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 prophesized 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 (C) 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.

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.
Before the Combat of a model from your Squad – it doesn’t matter whether the Combat was initiated by this Squad or by the enemy.

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 – Enhancements attached to all of your Squads.

All your Enhancements – all Enhancements attached to each of your Squads.

Teleport – reposition the model in any empty hexes (range unlimited, through any obstacles). This does not count as Move.

Dodge – reposition the model in any empty hexes (range unlimited, through any obstacles). This does not count as Move.

Dodge – may be played immediately after your roll, improving its result.

Shoot – each Ranger makes a separate Hit check, and you choose a die (free or paid) for each of these rolls separately.

Charged Shot – each Shoot Action, each model performs two Shots instead of 1. The target of the second Shot may change or remain the same.

Defend – may be played immediately after your roll, improving its result.

Defense – may be played immediately after your roll, improving its result.

All your Enhancements – all Enhancements attached to each of your Squads.

Move, and then Backstab – first, move the Angel of Death, and then perform all Backstabs.

Defense – may be played immediately after your roll, improving its result.

Guardian Angel – must be played immediately after the model suffers any Wounds. Wounds may be negated and applied to the Angel instead. The Angel may suffer all the Wounds or any part of them.

Storm of Blades – you decide the order of these Combats, and you may stop after any resolved Combat Sequence.

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.

DODGE

You can Dodge only to empty hexes (you cannot Push during the Dodge Action).

The adjacent Space must not be occupied by an 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.

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, and participate in the Combat Sequence.

If it dies, it remains on the board for the rest of the game.

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.

All your Enhancements – all Enhancements attached to each of your Squads.

All models – both enemy and yours.

FIRE token – see detailed rule below.
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 in 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 very 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 also 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 Infected, Spectral Grasp, Freeze or Fire tokens to soften them up before the attack. Demons rely in their debuffs to gain the advantage.

FACTION TOKENS

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

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.

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, Hordes, Ice Beam, Infection [x2], Mind Control [x2], Mist [x2], Rage, Resurrection [x2], Rush [x2], Self-Destruct, Shadowzone, Spectral Grasp [x2], War Fever

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!

BLOOD ALTAR

Every time an enemy model with the Shrine is Wounded, they receive 1 additional Wound.

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

Important: Repeat may cause a chain of Combats to happen, with multiple Moves and Combats one after another, as long as you keep spending Charges and dealing Wounds!

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

Additional Wound - this Action is not restricted to Combat and may be used with any Action that inflicts Wound. If this Action affects multiple tokens, only one of them suffers the additional Wound.

Infection - this token can never be discarded. Even if the Squad is wiped out and then returns to the board, it will be still affected.

A Gorehound doesn’t have to Wound to trigger this effect.

-1 to all attributes: INI, ATT, DEF, MOV.

Dark Power – see detailed rule below.

Infernal Rites - return 1 of your dead models in multiplayer team match, this also includes models of your teammates.

Endurance tokens remain unchanged during this Action.

You place the returned model on any unoccupied hex(e)s of the board map. You cannot Push.

Energy Source – you only restore 1 Endurance token, even if the Son of Khyber has dealt more than 1 Wound.

You cannot play this Action if your model just received a killing blow. It’s too late for healing!

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

Crystal Aegis – playing this card cannot be used to prevent a Wound that was just dealt. The token is discarded at the very beginning of your opponent’s next Passive Turn.

Charging – charge all Endurance tokens attached to each of your Squads by 1.

Infernal Power – this is the only way to Change Mode of Bloodsmiths! They will remain in Strong mode for the rest of the game.

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.

Temporary Crystals

-1 to all attributes: INI, ATT, DEF, MOV.

Remove the token at any time when there is no Dark Scholar Cî with the target.

Blocked – see detailed rule below.

Dark Power – see detailed rule below.

Infernal Rites - return 1 of your dead models in multiplayer team match, this also includes models of your teammates.

Endurance tokens remain unchanged during this Action.

You place the returned model on any unoccupied hex(es) of the board map. You cannot Push.

Mind Control – Range is counted from any Dark Scholar in Ritual Mode.

Neither 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.
DVERGAR FACTION SHEET

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 so 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 the Demons, they also cut themselves from their magical influence.

Squads that Check for Hit. Keep that in mind and don’t clump too many models together.

- You can use any Attribute value from any of their two Squad cards in any situation;
- You can combine Wounds between these two Squads; from now on:
  - 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.

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

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.

Dvergar Shrine: JUNKYARD

During the Dvergar Passive turn, if at least 1 Dvergar model is with the Junkyard, this model’s Squad can:
- Charge up their Enhancements by additional 2 AND
- place 1 Endurance token from the JUNKYARD to their Squad card. A Squad cannot exceed its starting Endurance value!

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]

FACTION TOKENS

1x Faction token
1x Energize
5x Fire
10x Victory Point
3x Marked
1x Attatch
**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 - PURE EVOLUTION**

The First Faceless was a creature of accident. It came to life when one of the crystals captured the life essence of a dying man and was later used as a power source in a machine. It slowly started to build living tissue around the mechanical parts – and finally gained consciousness. What happened to this first hybrid remains unknown. The fact is, Faceless soon grew in numbers and learned to assimilate dead bodies and shattered mechanisms: both of which this world had plenty of. As a result, they became a dire threat.

They say eyes are windows to the soul. Faceless have neither of those, but they have complete awareness of their surroundings, as they can sense all living things, even tiny bacteria, accurately mapping the terrain around them. Though they differ in size and appearance, all Faceless are living creatures fused with mechanical parts that can adapt and evolve, altering themselves with additional organs, appendages, and contraptions. Each Faceless is powered by a crystal containing the life essence of a creature – mostly of the time a human one, but sometimes of other origins as well. This primary power crystal is usually embedded deep in the chest, though many additional crystals may be used to power the various mechanical sections of the Faceless bodies.

Faceless exist only to feed and increase their power. Their hunger is infinite and insatiable. They must consume the life essence of living organisms to sustain themselves. Each faceless can capture the living essence of a dying or recently deceased body, and use it to power or upgrade itself, or to create another Faceless – the consumed essence transfers some skills and knowledge of the victim, but faceless do not keep any memories of their victims’ original lives; they are cold and emotionless. Some of the most powerful faceless can even capture the essence of their lesser brethren.

All members of this faction seem to be communicating on a subconscious level; and they can reach each other’s minds from very long distances. However, they have never attempted to communicate with anyone except each other.

Killing Faceless, though not easy, is certainly possible. Their constructs can be defeated by decapitation, dismemberment, or by ripping out their main crystal. Separated crystals can either be destroyed, or stored away from any mechanical parts and mechanisms, preventing them from rebuilding a new body. Fortunately, Faceless do not seem to interact with any other materials, such as wood, fabrics or stone. Faceless can also die from inanition, but when close to death, they are known to consume each other, smaller creatures, and even plants. Famished herds can reap all life from vast areas.

**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.

**PRECONSTRUCTED STARTING DECK**

- SQUAD CARDS: Shatterer, Harvester, Bladebreeder, Berserker [x2]
- ACTION CARDS: Back to Source [x3], Berserkers 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 SHRINE: HATCHERY**

During each Faceless Passive turn, restore 1 Endurance token to each Faceless squad with at least 1 model with the Faceless Shrine.

**BANNER CARD:**

**FACELESS BANNER**

At any point of the Faceless Active turn, you may remove 1 dead faceless model from the game to gain 1.

When you pay an Unlucky card, you may bring back all dead models from the box you are thinking and place in any empty house of the board map (without attacking).

Flip this card after use.

Remove 1 dead Faceless model from the game – remove that model from the entire game (e.g., put it back in the box). This model cannot be returned to the board during this game in any way.

Bring back - you return all models of this squad to the board (only those which are dead – this does not include any models removed from the game due to the use of Banner card, or models that didn’t take part in this game at all).

This is a powerful ability which allows Faceless to never stay dead for long. Think of it as if their every Evolve card was also a Resurrected Action.

When bring back models, you don’t get to restore any Endurance tokens, so take care to protect your freshly reacquired troops! Your opponent can still gain victory points for killing them again!

**FACTION TOKENS**

- 1x Faction token
- 10x Victory Point
- 1x Source +1 to DEF
- 1x Source +1 to INI
- 1x Source +1 to ATT
- 3x Lurch
- 3x Unstoppable

**SQUAD CARDS:**

Important! You will always have to pay for Changing Modes of the Faceless Squad cards! After Changing the Mode, Faceless Squad cards never go back to their Basic Mode during the same game.

Cost of each Mode Change is printed on the Squad card, on the Change Mode icon.
AWAKEN REALMS

You may choose to Move with only some models of the chosen Squads. You may also choose less than 3 Squads. You cannot choose the same Squad twice (or thrice!). Resolve three subsequent Move Actions. Only the Moves of models from the same Squad are simultaneous!

Resource – this gained Crystal is placed in your Crystal Pool.

Bladesplit – if you hit your target, you may spend Bladebreeder Endurance tokens to increase the number of Wounds you deal to the targeted model.

Lurch – A Wound is dealt at the start of every Faceless Active turn, as long as the Bladebreeder remains in range.

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

Absorption – you may use the Banner card while playing Absorption to bring dead models from the evolving Squad back.

Sacrifice model – see detailed rule below.

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.

Impale – you may use it even when you are about to Counterattack, before rolling for Attack Power.

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.

Breeding – bring back 1 Berserker model without changing the number of Endurance tokens on its Squad card.

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.

Evolve cards are a special type of Action card. Although included in the Action deck, they don’t display any of the 2 Actions available on standard Action cards and they work in a different way.

During their Active turn, the player may play Evolve cards from their hand, paying any required cost. The Evolve card is placed on top of the corresponding Squad card. It now counts as a Squad card and changes the attributes of the Evolved Squad. This card remains in the Squad card slot until the end of the game, unless covered by a new Evolve card (some squads, like the Shatterer, have up to 3 different Evolve cards available).

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 – see detailed rule below.

Unstoppable – you may use these tokens to add +3 to any attribute (ATT, DEF, INI or MOV). You cannot use them to increase the Endurance value of your Shatterer.

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 an enemy model (or during a Shoot roll). You may use a token to increase MOV during 1 Move Action.

Sacrifice a model and Sacrifice a Squad of your opponent doesn’t gain any VPs for his death. You can only Sacrifice your own models.

When a Berserker with an active SOURCE token 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.

Sacrifice model – see detailed rule below.

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.

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

Treat the SOURCE token range as unlimited (its effects apply to every Faceless model on the board).

SOURCE tokens are cumulative - each Faceless model (except Berserkers with SOURCE tokens) receives all bonuses given by all Berserkers with SOURCE tokens.

When a Berserker with an active SOURCE token 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.

Bladesplit – you may kill your Harvester that way, but it will give Victory Points to your opponent as if he had slain it.

Osmosis – you may kill your Harvester that way, but it will give Victory Points to your opponent as if he had slain it.

Sacrifice model – see detailed rule below.

Swarm – you may choose to Move with only some models of the chosen Squads. You may also choose less than 3 Squads. You cannot choose the same Squad twice (or thrice!). Resolve three subsequent Move Actions. Only the Moves of models from the same Squad are simultaneous!

You cannot choose same Squad twice (or thrice!).

You may also choose less than 3 Squads.

This model may not be moved in ANY way (it can only be removed from a location). It may still perform other Actions, initiate Combat, defend etc. If it dies, remove it normally from the map.

Counterattack, before rolling for Attack Power.
THE REBORN - CLEANSE THE WORLD

The Reborn were one of the last factions that joined 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 homelands 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 rapidly 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 poisonous 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 on 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 forces 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.
AWAKEN REALMS – see detailed rule below.

**Crawling Jungle** – you may always move less than 4 Spaces to all Enhancements attached to each Reborn model. You may only move 2 Spaces to any Enhancement attached to each model. You may always pass through any hexes occupied by any model.

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

**Seed** – the new model must be placed on hexes previously occupied by the model removed from the board. If the model removed from the board must be placed on hexes previously occupied by another model. Any model placed on a hex previously occupied by a model can only be Pushed or repositioned with Actions other than Pushing.

**Photosynthesis** – see detailed rule below.

**Allure** – you cannot apply any Actions on the target model while you Move it. It triggers any harmful traps and effects and may not be Pushed.

**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 the nearest 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 and within the same Space. If the Warbeast cannot be legally placed, Lycanthropy cannot be played.

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

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**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 filled with the attacking model. If the Dodging model remains filled 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 model that have at least 1 model placed with 2 or more Thickets.

**Dragging**
Check every Space the enemy model will travel through as if it performed a regular Move.

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**Blitz**
See the “X Spaces Traveled in a Straight Line” detailed rule below.

**Reposition** – see detailed rule below.

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

**Reposition** – see detailed rule below.

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

**Wild Charge** can never cause more Wounds than the number dealt to the Blight Steed. For example, if Blight Steed has no Endurance tokens left, you may only deal 1 Wound to it. You may kill your Blight Steed that way, but your opponent will give the VPs as if killing it.

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**Paralysis** – see detailed rule below.

**Shapeshift** – place one model on the hex (or hexes) previously occupied by the other and vice versa, regardless of distance. If one of the models has a larger base, it must occupy additional empty hexes within the same Space. If any of the models cannot be legally placed, Shapeshift cannot be played.

**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).

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

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**Paralysis** – see detailed rule below.

**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.
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 – nor even themselves. What is certain, is that their technology surpasses every other faction. Even the Demons have never faced anything like it during their days 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 reassemble some parts of the Stream and analyze their affiliation. 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.
- ACTION CARDS: Drill, Energy Beam, Energy Shield, Friction [x2], Jump [x2], Laser-Whip, Lightning [x2], Minelayer, Order, Power Swords [x2], Quickenning, 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.

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.