still cannot comprehend why and how did they jump through time.

But the most painful discovery was that a central element was missing from their Stream – a super-consciousness that contained all of their shared memories. The lack of this all-knowing overmind is a gaping, painful wound for all of the Rha-Zack.

Currently, the members of this faction are trying to rebuild the Stream to the best of their abilities. They avoid direct conflict, though their heavy reliance on crystals often makes that difficult. They quietly gather and analyze information about this strange new world, preparing to unlock their full technological potential and to come out from the shadows, destroying anyone who stands on the path to their self-discovery.

RHA-ZACK TACTICAL GUIDE

● Your offensive Squads are the ultimate “glass-cannons”. They hit hard and fast, but have very low defensive capabilities. Be careful whom you attack and try to avoid giving your opponent a chance to counter. Correctly positioning Energy Cloud and using Common Self may help you greatly in Combat.

● You have a lot of universal Enhancements and several ways to gain a lot of Charges. When building your deck, try to think about possible combinations of Squads and Enhancements.

● Storm Bringers are quite weak in direct combat, but offer many special Actions - from debuffing to damaging enemies in all adjacent spaces. Use them to punish your opponent for deploying his models too close from each other! They are also unique in their ability to change their base size while Changing Mode – this may help you Push models into advantageous positions before you unleash those area attacks!

● Energy Beam is certainly powerful, though you will need to prepare the ground for its use. While costly, it can swing the game in your favor.

● The Rha-Zack need to Harvest, as their Actions cost a lot of Crystals. Use your high Movement and clever deployment of Crystal Sources during Setup to gain an advantage before your Passive turn.

● Always remember that your Banner can give you a chance to play the same card twice in the same turn! This works well not only with combat-oriented abilities, but also with a pesky Time-Jump. Playing three consecutive Active turns is nothing to be trifled with!

PRECONSTRUCTED STARTING DECK

● SQUAD CARDS: Infinity Angel, Stream Guard [x2], Storm Bringer, Stream Surfer, Minelayer, Order, Power Swords [x2], Quickening, Ray, Self-Repair, Shock [x2], Shoot [x2], Surf [x2], Time Jump [x2]

FACTION TOKENS

1x Faction token
10x Victory Point
2x [real] Mine
1x [dummy] Mine
2x Shock
3x Source

Rha-Zack Shrine: ENERGY CLOUD

All enemy models with this Shrine get -2 DEF and -2 INI.

Important! Unlike other Shrines in this game, Energy Cloud will often move around the map. After Shrines are deployed, the usual placement restrictions of Shrines no longer apply. This means Energy Cloud may be moved closer than 2 Spaces to other Shrines and Crystal Sources as the game progresses. Energy Cloud cannot Push.

Banner Card:

This effect only applies to Action cards that would be discarded once resolved. It does not affect cards such as Enhancements, that become permanently attached to Squads.

Squad Cards:

When Storm Bringers are in Basic Mode, they are represented by smaller models with 1-hex bases.

Once they enter their Energy Mode, replace them with larger, 3-hex models. One of these hexes needs to be the same as previously occupied by 1-hex version. The other 2 have to be empty and within the same Space. Storm Bringers are not allowed to Push during their transformation. If there’s no valid place for them to transform, they cannot do so.

When you Change Mode of a Storm Bringer back from the Energy Mode, place its smaller model in any of the hexes previously occupied by the larger model.

Important! Stream Surfers can never Push when in Basic Mode.

Elite Squad

If you choose your Elite Squad as a part of your force, your opponent gains some additional starting Crystals for this match.

In case of Source Blades, the opponent gets +2 Crystals to his starting Crystal Pool.

In multiplayer and team games, these bonus Crystals are received by each opponent.
**Detailed Rules**

**Common Self**
When you play this Action, choose 1 of the 3 listed attributes, select a target model and a source Squad. Until the end of Combat, the target model uses the chosen attribute value of the source Squad instead of its own.

**Lightning** – it affects all enemy models within the same Space as the chosen Storm Bringer, and all enemy models within all adjacent Spaces.

**Common Self** – see detailed rule below.

**Lightning** – it affects all enemy models within the same Space as the chosen Storm Bringer, and all enemy models within all adjacent Spaces.

**Focus** – 1 use per payment means only one model can get this bonus, even if the rest of its Squad is in Combat too. You can play this Action only before comparing the INI values of both models in Combat, not after. You may also play this Action when Checking for Hit – it then affects a single Check of a single model.

**Laser Whip** – Unlike other Backstabs, this one has a specified Range and may be played without contact.

**Energy Cloud** – there are no Range restrictions, but the Space has to be completely empty (it can’t even contain tokens such as a MINE or a TRAP).

**Minelayer** – place the MINES in any empty hexes of the map, as close (or far) away from each other as you wish. Flip and check the MINE only when a model enters its Space, or Moves through it. After you resolve any effects of the MINE, remove it from the map, even if it was a dummy.

You cannot play another Minelayer Action until all 3 tokens are back in the neutral pile, ready to be re-used.

Models that can Move through Obstacles can always ignore the MINES. When Moving or Pushing, a hex occupied by the MINE is considered empty (unless otherwise specified) – though placing any model over it will activate the MINE.

Any model = enemy and yours.

**Energy Transfer** – you gain 1 Crystal, but you forfeit any Wounds this single Source Blade model would have made during this Combat.

Take this Crystal from the enemy’s Depleted Pool, or, if it’s empty, from their Crystal Pool.

---

**Backstab** – this Backstab is performed by all models of a single Squad!

**Energy Beam** – Destroy 1 Crystal means you take a single Crystal from your Crystal Pool or Depleted Pool, and return it to the neutral pile.

**Energy Cloud** – there are no Range restrictions, but the Space has to be completely empty (it can’t even contain tokens such as a MINE or a TRAP).

**Power Swords** – each of the Squad’s models gains 1 Backstab immediately before entering each Combat they take part in.

**Energy Cloud** – there are no Range restrictions, but the Space has to be completely empty (it can’t even contain tokens such as a MINE or a TRAP).

**Energy Cloud** – there are no Range restrictions, but the Space has to be completely empty (it can’t even contain tokens such as a MINE or a TRAP).

**Jump** – there are no Range restrictions, and the model is allowed to Push.

**Energy Transfer** – use this Action, play the current turn to its end, and only then start a new Active turn.

---

**Source Blade** – the target model has to be within Range 1 of the Source Blade model that is with a Crystal Source.

**Harvest** – you can’t gain more than 1 Crystal for each Controlled Crystal Source in the same turn.

**Energy Shields** – 1 use per roll means you can use it several times per turn, as long as you pay the cost each time.