

CHAPTER FACTION SHEET

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

BANNER CARD:



Restore – the Squad cannot have more Endurance tokens than its starting Endurance value.

You may not use this Action to prevent a killed model from dying (it's too late for that).

Change Mode – you may also use this to Change Mode of a Holy Knight Squad without paying the cost.

SQUAD CARDS:



Important: Changing Mode of a Holy Knight is not free! As indicated by the icon, the price is 2 Crystals.

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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 an 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.

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.



Before the Combat of 1 model from this 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 the Enhancements attached to each of your Squads.

to any enemy model – you may choose a model anywhere on the map, regardless distance.

The hex with the TRAP token is considered empty for the purpose of Movement and Pushing. Any model standing in the hex activates the TRAP.

Blocked – see detailed rule below.

In multiplayer team games, only the owner of the affected model may pay the cost of discarding the token.

no Endurance tokens – the model is killed if there are no Endurance tokens on its Squad card when this Enhancement is activated.

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

Player may, for example use Upper Action of Winged Death Enhancement and Activation of Angel of Death to do following: Move Action (from its Activation), another Move Action (from Upper Action), then Combat (from Upper Action) and Combat (from its Activation).

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

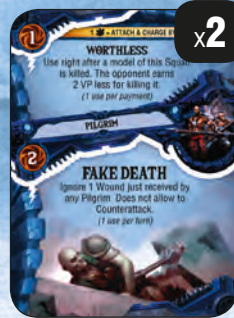
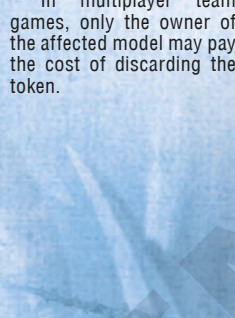
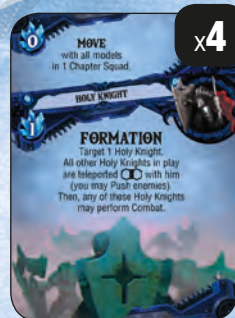
Guardian Angel – must be played immediately after the model suffers any Wounds. Wounds may be negated and applied to the Angel instead. The Angel may suffer all the Wounds or any part of them.

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.



Bash – you may reposition an enemy model from with the Knight position in any Space of your choice adjacent to that enemy original location.

This repositioning is not considered as Move, and the affected model cannot Push.

Cannot be used while Moving – only when reaching your final position.

Cannot be played in Combat to interrupt a Combat or cancel a Counterattack.

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

Dodge – see clarification below.

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

or moves – when the model leaves its original position, immediately discard the token and lose the bonus.

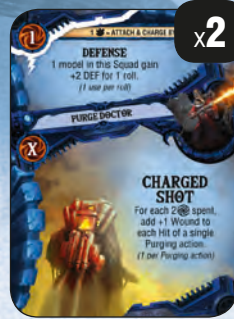
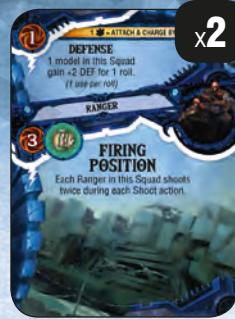
Worthless – the VP reward for killing this model is reduced by 2. It can never be lower than 0.

Fake Death – this DOES NOT mean that the Defense was successful, and DOES NOT grant you a Counterattack.

Revenge – the Backstab may only be performed by the killed model, right after it is killed. Once the Backstab is resolved, the model MUST be removed from the map.

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

Energy Drain – you cannot collect more than 1 per Crystal Source, even if you have more Pilgrims.



Dodge – see clarification below.

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

You cannot play Shoot Action instead of Attack roll during the opponent's turn, because the Shoot Action is not an Instant Action.

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

Firing Position – during each Shoot Action, each shooter performs two Shots instead of 1. The target of the second Shot may change or remain the same.

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.

Destroy 1 Chapter Crystal – remove 1 Crystal from Chapter's Crystal Pool or Depleted Pool and return it to the neutral pile.

Any 1 of your Enhancements – any one Enhancement attached to one of your Squads.

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

all models – both enemy and yours.

FIRE token – see detailed rule below.

DETAILED RULES

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 Dodging 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.

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.

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.

DEMON FACTION SHEET

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 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

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.



FACTION TOKENS



1x Faction token



10x Victory Point



4x Fire



1x Crystal Aegis



2x Freeze



3x Infection



3x Temporary Crystal



1x Spectral Grasp

SQUAD CARDS:

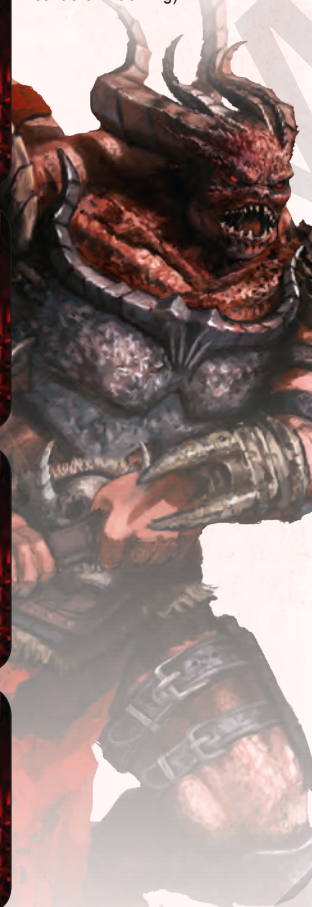


You are never allowed to roll for attributes with a value of "–", or to use it in any way.

A Squad with an ATT value of "–" cannot Attack or Counterattack.

A Squad with an 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 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!



Demon Shrine:

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.



Horde – first, choose which Demon models within Movement Range of the target will Move with it. Then, perform these Moves. Finally, choose which of the Moved models will initiate Combat. The Moves must ALWAYS be performed before any Combat.



Dark Power – see detailed rule below.

Fireball – you can target an empty Space to affect models on the chosen adjacent Space (that maybe couldn't be targeted because of Line of Fire restrictions). Any 1 other Space adjacent to the targeted Space may be affected, including the one behind it.

Giving the FIRE token is optional. You choose who gets it.

Important: Fireball affect ALL models in the targeted Spaces, including your own!

FIRE token – see detailed rule below.



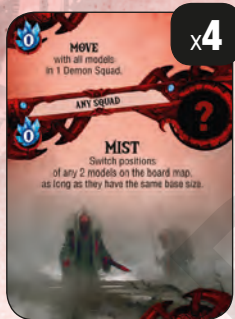
Temporary Crystals – see Dark Power rule below.

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.



Mist – works regardless of the distance and obstacles between the chosen models. They need to be placed in exactly same hex(es) as the model they Switch with.

Any model - enemy or yours.



Teleport – see detailed rule below.

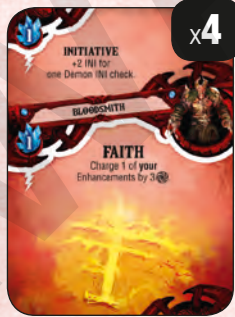
Freeze – you are never allowed to roll for attributes with a value of “-”, or to use it in any way.

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

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

The opponent may pay the cost of discarding this token only during their Active turn.

In multiplayer team games, only the owner of the affected model may pay the cost of discarding the token.



Initiative – affects 1 model. May be used in 1 Combat before comparing INI values or before Checking for Hit during 1 Action.

Faith – Charge an Enhancement attached to any one of your Squads by 3.



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

Additionally, you may spend any number of to restore the same number of Endurance tokens to the returned Squad (up to its starting value).



Teleport – see detailed rule below.

Shadowzone – when used, set the model and this Action card aside, next to the board, until you decide to activate this Squad again.



Teleport – see detailed rule below.

Spectral Grasp – after playing this Action, the Ritual Mode is no longer required to sustain its effect.

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

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

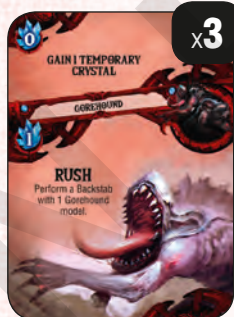
Blocked – see detailed rule below.



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.



Temporary Crystals – see Dark Power rule below.



Hijack – choose an enemy model with the Gorehound. Then, perform your Move Action. The Hijacked model must be able to remain with the Gorehound in each Space crossed for the Move to be possible. The Hijacked model cannot Push.

The Hijacked model must be with the Gorehound at the end of the Move.

Finally, select which of your models will initiate Combat against the Hijacked model and choose their attack order. After each fully resolved Combat Sequence, you may renounce to any left Combat.



War Fever – each Endurance token it has lost means you subtract the number of Endurance tokens still possessed by the Son of Khyber from its starting number (4). The result is your bonus to INI and DEF.



Additional Wound – this Action is not restricted to Combat and may be used with any Action that inflicts Wound. If this Action affects multiple models, 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 remains unchanged during this Action.

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

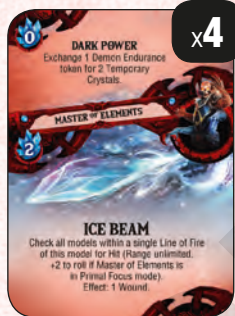


Attack – you may play this Action immediately after your roll, improving its result.

Bloody Whirlwind – subtract the number of Endurance tokens still possessed by the Son of Khyber from its starting number (4). The result shows how many Combats the Son of Khyber can initiate.

You may choose any eligible targets for these Combats, split them between different models in any way, or even use all of them against a single model.

However, if the Son of Khyber dies during one of these Combats, it cannot initiate the remaining ones.



Dark Power – 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.

It affects all models within the chosen Line of Fire, both yours and opponent's.



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!



Charging – charge all Enhancements 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.



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.



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 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 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 the Demons, they also cut themselves from their magical influence. Soon, the flame inside them started to fade, leading to a slow death. They have found a temporary solution, inhaling a gas that could stoke the flames, and are now looking for a way to cure their condition once and for all.

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], Melt-down, Protection, Radiostation, Refined Fuel, Risky Tactics [x2]

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.

SQUAD CARDS:



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 Gyrobots, the opponent gets +2 Crystals to his starting Crystal Pool.

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



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!

FACTION TOKENS



1x Faction token



10x Victory Point



5x Fire



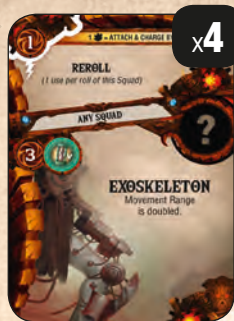
1x Energize



3x Marked



1x Attach



Exoskeleton – this Squad can travel up to twice its normal Movement range only during its Move Action.



Junk – see detailed rule below

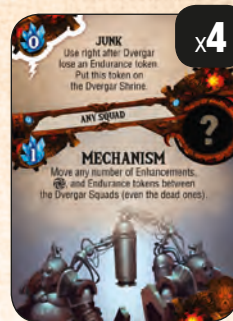


Radiostation – this effect is cumulative. For example, if you have 3 Radiostations, your card limit is 6 and you draw up to 6 cards each turn.



Prospecting – see detailed rule below

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



Junk – see detailed rule below

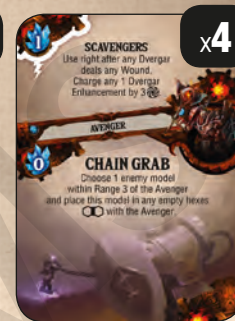
Mechanism – you may redistribute all Dvergar Enhancements, Charges and Endurance tokens between any Dvergar Squads any way you wish.

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.

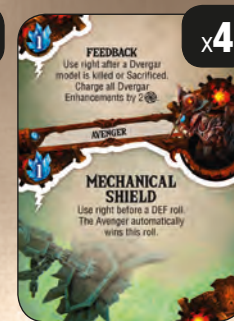
Fury – you choose the order in which these Combats are resolved. After each Combat you can decide to not resolve the rest of them.



Scavengers – the Wound can be dealt in any way.

You can choose any Enhancement, not only one of the Squad dealing the Wound.

Chain Grab – the way the grabbed model needs to travel through is resolved just like a Move Action. The enemy model cannot Push.



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



Refined Fuel – you may spend more than 1 Charge at once, this effect is cumulative. For example, 3 Charges give you +6 to a Hit roll and 3 additional FIRE tokens.

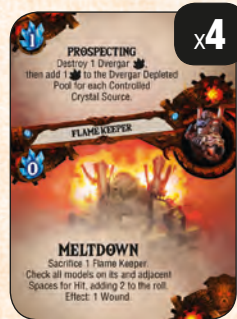
You can use this Action AFTER rolling for Hit.



Junk – see detailed rule below

Flamethrower – it affects all models (enemy and yours)

FIRE token – see detailed rule below.



Prospecting – see detailed rule below

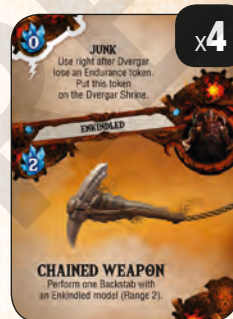
Meltdown – you cannot Sacrifice a model if it was already killed in any other way (it's too late for that).

You can't play this Action after the enemy rolls for Attack or Hit (first check the result of this Attack / Hit – your model may Sacrifice only if it stays alive afterwards).



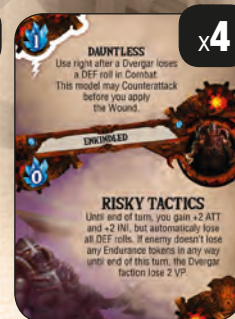
Energize – active only while this Squad is controlling a Crystal Source during the Harvest. Instead of taking a Crystal from this Crystal Source, you may restore up to 2 Endurance tokens to this Squad (you cannot exceed its starting Endurance).

To remember about this Action during Harvest, place an ENERGIZE help token in your Depleted Pool.



Junk – see detailed rule below

Chained Weapon – this is a unique, ranged Backstab that may be performed against an enemy model within Range 2 of your Enkindled model.

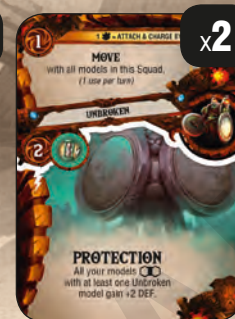


Dauntless – after performing the Counterattack, you have to deal a Wound to this model.

This Action cannot be played after you lose a DEF roll against a Counterattack or a Backstab.

Risky Tactics – until the end of the turn, models from this Squad cannot perform any DEF rolls, and enemies don't perform any ATT rolls when attacking. Any Wound is dealt to models from this Squad automatically.

At the end of the turn, if the enemy didn't lose any Endurance token or model (even to Sacrifice), you lose 2 VP.



Protection – this Action is not cumulative. Two different Unbroken Squads with Protection still give only +2 DEF.



Scavengers – the Wound can be dealt in any way.

You can choose any Enhancement, not only one of the Squad dealing the Wound.

Deflect – you have to roll for DEF normally and you can use Deflect only if the DEF roll was unsuccessful.

Usable even if the Unbroken is not with any enemy model. In that case, the Wound is still ignored, but it is not Deflected.

Playing this Action doesn't count as a successful Defense roll.



Junk – see detailed rule below

Marked – after using this Action, the token stays on the model even if the Unbroken loses contact.

This token adds only 1 additional Wound, and then is removed – no matter how many Wounds were dealt at once.

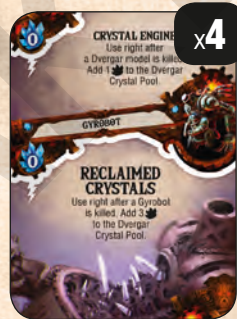
The Marked token is cumulative (2 tokens = 2 additional Wounds).



Rocket – it affects all models (enemy and yours)

Line of fire is NOT required – the target Space only needs to be within Range 3 of a Gyrobot model.

You can decide to apply all 3 Wounds to only 1 model, or distribute them in any other way.



Gain Crystals – any gained Crystal is placed in your Crystal Pool.



Armor – when using this Action, you don't make a DEF roll at all.

When used on Enkindled while Risky Tactics is in effect, that DEF roll still counts as successful.

Slam – you need to move 3 Spaces in a straight line immediately before initiating Combat. This means, you won't receive the bonus if you (for example) move 3 Spaces in a straight line, and then one Space to the side.

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 FACTION SHEET

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 – most 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.

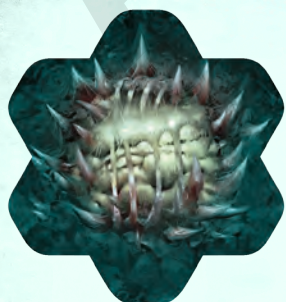
- You have a lot of healing. When lacking in Crystals, use your Endurance tokens to pay for your abilities rather than Victory Points!

- 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], Bladebreeders Evolved, Bladespit [x2], Breeding, Chosen Victim, Craving for Life, Harvester Evolved, Hell, Impale, Lurch [x2], Osmosis [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:



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 Resurrect Action.

When bringing 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 INI



1x Source
+1 to ATT



1x Source
+1 to DEF



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.



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 Fleshrippers, the opponent gets +2 Crystals to his starting Crystal Pool.

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



Hell - you may choose to perform Combat 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!).



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 to Move.

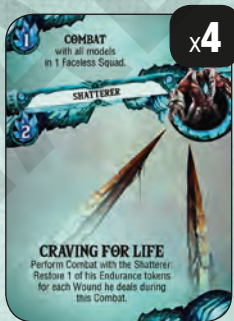
You cannot choose same Squad twice (or thrice!). Resolve three subsequent Move Actions. Only the Moves of models from the same Squad are simultaneous!



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.



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

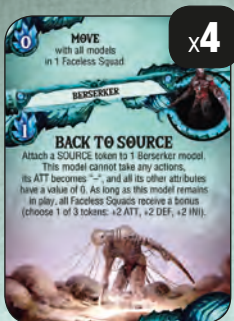


Sacrifice model - see detailed rule below.

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.

Spending all 3 tokens at the same time might raise the chosen Attribute up to +9!



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.

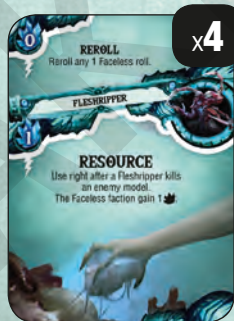
ATT equal to "--" means the Squad can't Attack or Counterattack.

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

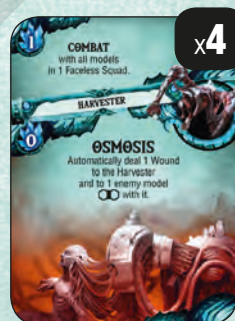
SOURCE tokens are cumulative - each Faceless model (except Berserker with SOURCE tokens) receives all bonuses given by all Berserkers with SOURCE tokens.

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.



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



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



Bladespit - 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 with the target.

Blocked - see detailed rule below.



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



Power - One Fleshripper performs Combat with all enemies with it, in any order. During each of these Combats, its ATT is increased by +1 for each enemy model currently with it.

EVOLVE CARDS

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).



x2

DETAILED RULES

FACELESS ENHANCEMENTS

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

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.

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.

REBORN FACTION SHEET

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 homeland piece by piece. They left their forest lairs for the first time when ravening hordes of Faceless striped 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 Treemaids 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  with 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, Wyrms, Treemaids
- **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

Reborn Shrine: THORNHEART WOOD

At the end of each Reborn Passive turn, deal 1 Wound to each enemy model  with the Thornheart Wood.

BANNER CARD:



Thickets have to be placed on empty hexes, no Pushing allowed.

FACTION TOKENS



1x Faction token



10x Victory Point



3x Rooted



2x Call



2x Paralysis



2x Strike



2x Stun



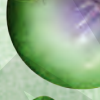
1x Vines



3x Weakening



3x Overgrow



12x Thicket

SQUAD CARDS:



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 an 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 Ancient Guards, the opponent gets +1 Crystal to his starting Crystal Pool.

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

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 Thickets if you want to.



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

Bloodlust – this means a Warbeast inflicts 1 Wound to its enemy only after it receives a Wound and pays 2.



Dodge – see detailed rule below.

Animate Woods – this exchange happens regardless of Range.

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



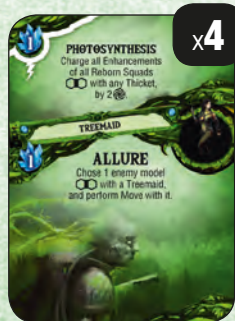
Sacrifice model – see detailed rule below.



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

Seed – the new model must be placed on hexes previously occupied by the removed Thornheart Wood. If the new model's base is larger, it must occupy additional, adjacent empty hexes within the same Space. If the new model cannot be legally placed, Seed cannot be played.

The model returning to play does not add any Endurance token on its Squad card.



Photosynthesis – see detailed rule below.

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



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.



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

Weakening – 1 use per payment means you are allowed to use it several times per turn.

The WEAKENING tokens remain on this card until the end of the game and are cumulative – with 3 WEAKENING tokens, all enemies with the Oracle get -3 to all attributes (INI, ATT, DEF, MOV).



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 Guards.

The token may be attached to any model, both enemy and yours.

Blocked – see detailed rule below.



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

Call of the Wilds – the Action's cost applies for placing the CALLED token. Activating the Called model is free and doesn't have any Range requirement.

You may discard this token at the beginning of any of your Active turns to Activate the Called model. You may then Move this model and perform Combat with any models (including its own faction).

Neither player can play any Action card during the Called model's Combat. Your opponent chooses which die they want to roll for all the involved models.



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

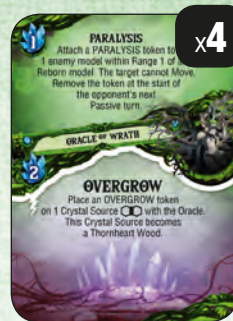
Sowing – place 1 Thicket per Crystal you spend.

Thickets can be placed within Range of any Treemaids, but on empty hexes.



Photosynthesis – see detailed rule below.

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



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!



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



Blitz – see the „X Spaces Traveled in a Straight Line“ detailed rule below.



Reposition – 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.



Reposition – see detailed rule below.

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

Bash to an adjacent Space – this Bash is mandatory and has one additional requirement: the target has to break contact with the Blight Steed. Space is chosen by the Bashing player. This is not a Move – the target cannot Push.

In multiplayer games, the STUN token is removed during the Passive turn of the target faction.



Reposition – see detailed rule below.

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

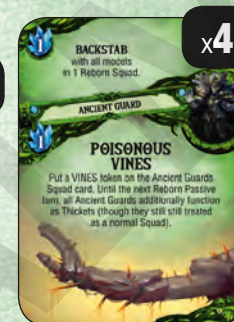
Wild Charge can never cause more Wounds than the number dealt to the Blight Steed. For example, if Blight Steed has no Endurance tokens left, you may only deal 1 Wound to it. You may kill your Blight Steed that way, but your opponent will give the VPs as for killing it.



Paralysis – see detailed rule below.

Underground Strike – the token affects all models, both opponent's and yours. It can be Pushed.

Remove token – it goes back to the neutral pile and may be used again for another Underground Strike Action.



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.

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 not with the attacking model. If the Dodging 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.

It may also initiate Combat or become attacked etc.

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.

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

- ACTION CARDS:** Drill, Energy Beam, Energy Shield, Friction [x2], Jump [x2], Laser-Whip, Lightning [x2], Minelayer, Order, Power Swords [x2], Quickening, Ray, Self-Repair, Shock [x2], Shoot [x2], Surf [x2], Time Jump [x2]

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:



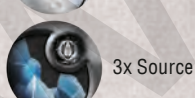
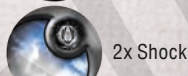
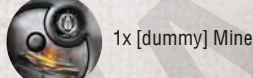
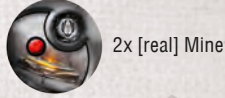
When **Storm Bringers** are in Basic Mode, they are represented by smaller models with 1-hex bases.

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.

FACTION TOKENS



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.



Enhanced Vision – take all cards from your opponent's hand, browse through them, and then give them back.



Refresh – put all Crystals from your Depleted Pool back into your Crystal Pool. **Glide** – as soon as this Enhancement becomes active, this Squad ignores obstacles during each Move (unless Squad's owner decides otherwise).



Self-Repair – 1 use per payment means you can use this Enhancement several times per turn, as long as you pay the cost each time.



Source – only 1 SOURCE token may be placed on each Crystal Source. It stays there until the end of the game. The SOURCE token may grant its bonus to any Rha-Zack model, not only the one that placed the token.



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.



Common Self – see detailed rule below. **Time Jump** – after you use this Action, play the current turn to its end, and only then start a new Active turn.



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.



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.



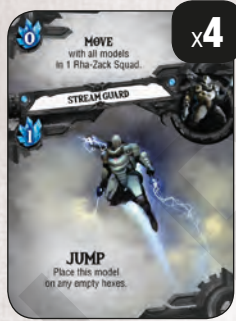
Backstab – this Backstab is performed by all models of a single Squad! **Energy Beam** – Destroy 1 Crystal means you take a single Crystal from your Crystal Pool or Depleted Pool, and return it to the neutral pile.



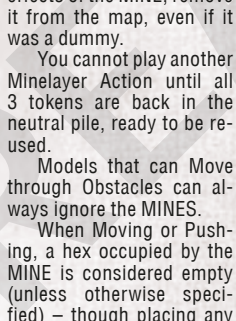
Energy Cloud – there are no Range restrictions, but the Space has to be completely empty (it can't even contain tokens such as a MINE or a TRAP). **Order** – you don't have to move every legal model. All these Moves are treated as simultaneous.



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



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



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.



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). **Shoot** – a Line of Fire is NOT required.



Shock – playing Shock in Combat is only possible either before the Initiative step (to affect the INI check) or before the enemy roll (to affect ATT and DEF rolls).



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). **Ray** – between means located in all Spaces forming a single straight line of Spaces occupied by both Storm Bringers.



Charge – all means all Enhancements attached to each of your Squads. **Shock** – playing Shock in Combat is only possible either before the Initiative step (to affect the INI check) or before the enemy roll (to affect ATT and DEF rolls).



Friction – perform a regular Move in a chosen direction. You are not allowed to change this direction during the Move. If you travel through at least 6 Spaces this way, you may add up to 3 to any 1 Rha-Zack Enhancement.



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). **Surf** – perform a regular Move in a chosen direction. You are not allowed to change this direction during the Move. If you travel through at least 4 Spaces this way, you may Backstab 1 enemy model at the end of your Move.



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.



Foresight – discard up to 3 cards from your hand, and then draw the same amount of cards. **Source Blade** – the target model has to be within Range 1 of the Source Blade model that is with a Crystal Source.



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.

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. May be used regardless of Range or Line of Sight. INI may be modified only before an Initiative check, not after. ATT or DEF may be modified only before a Combat roll, not after. The model uses only the base, printed value of the source Squad's chosen attribute. Any attribute bonus received by source Squad is ignored.