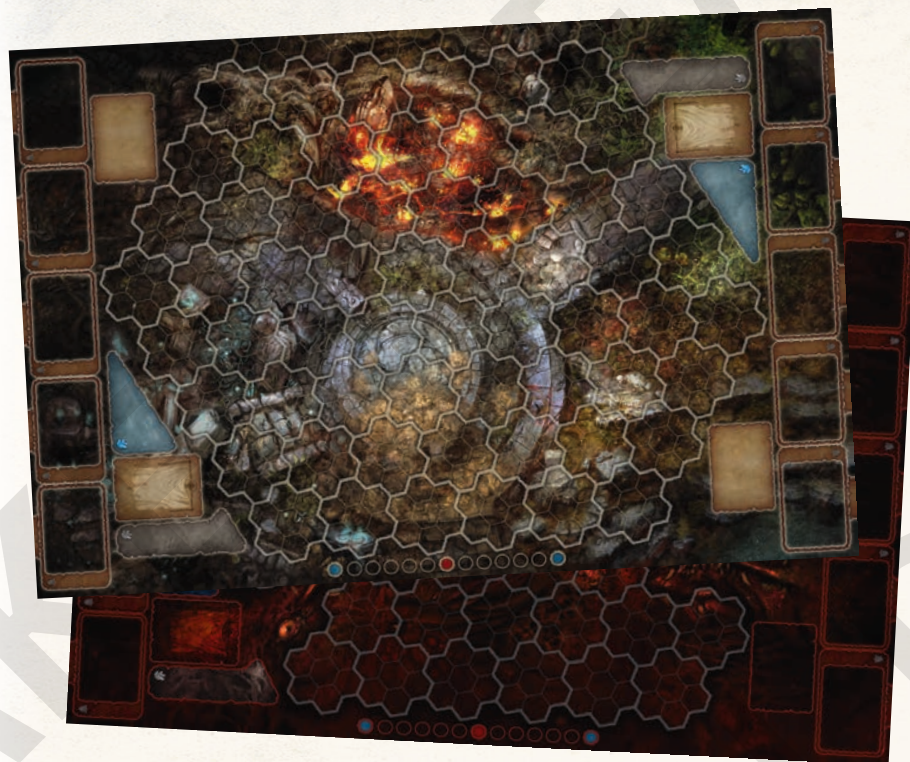




THE
EDGE
D A W N F A L L

RULEBOOK

GAME COMPONENTS:



Two sided Game Board [x2]



Crystal Source token [x4]



2 Dice



My Turn token



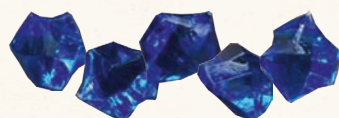
Victory marker



Charge tokens
[x10 per faction]



Endurance tokens
[number depends on the game set]



Crystal tokens
[number depends on the game set]

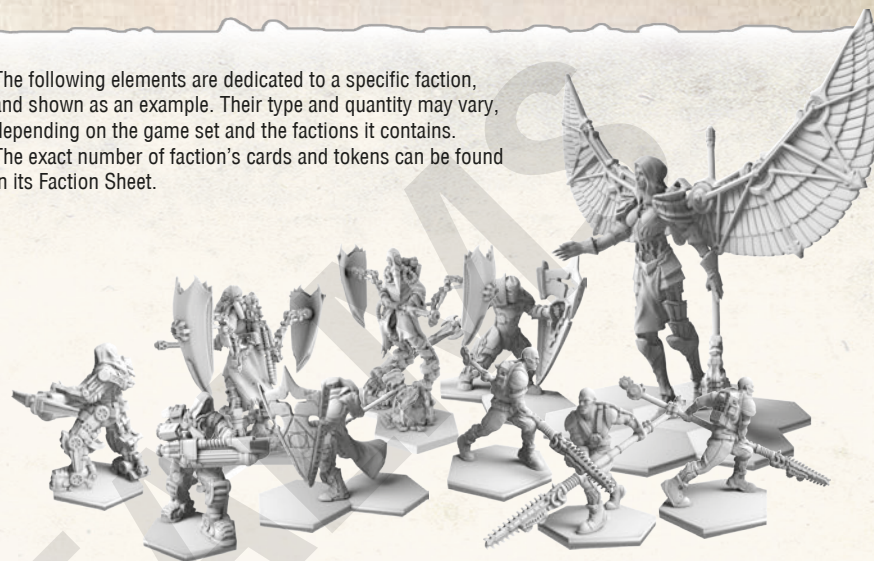


Subsidiary Disabled markers [x6]



Subsidiary Passive tokens
[number depends on a particular faction]

The following elements are dedicated to a specific faction, and shown as an example. Their type and quantity may vary, depending on the game set and the factions it contains. The exact number of faction's cards and tokens can be found in its Faction Sheet.



Faction models
[number depends on a particular faction]



Faction Squad cards
[number depends on a particular faction]



Help card
[x1 per faction]



Banner card
[x1 per faction]



Faction Action cards
[number depends on a particular faction]



Shrine token
[x1 per faction]



Faction tokens
[number depends on a particular faction]



Victory Point tokens
[x10 per faction]



Faction token
[x1 per faction]

Note: Other tokens, models and components that are not used in the basic game, and which are included in the game set, are described in detail in the „About Stretch Goals“ brochure and in their instructions.

Note: The additional third faction attached to the **Conflict Box** does not include an additional Crystals or Endurance tokens set.

Note: The **Faction Box** contains only one game board.

THE EDGE D A W N F A L L

“Before Judgement Day, we used to have everything. We didn’t realize it then... not until everything was lost. It feels like an eternity since I last saw the sun, felt a fresh breeze on my face or wandered through the woods. The One is a cruel master, but we have no other choice than trust him if we ever hope to survive in these wastelands.”

One of the last living witnesses
of Judgment Day.

Welcome to the world of *The Edge: Dawnfall.*

You’ll find neither good or evil here: only survival. Forge your own story and lead your faction to total domination. Be warned, though – if you want to emerge victorious from the many battles this world will throw at you, you will need to plan your every move and learn to never show mercy.

Welcome to the Edge.
Survive, if you can.

GAME OVERVIEW

The Edge: Dawnfall is a mix of a wargame, boardgame, and cardgame. You will need all of your cunning to build an effective deck, gather and manage your resources, and – finally – lead your models to victory on a tactical map. You will fight your battles in a unique dark setting that crosses fantasy and horror with steampunk.

Remember: in this game, crystals and cards are just as vital to your victory as your units!

At the start of the game, both players build their decks and take turns setting their squads on the map, as if the battle had already begun. This way, mayhem and bloodshed can start with the very first move.

During the game, players try to eradicate the opponent’s army, upgrade their own squads and capture Crystals used to power many cards and abilities. They alternate taking turns until one of them reaches one of the victory conditions.

Each turn, a player has to choose whether they want to be Active (playing cards, moving, fighting) or Passive (gathering resources, refreshing abilities). The battle ends as soon as one of the players gathers the required number of Victory Points (or VPs), destroys all enemy models or runs out of cards in the Action deck. In this last case, the player with the highest number of VPs wins.

Simple?

As usual, the devil is in the details. Read on to discover them.

These grayed-out text sections provide additional rule details and gameplay information. They are designed to help you with your first games. Once you’re familiar with the rules, these sections can be skipped when you scan through the rulebook.

GAME SETUP

Please note that the Game Setup and Basic Rules refer to a 2-player game, and that the Game Setup uses a match between the Chapter and the Demons as an example. These rules also apply to matches between any other of our six factions.

Any rule modifications required for multiplayer games can be found in frames such as this one.

MULTIPLAYER - FREE FOR ALL is a mode for 3 to 4 players, every one of them playing against the others.

MULTIPLAYER - TEAM VS TEAM is a mode for 4 players, where two 2-player teams face off against each other.

Any frame titled **MULTIPLAYER** applies to both of these game modes.

We strongly recommend that all players should become comfortable with standard 2-player matches before they attempt to play a multiplayer game.

Once you have a general grasp of the rules, you should be able to only read the **bold-faced** parts of the Game Setup and skip the remaining text, as well as the *italicized* comments.

1 – BOARD

Set up a standard board (the same as on the diagram on the right), leaving enough room on each side for cards and additional components

MULTIPLAYER: Use two standard battle maps, joined at the marked edges.

2 – DICE

The random factor is achieved using a 6-sided die that determines the results of combat and certain abilities. There are two dies in this game. The Yellow Die is free, but weaker. The Red Die is stronger but has to be paid for each time you decide to use it. **Place the dice so that they are easily accessible to both players.**

See Dice, page 9

3 – NEUTRAL CRYSTAL AND CHARGES PILE

Place 20 Crystals, and 20 Charge tokens next to map. They don't belong to any player. Players can earn Crystals during the game and move them to their own Crystal Pools. They will also use Charge tokens from this pile to power up their Enhancements.

See Paying with Crystals, page 9

See Enhancements, page 13

MULTIPLAYER - FREE FOR ALL: Place the following components in the neutral pile:

- 3 players: 30 Crystals and 30 Charge tokens
- 4 players: 40 Crystals and 40 Charge tokens

MULTIPLAYER - TEAM VS TEAM: Place 40 Crystals and 40 Charge tokens in the neutral pile.

4 – DETERMINE FIRST PLAYER

When both players are ready, each should **roll a Red Die – whoever rolls higher becomes the First Player and receives the My Turn token.** Some rules of the Game Setup and Starting the Match chapters will refer to the First Player.

MULTIPLAYER - FREE FOR ALL: The players will take turns clockwise, starting from the First Player.

MULTIPLAYER - TEAM VS TEAM: The players divide themselves into two teams, anyway they wish. They will take turns clockwise, starting from the First Player. The players should relocate around the table so that the clockwise order keeps alternating between both teams (A->B->A->B). Each player takes Faction token of their ally to remember who is his ally during this game.



5 – CHOOSE FACTIONS

Each match is a face off between the two factions. It's time to choose sides!

The First Player picks a faction, and then the second player takes one of the remaining factions. Each player collects all elements of their faction: their Squad deck, the Action deck, 1 Banner card, 1 Help card, 1 Shrine token, 1 Faction Sheet, all faction-specific tokens, and finally – all their models. Players place these elements on their side of the table.

All elements of each faction are listed and described on its respective Faction Sheet.

6 – PLANT YOUR BANNERS

Each faction owns a single Banner card that gives them a unique set of powers.

Each player places their Banner card on the Banner slot found on their side of the board.

See Banner Cards, page 13

7 – CHOOSE SQUADS

Each side may field up to 5 Squads for a given match, even though some factions own more than that. If that's the case, **select any 5 of your Squad cards and place them in the Squad slots on your side of the board. Make sure the lighter side of each card faces up** (it represents the **Basic Mode** of the Squad). Each Squad card represents one group of 1-4 models.

For your first game, you should use the Squads listed in the Preconstructed Starting Deck section of your Faction Sheet.

In subsequent games, you may choose your Squads yourself, depending on your favorite tactics or deck-building strategies. You do not have to include your faction's leader (a special model such as the Angel of Death or the Son of Khyber) if you don't want to.

Now, place all the models that take part in this game on their respective Squad cards (they will soon be deployed on the board).

See Squad Cards, page 8

MULTIPLAYER: Each player can only have 4 Squads.

8 – DISTRIBUTE ENDURANCE TOKENS

On each Squad card, place a number of Endurance tokens equal to the value indicated by the gray shield icon on the card.

Endurance tokens represent the number of Wounds a Squad can take before a model is killed.

See Endurance, page 12

9 – PREPARE ACTION DECKS

Each player now builds their Action deck by choosing 25 Action cards among the ones available for their faction.

During your very first game, use the deck listed in the Preconstructed Starting Deck section of your Faction Sheet.

In subsequent games, you may build your deck yourself, depending on your Squad list and favorite tactics.

If a Squad is not included in your army, you cannot include any Action cards with the Lower Action specific to this Squad.

Now, both players shuffle their 25-card Action decks and put them on their respective slots, face down. Players will draw cards from their decks during the game. All remaining cards not included in the Action decks are set aside and won't be used for this match.

The Action cards give Squads their unique character and build the general "feel" of each faction. They represent special attacks, incredible feats of strength, mystic powers and dark rituals of their respective Squads. A proper selection of cards is the key to victory.

See Action Cards, page 12

MULTIPLAYER: Each player constructs a deck of 15 cards.

10 – CHOOSE THE POSITIONING PLAYER AND COUNTERING PLAYER

Now, the First Player chooses whether to become the Positioning Player (who will initiate all Deployment stages - Steps 11-14) **or the Countering player** (who will begin the match and take the first turn - Step 18). **Pass the My Turn token to the Countering player to represent this choice.**

MULTIPLAYER: Only 1 player becomes the Countering player. The others become the Positioning Players (they act one after the other in clockwise order from the Countering player).

11 – PLACE SHRINES

Each faction owns 1 Shrine token with a unique and helpful ability.

Each player now places his faction's Shrine token on the board map, starting with the Positioning player.

During your very first game, deploy your Shrines as shown in the diagram on the left.

In subsequent games, you may choose any empty Space and place your Shrine there. The only requirements are:

The Shrines have to be placed at least 2 Spaces from each other. Each Shrine also has to fit within a single Space.

See Shrines on the Faction Sheets

12 – PLACE CRYSTAL SOURCES

Now, players set up 4 Crystal Source tokens. These represent natural deposits that both forces will fight over in order to gather Crystals. Crystals always belong to players who gathered them and will (usually) stay with them up until the end of the match.

Crystals are an essential resource consumed when using a number of special Actions and abilities.

During your very first game, deploy your Crystal Sources as shown in the diagram on the left.

In subsequent games, players take turns setting up 1 Crystal Source each, starting with the Positioning player. The Crystal Source may be placed on any empty Space of the map, as long as it's at least 2 spaces away from any Shrines or other Crystal Sources.

Each Crystal Source must always fit inside a single Space.

See Harvest (Passive turn), page 6

See Paying with Crystals, page 9

13 – DEPLOY MODELS

It's finally time to populate the board map with warriors who will fight the battle out. Please note that there are no deployment zones in this game. Players may set up their models across the entire board map. Starting a game is like pushing the "play" button over a stop-motion scene of a raging battle.

Players take turns setting up one of their Squads (placing all models of the chosen Squad on the map), trying to counter their opponent's models and placing themselves in the best position to gather Crystals.

The Positioning player places a Squad first. Players take turns until there are no more models left to deploy.

The players may place their models on any empty hexes. The only requirements are:

- The entire base of each model has to fit inside a single Space (its base can't cross the border between Spaces).

- A model can't be placed in Base to Base (OO) contact with any Shrine, Crystal Source or enemy model. Base to Base (OO) always means a direct contact, without any small hex of separation.

- If the Squad has more than 1 model, the subsequent models have to be placed in Base to Base (OO) contact with at least ONE model from the same squad. The Squad cannot be divided into two separate groups during the Setup.

Important: This does not mean that all models from a single Squad need to be placed within the same Space – for example, they can also form a line that crosses several Space borders!

Ideally, players should take some time familiarizing themselves with their Action cards and Squads before the battle (including their attributes, strengths and weaknesses, as well as their two Modes). However, you may also charge into the first battle blindly and learn the ropes as you go. Please keep in mind, though, that a game like that will have less strategy and much more luck involved!

14 – PLACE VICTORY MARKER AND FACTION TOKENS

Place a Victory Marker right in the middle of the Victory Points track (on the red space).

Now, each player places their Faction token on the final, blue space of the track (14B).

If at any point the Victory Marker ends up on top of any Faction token, the game ends at the end of the current turn.

See Victory Points, page 12

See End of the Game, page 7

MULTIPLAYER: Instead of placing a Victory token on the VP track, each player gathers 10 of their faction's Victory Point tokens. This is the Starting Victory Points tokens pile of each player.

15 – PREPARE CRYSTAL POOLS

Each player takes 2 Crystals from the neutral pile (see Step 3) and places them in their Crystal Pools.

These are the starting Crystals of each player. It's very important to gather more of them during the course of battle, as without Crystals most powerful abilities and Action cards won't be available.

The Depleted Pool is where the Crystals go once used up. To refresh them, you need to take a Passive turn.

See Paying with Crystals, page 9

See Passive Turn, page 6

MULTIPLAYER: Each player takes the number of Crystals equal to the total number of players in this match and places them in the starting Crystal Pool.

16 – DRAW THE STARTING HANDS

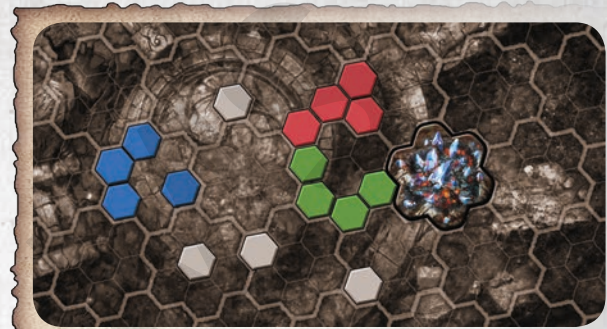
Each player draws 3 cards from the top of their Action decks – and keeps them secret from their opponent. They represent the player's starting hand from which Actions cards can be played (using one of the two Actions found on each card).

During each Active turn, a player may play any number of Action cards, as long as they can pay all associated costs. Some Actions may also be played during the opponent's turn. As soon as you play an Action, discard its card (with the exception of Enhancements, which attach to a Squad card). At the end of EVERY turn (both yours and opponent's) draw Action cards until you have 3 in hand. You can never have more than 3, unless a special ability or a card specifically raises this limit.

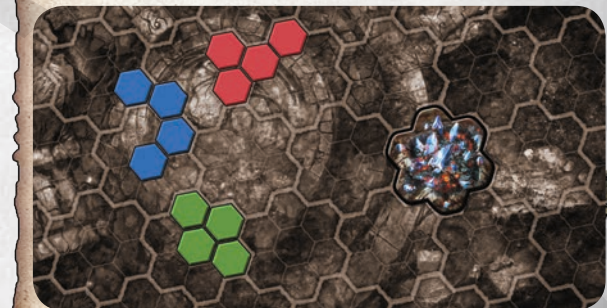
See Action Cards, page 12

See Active Turn, page 6

This is it! Ready to battle?



Example of incorrectly deployed Squads of 4 models (1-hex base). In gray Squad models are not placed OO with each other. In blue Squad one model is not placed OO with any other blue model. Red and green Squads are placed OO with the enemy, and additionally green Squad is placed OO with the Crystal Source.

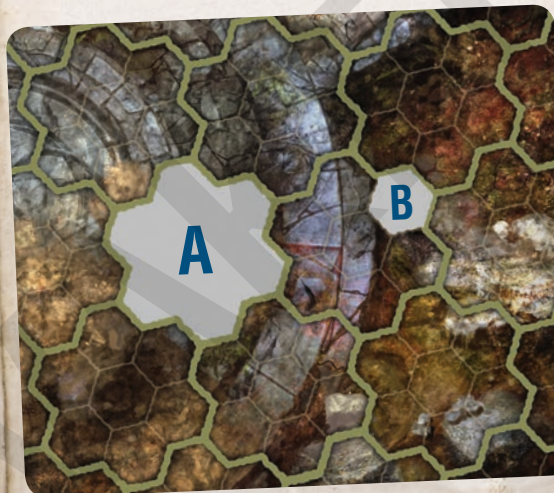


Example of correctly deployed Squads of 4 models (1-hex base). All models in Squad are OO with at least one other model from the same Squad, no model is OO with a Crystal Source, an enemy model or a Shrine.

BOARD MAP OVERVIEW:

A – SPACE – A collection of seven "small" hexes within a thick outline. Spaces represent the basic unit of distance for determining range, Moving, Shooting etc.

B – HEX – The smallest section of the board map (1/7th of a single Space). They are used to determine the precise position of models within a given Space, and to compare the size of model bases.



C – SQUAD CARDS SLOTS – Each player has five slots at their disposal, where they can place the Squad cards they have chosen for this battle.

D – ENHANCEMENT ZONE – During the game, players can attach Enhancement cards (found in their Action decks) to their Squads. Each Squad may have up to 2 Enhancements cards, that should be placed directly under the corresponding Squad card.

E – ACTION DECK – Each player places their Action deck in this spot. They will draw cards from this deck during the game.

F – DISCARD – That's where used or discarded Action cards go, always face up. All players can freely browse through these piles.

G – BANNER SLOT – Each player owns a single Banner card of his faction. Place it here.

H – CRYSTAL POOL – A place where each player stores their available Crystals. They can be used to pay the costs of various abilities, after which they go to the Depleted Pool.

I – DEPLETED POOL – This is where players place depleted Crystals. They are moved back to the Crystal Pool whenever you decide to take a Passive turn.

STARTING THE MATCH

17 – DISPERSAL

The Positioning player may now Move one of their Squads. This allows them to react to their opponent's tactical deployment.

Beginning with this step, you need to know the remaining rules described in the following chapters of this book, including the Move Action. Please take a moment to read the basic rules and come back to this step when you're done.

MULTIPLAYER: All Positioning players (one after the other) Move 1 of their Squads.

18 – FIRST TURN

The Countering player starts the match, takes a full turn and passes the My Turn token. Players will alternate taking full turns until the end of the game.

The player turn sequence and the end of the game are described on the following pages of this rulebook.

FLOW OF THE GAME

The battle plays out as a series of alternating player turns.

At the beginning of each turn, the player has to decide whether they want to be Active (to move models, fight and play cards) or Passive (to refresh and gather resources).

Players pass the My Turn token between them to indicate whose turn it is.

MULTIPLAYER: Players take their turns in clockwise order, starting from the Countering player.

ACTIVE TURN

During their Active turn, a player may play cards, use their Banner card and Activate one of their Squads (performing 1 Move Action and 1 Combat Action).

Play cards – The player may play any number of Action cards from their hand, as long as they can afford to pay the costs.

The Action card can be played at any point during the player's turn (unless the Action text specifically indicates the moment it can be used).

The cards may target any Squads or models regardless of which Squad was (or will be) Activated this turn. For example, you may play Leap on your Holy Knight, then Activate your Angel of Death, and finally play Shoot on your Squad of Snipers – in any order you wish.

See *Playing Cards*, page 12

Activate 1 Squad – A player can Activate a single, chosen Squad of their army during any moment of their turn. One, more or all models of this Squad may now Move and initiate Combat in any order. However, the player has to decide whether they want to Move all their models first and then perform Combat with them, or the other way around.

Additionally, right after the player decides to Activate the Squad (and only then!), before any of its models performs any action, the player may Change Mode of their Squad card – flip the Squad card to the other side, changing its Attributes.

Note: many Actions can be played during a Move or a Combat, changing their results. In a moment between the Combat and the Move (of this Activation) you may play Action cards as well.

See *Move*, page 10

See *Combat*, page 11

See *Squad Cards*, page 8

End Step – At the end of their turn, the Active player may discard 1 chosen Action card to their Discard pile.

After that, both players draw from their decks until they have 3 cards in their hand. Each player draws cards. As some Actions cards may be used during the opponent's turn, both players may have spent cards during the turn.

See *Playing Cards*, page 12



PASSIVE TURN

During their Passive turn, a player performs a series of steps that provide them with new resources and refresh their old ones.

Harvest – The player gathers Crystals, 1 from each Controlled Crystal Source on the board map.

A Crystal Source is considered Controlled if there's at least 1 of your models and no enemy models in Base to Base (☉) contact with this Crystal Source token.

Base to Base (☉) always means a direct contact, without any small hex of separation.

Take the Harvested Crystals from the neutral pile and add them to your Crystal Pool.

Additional clarifications:

A Crystal Source with no adjacent models, or in ☉ contact with models of both factions is not Controlled by any player.

Even if you have more models than the enemy in ☉ contact with a Crystal Source, you still don't Control it, and no one can gather Crystals from this Source.

You may only gather 1 Crystal from each Controlled Crystal Source, regardless of how many of your models are in ☉ contact with it.

Even if the enemy Controls one or more Crystal Sources on the map, they won't get any Crystals from these Sources during your Harvest.

See *Paying with Crystals*, page 9

MULTIPLAYER: The player gathers Crystals, 2 from each Controlled Crystal Source on the board map.

Charge Enhancements by 1 – The player adds 1 Charge token to each Enhancement card attached to their Squads (excluding cards attached to Squads where all models are currently dead).

See *Enhancements*, page 13

Refresh Crystals – the player moves all the Crystals in their Depleted Pool back to their Crystal Pool.

See *Paying with Crystals*, page 9

Refresh Banner card – If the player's Banner card is currently face-down (indicating it has been used and remains inactive), flip the card back face-up.

See *Banner Cards*, page 13

Important: During a Passive turn, a player can't do anything else than the steps listed above (they can't move models, play cards, Change Modes of Squads, discard cards from hand and draw new ones, etc.). During a Passive turn no player can play cards.



END OF THE GAME

The main goal of the game is to defeat all enemy models or to win through Victory Points.
The battle continues until one of the following criteria is met:

- **One of the players loses all of their models** – if that happens at any point in the game (even if only for a moment), this player immediately loses.
- **The Victory Marker reaches the end of the Victory Track** – if at any point the Victory Marker reaches the slot marked by any player's Faction token, play the current player's turn to its end. After that, the player with the most Victory Points wins.
Note: it may happen that a player loses all of their Victory Points and triggers this procedure only to recover enough VP's and win in the same turn.
- **Any Action deck is depleted** – if any of the players drew the last card from their deck, play the current player's turn to its end (if it would happen in the End Step, the game ends immediately). After that, the player with the most Victory Points wins.

If the game ends and both players have exactly the same amount of Victory Points (e.g. the marker is in the middle of its track), the match ends in a draw.

The following chapters of this manual describe Squad cards, and all detailed rules (movement, combat, playing cards etc).

MULTIPLAYER - FREE FOR ALL:

The main goal of this mode is to eliminate models of any one faction or to win through Victory Point tokens. The game continues until one of the following conditions is met:

- **Any player loses all of their models** - if that happens at any point in the game (even if only for a moment), that player is immediately eliminated. Play the current player's turn to its end. After that, the surviving player with the most Victory Point tokens in their **Captured** pile wins.
- **Any player captures at least 4 Victory Point tokens from each of their opponents** - this player immediately wins.
- **Any player loses all of the Starting Victory Point tokens** - this player is immediately eliminated. Play the current player's turn to its end. After that, the surviving player with the most Victory Point tokens in their **Captured** pile wins.
- **Any player's Action cards deck is depleted** - if any of the players draw the last card from their Action deck, play the current player's turn to its end. Once the turn concludes, the player with the most Victory Point tokens in their **Captured** pile wins.

If the game ends and several players have the same amount of Victory Point tokens in their Captured piles, the one who has managed to keep the most of the Starting Victory Point tokens wins. If several players have the same amount of those, the player with the highest number of remaining Endurance tokens and models wins.

MULTIPLAYER - TEAM VS TEAM:

The main goal of this mode is to eliminate models of any one faction or win through the Victory Point tokens. The game continues until one of the following conditions is met:

- **Any player loses all of their models** - if that happens at any point in the game (even if only for a moment), their team immediately loses.
- **A team captures at least 8 Victory Point tokens from their opponents** - this team immediately wins.
- **Any player loses all of their Starting Victory Point tokens** - their team immediately loses.
- **Any player's Action cards deck is depleted** - if any of the players draw the last card from their deck, play the current player's turn to its end. Once the turn concludes, the team who holds the most Victory Point tokens in their **Captured** piles wins.

If the game ends and both teams have the same amount of Victory Point tokens in their Captured piles, the team that managed to keep the most of their Starting VP tokens wins. If both teams have the same amount of those, the team with the higher total number of remaining Endurance tokens and models wins.

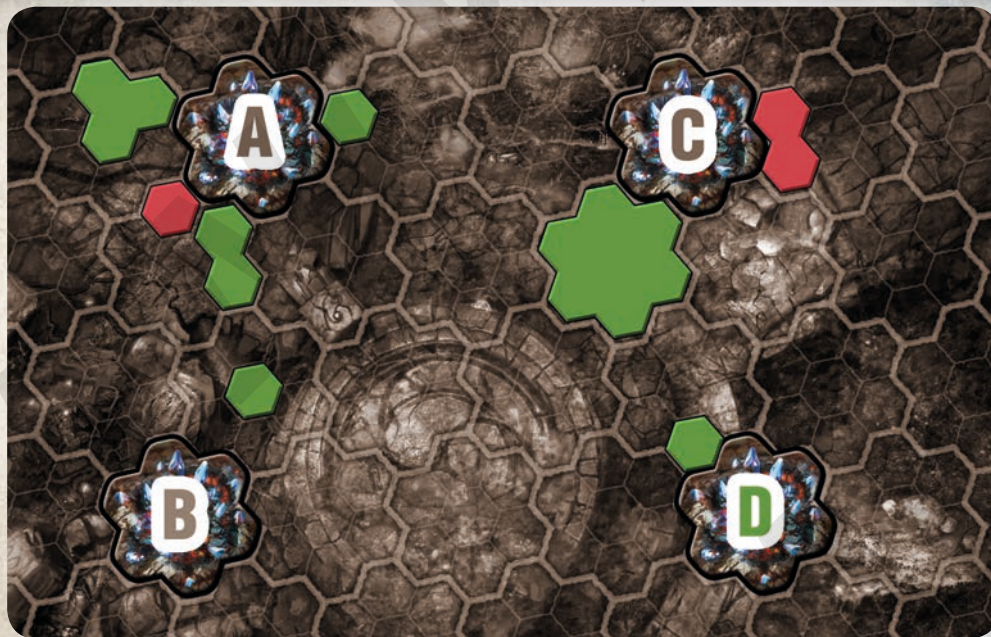
How to start?

It might be difficult to plan your actions with ease before you get familiar with the game and possible strategies. It's good to focus on one of the three points:

- **Fight for control of Crystal Sources**, and if you control 2 at the end of opponent's turn, take a **Passive** turn to perform **Harvest**. When you have 6 Crystals in your Crystal Pool, you can play Action cards almost freely.
- **Concentrate attacks of all your units on one or two of the strongest enemy models**. Eliminating them will grant the most Victory Points.
- **Concentrate attacks of all your units on the weakest enemy models**, to eliminate as many Squads as possible. This will limit your opponent's choice of Squads to Activate in the following turns.

Always mind Action cards in your hand and how to best employ them in the current situation.

Use alternative resources (Victory Points, Endurance tokens) with care, do not let momentary benefit cost you victory in battle.



Example Harvest action, performed by the green player.

Only the Crystal Source D is Controlled, as no other player is with that Crystal Source.

Crystal Sources A and C are not Controlled, as both green and red players have models with those Crystal Sources.

Crystal Source B is not Controlled, as no models are with it.

Which Squad to activate?

There is no reason why the player could not Activate the exact same Squad each turn.

It isn't much of a strategy though. A Squad works best with dedicated Action Cards, which means the deck would have to consist of the "chosen" Squad's cards exclusively. The opponent would quickly notice our 1-Squad strategy and focus all efforts on eliminating it. And eliminating one particular Squad will not be too hard.

How to build an effective Action deck?

Building a deck that will support our strategy for the game is the key to victory. Learning how to play with both effective and ineffective decks is an important part of **The Edge** experience.

First thing is to pick cards according to your play style. If you are a fan of direct fight, go for Combat enhancing cards. If you prefer ranged attacks - pick Actions with ranged effects. If you prefer to focus on units development, don't forget about Enhancement cards. And always keep in mind how you like to play, otherwise you will build a deck of cards that you are not willing to use during the game.

During the game you will have to keep in mind what's in your deck. For example, if you prepared a deck of cards focusing on shooting, you will have to protect your shooters at all cost.

Get more copies of the card you really want to play - even if it's an Enhancement you need for a single Squad.

Many cards play well in combinations, if played in the same turn. Keep an eye out for them and try to get as many of them as possible in your deck.

SQUADS AND SQUAD CARDS

A Squad is a basic unit of an army, each usually consisting of 1 to 4 models.

Units are not characterized only by their Squad cards and models. What makes most units unique are skills and special abilities found on the appropriate Action cards - the same Squad may play very different depending on which cards you've drafted into your deck.



SQUAD CARD

Squad cards display all the characteristics of a Squad and have two sides. At the start of the game, they all must be placed the lighter side up (Basic mode). During the game, a player will be able to Change Mode of the cards by flipping them to their other side - and back.

See **Active Turn**, page 6

A Squad card contains: the name of the Squad, it's current Mode, the value of its four basic Attributes (Initiative, Attack, Defense, Movement - different in each Mode), the Squad's ability to Change Mode (and - sometimes - the cost), the number of Endurance tokens and the starting number of models.

CURRENT MODE - All Squad cards have a Basic Mode on one side and a specific Mode on the other.

All Squads start and are deployed in Basic Mode.

ATTRIBUTES - Each Squad is defined by four attributes. Regardless of the cause, an attribute may never go lower than 0 (the lowest possible level).

Only exception to this rule is when an attribute value is "-". It means that Squad cannot use that attribute in any way.



● **Initiative (INI)** - The blue attribute. Initiative determines the agility and reaction time of a Squad. Initiative is used in Combat (it indicates which model attacks first) and when targeted by a Shooting Action (a high INI makes the model harder to hit at a range).

See **Combat** and **Shooting**, page 11



● **Attack (ATT)** - The red attribute. Attack determines the strength and combat prowess of a Squad. Attack is used in Combat, providing a bonus to the Attack roll.

Some Squads also have a Reroll symbol (gray die icon) next to their ATT value - this means they can reroll any Attack once.

See **Rerolls**, page 9 and **Combat**, page 11



● **Defense (DEF)** - The green attribute. Defense determines the resistance and armor value of a Squad. Defense is used in Combat, providing a bonus to the Defense roll.

Some Squads also have a Reroll symbol (gray die icon) next to their DEF value - this means they can have a second attempt at any failed Defense roll.

See **Rerolls**, page 9 and **Combat**, page 11



● **Movement (MOV)** - The brown attribute. This is the basic Movement range of a Squad.

Movement range is used during Move Action and indicates how many Spaces every model of the Squad can travel through.

Some Squads also have a Through Obstacles symbol (gray arrow icon) next to their Movement range - this means they ignore any blocked or fully occupied Spaces when performing their Move.

See **Move**, page 10



● **CHANGE MODE** - The gray arrow in the lower-left corner of the Squad card indicates that this Squad may Change Mode to an alternate one right at the beginning of their Activation.

Almost every Squad has the ability to Change Mode.

Some Squad cards also have a cost next to their Change Mode arrow (usually a number of Crystals) - this means you may only Change their Mode after paying this cost. Most Change Modes, however, are free.

See **Active Turn**, page 6



● **ENDURANCE** - The number on the gray shield. It indicates the maximum number of Endurance tokens this Squad may have.

Endurance / Endurance tokens are used:

- during Game Setup, where it indicates how many Endurance tokens to put on each Squad card;

- to determine how many Victory Points models of this Squad are worth - the enemy receives that many VP's any time they kill one of the Squad's models.

- to determine how many Wounds a Squad can take before it starts losing models. Whenever a model receives a Wound, remove an Endurance token from its Squad card. Whenever a model without any Endurance tokens on its Squad card is Wounded, it dies.

You may also remove Endurance tokens from any of your Squads as an equivalent of using up Crystals.

See **Victory Points**, page 12

See **Paying with Crystals**, page 9



● **MODEL COUNT** - The cluster of dots above the Endurance shield. Each dot represents 1 model in a full-strength Squad.

That's how many you deploy when setting up this Squad on the board map.

The number of models in the Squad may never exceed this number. Some factions have more than one Squad of the same name, but the models from each of these squads have visual differences, and cannot be switched between Squads.

DETAILED RULES

The following pages contain the full, detailed rules for paying costs, rolling dice, Combat, Shooting, Move, playing cards and other most common in-game situations.

COMPONENT LIMIT

Whenever you are asked to take a token, marker or any other element, but there are none left – it means this component is currently unavailable. You cannot gain it / buy it at the moment.

This applies to all components used in this game, including Crystals, Charges, faction-specific tokens etc (except subsidiary markers that have no gameplay effects, as i.e. Disabled markers).

For example, if there are no more Crystals in the neutral pile, your Harvest will yield nothing, even if you control some Crystal Sources. In fact, mining out all the Crystals, or gathering all Charge tokens and depriving the other player of them is a valid strategy.

More on **faction-specific tokens** – see **Faction Sheets**

More on **subsidiary markers** – see **Game Components, page 2** and **Faction Sheets**

If you are asked to distribute more components than currently available, you only get what's left, and decide how to spread it around.

For example, if you receive 4 Charges to power your 4 Enhancement cards, but there are only 2 Charge tokens left, pick two cards that will receive the Charge, and two that won't.



PAYING WITH CRYSTALS (🔮)

Crystals (🔮) are the basic currency of the game and are used to pay the costs of most special actions and strongest abilities.

Each player has two piles of Crystals. The Crystal Pool (contains available Crystals that may be spent) and the Depleted Pool (contains unavailable used-up Crystals that cannot be used).

“Paying 1 Crystal” means you should move 1 Crystal from your Crystal Pool to your Depleted Pool.

To re-charge the Depleted Crystals back to your Crystal Pool, in order to spend them again, you need to take a Passive turn instead of an Active one.

See **Active Turns and Passive Turns, page 6**

In a standard two-player match there's a total of 20 Crystals. Each player starts with 2, meaning that the neutral pile, available for Harvesting, should contain 16 Crystals.

PAYING WITH OTHER RESOURCES

If a player can't or won't spend the required number of Crystals, they may cover the cost (or a part of it) with Endurance tokens of their Squads or Victory Points.

1 Crystal can always be substituted with 1 Endurance token or 1 Victory Point.

There's no limit to spending Endurance tokens or Victory Points.

The player can also freely mix Crystals, Endurance tokens, and Victory Points as parts of a single payment.

For example, if you have to pay 4 Crystals, you may move one Crystal to your Depleted Pool, then remove two Endurance tokens from any of your Squads, and finally – move the marker on the Victory Track one slot towards your enemy's side.

This represents sacrificing your short-term advantage (Victory Points) or exerting your forces (Endurance tokens) in order to gain an upper hand in the entire battle. This is a very important part of this game and also a powerful risk/reward factor. It allows you to use your strongest abilities on the very first turn of the battle – but it comes at a significant risk of losing your models or handing over too many VP's. The decision to pay with alternative resources should never be taken lightly! On the other hand: a player who never does that will limit their tactical options. Learning how to effectively balance spending of Crystal, VP's and tokens may take many playthroughs. It is not uncommon for inexperienced players to overextend and lose within first turns of the battle.

Please keep in mind that paying with VP's is not always beneficial. Spending one on an Action that may or may not earn one is rarely a good trade. In contrast, Crystals are always a safe (and refillable) source of currency.

MULTIPLAYER: In multiplayer games, players cannot substitute Crystals with Victory Points.

DICE

There are two dice in this game: a free Yellow Die and a powerful, costly Red Die.

A player must choose one of them right before making any roll (in **any** situations, including Combat, Shooting, Defense).

For example, in **Combat** a player may first wait for the result of the opponent's Attack roll before deciding which die to use in their Defense counter-roll.



Yellow Die - A basic, free die.

The possible results are: 0, 0, 1, 2, 3, 4.

The Marked sides (containing a cogwheel symbol around the number): 0, 0.



Red Die - A player may use it instead of the Yellow Die by spending 1

Crystal before the roll. Subsequent rolls have to be paid for separately.

The possible results are: 1, 2, 3, 4, 5, 6.

The Marked sides are: 1, 2.

It is possible to pay for a Red Die roll with any other Crystal equivalents such as Endurance tokens or Victory Points.

COGWHEEL MARKED DIE SIDES

If the roll result shows a cogwheel-marked die side, the player may choose one of two following bonuses:

- **PAID REROLL** - Pay 1 Crystal and reroll the die. Reroll always uses the same die as the original roll. Note that, the Red Die's cost is paid only when rolling it for the first time.

Important: A Reroll can only happen once, even if new result also shows a Marked die side (in this case player refreshes a Crystal).

- **REFRESH 1 CRYSTAL** - Accept the result of this roll and place 1 Depleted Crystal back in the Crystal Pool (if there are any Crystals in the Depleted Pool).

More on **Rerolls** – see the next section.

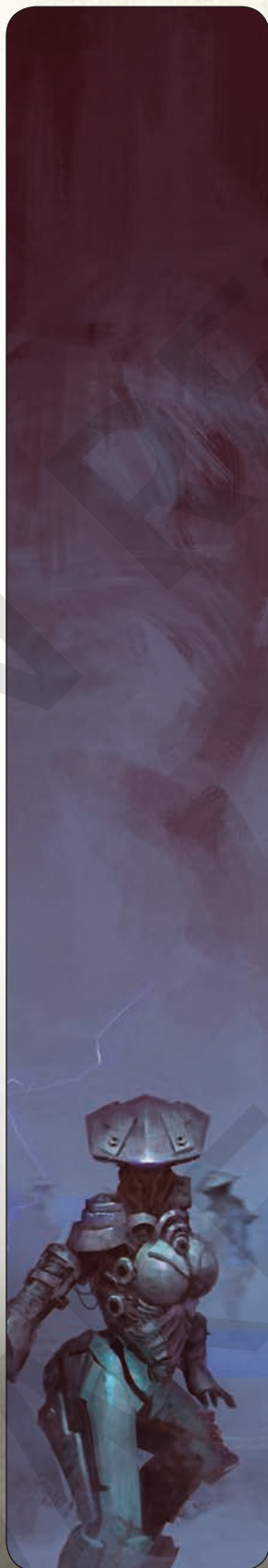
REROLLS

Any die can only be Rerolled once per roll.

Apart from Rerolls enabled by the Marked die sides, some Squad cards and Action cards also allow the player to Reroll the results. Keep in mind that any die can only be Rerolled once per roll, regardless of the source of that particular reroll (be it Action, Reroll symbol on Squad card or Cogwheel side on the die).

Whenever a player Rerolls a die, they **must** accept the **last** result – they can't omit the last Reroll result and go back to the earlier result.

During Combat, a player has to decide whether they want to Reroll the result immediately after the original roll – you can't Reroll the result after the opponent makes a counter-roll.



MOVES AND SPACES

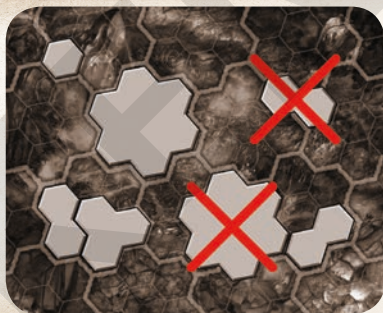
The battle map on the board consists of **Spaces**, each made up of **7 hexes**.

Spaces are used to determine ranges when moving, shooting, casting spells and performing other ranged Actions.

Hexes are only used to determine the model's base size and the detailed placement of models (and some of the tokens) within a single Space.

Each model and each map token (tokens placed on Spaces / hexes, for example Crystal Source, Shrines, Reborn Thickets) must always fit within a single Space. Under no circumstances any model's base or any map token may be placed across the thick line separating the Spaces.

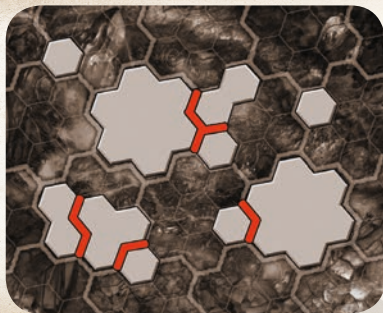
The exceptions to this rule are various status tokens attached to models that indicate the current state of the model, such as Freeze, Paralysis, Rooted, Shield Wall, Trap etc. These do not take up any space on the map and may be placed anywhere around the model or on its base.



Example of correct and incorrect deployment of models. Crossed out models were deployed incorrectly - their bases don't fit within a single Space (their bases cover hexes of multiple Spaces).

BASE TO BASE (OO)

Base to Base (OO) always means a direct contact, without any small hex of separation.



Example of models standing OO. Orange lines show where the bases are adjacent.

MOVE

Move Action is the most common way for a model to change its position. Move Action may be performed during the Squad's Activation or initiated by some of the Action cards.

See **Active Turn**, page 6

Other Actions that reposition models in different ways (such as Teleport, Dodge, Jump, Switch Position, Pull, Drag, Transfer etc.) are described on Actions cards and Faction Sheets.

Each Squad card shows the Movement attribute of the models of that Squad.

The Movement attribute indicates how many Spaces **each** model of this Squad may travel during a single Move Action.

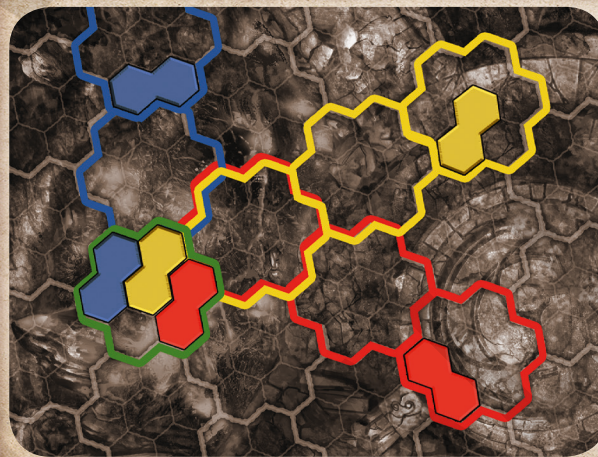
A **Move Action allows each model of the Squad to travel to any Space within its Movement range**. Models cannot end their Move overlapping any Shrine or Crystal Source token, or enemy models with an equal or larger base size.

They can, however, push smaller models out of their position – see **Pushing**, next column.

If a Squad has more than one model, each model may move separately and in a different direction. They do not have to remain in OO contact. There's no limit to how far from one another they might be on the board map.

The player may move one, all, or some of the models in a Squad. Each model can move any number of Spaces, without exceeding its Squad Movement attribute. Moves of all models within a single Squad are considered to happen at the same time (simultaneously). This means that, for example, if one model Pushes out the enemy, the other models from the same Squad can't Push him even further.

A player can also use a Move Action to move a model from a hex to another hex of the same Space. This Move can be performed by Squads with a Movement attribute value of 0.



Example of Move Action within Range 3 of one Squad, consisting of 3 models with 2-hex base.

Models in this example start in the same Space (marked green).

Red and Yellow models moved 3 Spaces in different directions.

Blue model moved 2 Spaces, not using his full Movement value.



PUSHING

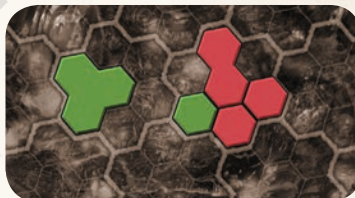
If any model uses a Move Action (or is moved by an effect or ability) and ends up with its base overlapping a hex (or hexes) already occupied by a model with a smaller base (enemy or yours), the larger model **Pushes** the smaller one away.

The player who who performs this Move Action or uses this ability, places the pushed model in any of the **unoccupied** hexes next to the pushing model, as long as the bases of both models remain in OO contact.

If a model can't be placed by following the above rules, then it cannot be Pushed. This also makes any Move overlapping this model impossible, even if it has a smaller base.

A model with a larger base may Push out several smaller models at the same time, as long as they all have valid positions to move to.

Pushing is a very important tactical tool, that may be used to reposition both yours and the opponent's models. It allows you to move enemies away from disputed Crystal Sources or from their Shrines, within range of your own Shrine or abilities, and to push smaller-based models into dangerous positions.



Example of Move Action with Pushing the smaller-based models. Green model (3-hex base) moves to adjacent Space and decides to stop in hexes occupied by 3 smaller-based models. Green model Pushes smaller-based models to any other hexes, maintaining OO contact. In the example, only 1 of 4 smaller-based models did not get Pushed, as the green model did not enter its hex.

MÖVING THROUGH OCCUPIED SPACES

Models can Move freely through a Space with occupied hexes (either by tokens or other models), as long as the base of the moving model is able to fit into the unoccupied hexes of that Space only.

For the purpose of movement, imagine that the model makes a short stop in any Space it travels through, up until it reaches its final Space. If a model's base cannot fit into **unoccupied hexes** of a particular Space, the model must take another route.

You may not **Push** any models away while in the middle of your move – Pushing is only possible in the final Space you move to, where you end your move.

MÖVING THROUGH OBSTACLES

Some Squad and Action cards allow your models to Move **Through Obstacles**. Such models ignore all tokens (including traps), and all other models within Spaces they move through. For them, every Space on the map is unoccupied during their Move Action.

However, this does not apply to the final Space they are moving to. Any model needs to have a valid position at the end of its Move (or Push smaller models away to create one).



Example of Moving through occupied Spaces:

Green faction model tries to Move from the blue Space to the X-marked Space.

He can't enter red Spaces, because his model won't fit there without Pushing.

He can move through green Spaces - the entire model can enter a Space without Pushing.

Should he want to, he could also finish his Move in the purple Space, by Pushing the smaller model. It is permitted to Push a model out of the Space in which you finish your Move action.

COMBAT AND SHOOTING

COMBAT

During game, models will most often fight each other using Combat Actions. Models may perform Combat Actions when they are Activated or as the result of some Action cards.

See *Active Turn*, page 6

A **Combat Action** allows each of the Squad's models to perform a single **Combat Sequence** against a single enemy model in **contact**.

If the Squad performing the Combat Action has more than one model, each of these models may fight different enemies, independently from the rest of the Squad (and any models of this Squad may decide not to perform a Combat Sequence).

In this case, the active player (the player with the My Turn token) decides the order in which the Combat Sequences are resolved.

These Combat Sequences are NOT treated as simultaneous. *This means the active player will choose the target of the next Combat Sequence only after the current sequence is resolved.*

Important: Models in **contact** are not considered automatically engaged in Combat. Any player may initiate Combat between such models using an Activation or an Action card effect, but may also Move away from the opposing model without any penalty.

COMBAT SEQUENCE:

1) Compare **INITIATIVE attribute (INI)** of both models' Squads. The one with the higher INI will Attack first. In case of tie, the Active player's model is the attacker.

Which player initiated the fight is not relevant. If you performed a Combat Action against an enemy model with higher INI, he will strike before you do. Sometimes, engaging combat against faster foes is not the best idea.

2) The player performing the Attack chooses which die to roll (the Yellow Die for free, or the Red Die by paying 1 Crystal). Then, the player rolls the chosen die and adds the **ATTACK** attribute of their Squad to the result.

The total result is the **Attack Power**.

3) The player defending from the Attack chooses which die to roll (the Yellow Die for free, or the Red Die by paying 1 Crystal). Then, the player rolls the chosen die and adds the **DEFENSE** attribute of their Squad to the result.

The total result is the **Defense Power**.

4) Compare both results:

a) if the Attack Power is higher than the Defense Power, the Attack was successful and the target receives 1 Wound. This ends the Combat Sequence.

b) if the Defense Power is equal to or higher than the Attack Power, the Attack was unsuccessful. The target remains unaffected and may **Counterattack**.

Important: a player may always decide not to Counterattack and end the Combat Sequence instead.

See *Dice*, page 9 and *Wounds*, page 12

COUNTERATTACK:

1) If the defender won the Combat, he may then perform a Counterattack. The player performing the Counterattack chooses which die to roll (the Yellow Die for free, or the Red Die by paying 1 Crystal). Then, the player rolls the chosen die and adds the **ATTACK** attribute of their Squad to the result.

The total result is the **Attack Power**.

2) The player defending from the Counterattack chooses which die to roll (the Yellow Die for free, or the Red Die by paying 1 Crystal). Then, the player rolls the chosen die and adds the **DEFENSE** attribute of their Squad to the result.

The total result is the **Defense Power**.

3) Compare both results:

a) if the Attack Power is higher than the Defense Power, the Counterattack was successful and the target receives 1 Wound. This ends the Combat Sequence.

b) if the Defense Power is equal to or higher than the Attack Power, the Counterattack was unsuccessful. This also ends the Combat Sequence.

The Counterattack is always performed as a part of a Combat Sequence - you may not go to another Combat before the current Sequence is fully resolved. All Combat Sequences initiated by all models of a single Squad are always resolved separately. This means, a single enemy model may sometimes be Attacked (and Counterattacked) several times.

BACKSTAB:

Some Action cards grant models the ability to Backstab.

Backstab is resolved as a regular Combat Sequence, but the enemy automatically loses the Initiative and may not Counterattack.

If two models attempt to Backstab each other before Combat, resolve both Backstabs at the same time and treat their results as simultaneous (which means both models may die).

SHOOTING

The general Shooting rules apply to many different Actions found on cards (e.g. *Shoot*, *Purging*, *Fireball*, *Ice Beam*, *Self-Destruct*, *Detonation*, *Rocket*, *Flamethrower*, *Melt-down*, *Bladespit*, *Underground Strike*, *Minelayer*, *Energy Beam*, *Lighting*, *Ray*). These cards always have a **Check for Hit** and **Effect** text, and they may also have **Line Of Fire** or **Range** requirements.

CHECK FOR HIT

The Shooting player chooses which die to roll (the Yellow Die for free, or the Red Die by paying 1 Crystal). Then, the player rolls the chosen die and compares its result to the **INI** of the target (or to INI of each of the targets separately, if there are several).

If the result is lower or equal to the INI of the target, the Shoot missed this target.

If the result is higher than the INI of the target, apply the **Effect** described on the card.

Important: one Shooting model makes only one roll, regardless of the number of targets. Models whose INI is higher or equal than the roll are unaffected, while models whose INI is lower are hit.

Unless the card specifies otherwise, you must choose 1 model in the Shooting Squad to perform the shot. *Some cards, like Minelayer, do not require you to specify who is Shooting.*

If the card specifies that all models of the Squad take separate Shots, resolve these Shots in any order, one by one. These Shots are treated as NOT simultaneous. *This means a player may choose which enemy model to target with a second Shot after the first Shot is resolved, and so on.*

Important: each Shooting Action card specifies whether it targets a single model or all models within a given area, and also specifies whether it affects only enemy models or all models in general (including yours).

LINE OF FIRE

A Line of Fire is a straight line going through several Spaces (not hexes!), starting on the Space occupied by the Shooting model.

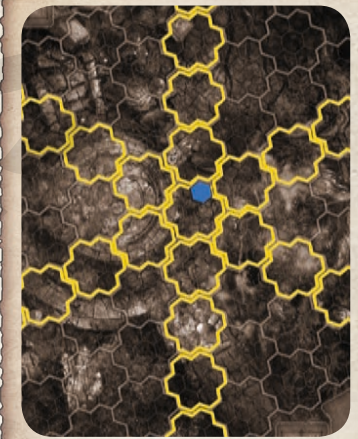
The specific hexes occupied by the Shooter or his target are not relevant.

A Line of Fire can travel through partially occupied Spaces and is only blocked by fully occupied Spaces (where all hexes are taken by a single large model, several smaller ones, a Crystal Source, a Shrine or another full-space token). In such a case, the Line of Fire ends on the first fully occupied Space, and the Shot may reach no further than the models within it.

RANGE

The Range specifies the maximum Shooting distance between the Shooter and his target, counted in Spaces. *For example, Range 1 means you can only Shoot at one of the adjacent Spaces, and Range 0 means you can only Shoot models within the same Space as the Shooter.*

You can always choose to Shoot models closer than the specified Range of the Shot.



Example of Lines of Fire within unlimited Range.



Example of Line of Fire: Blue shooter Shoots with Range 3, requiring Line of Fire.

He can't shoot Red model on the red Space, because there is no straight line of Spaces between the shooter and the target.

He can't shoot Red model in the green Space either, because there is a fully occupied Space between the shooter and target (all hexes are occupied).

He can shoot Red model in the yellow Space - there is a straight line of Spaces between the shooter and the target, and no Space in-between is fully occupied.



WOUNDS AND VICTORY POINTS

WOUNDS AND ENDURANCE TOKENS

A **single Wound** received by a model always means that:

- the model's Squad **loses 1 Endurance token** (as long as it still has any)
- OR
- the **model is killed** (if its Squad has no Endurance tokens left).

If a model receives multiple Wounds at once, start by removing the corresponding Endurance tokens from its Squad card. If there are any remaining Wounds left when the last Endurance token is removed, then the model is killed. Ignore any leftover Wounds (they are not applied to any other models of this Squad).

Important: Endurance tokens are shared between all models of a single Squad, even if the models are far away from each other. Whenever a model loses or Sacrifices an Endurance token, it applies to the entire Squad, regardless of its positioning.

MODEL DEATH AND VICTORY POINTS

Every time a model is killed, the opposing player gains a number of Victory Points equal to the Endurance value displayed on this model's Squad card (the number within the gray shield).

Important: Some Squads have an Endurance value of 0. A single Wound kills a model from this Squad, and the opponent doesn't earn any VPs for killing it.

Each time a player gains Victory Points, the player moves the Victory Points marker on the track in the direction of their own Faction token a number of spaces equal to the Victory Points gained.

See End of the Game, page 8

Whenever all models of a single Squad die, do not remove their Squad card, Enhancement cards or Charges. Some Actions allow you to resurrect or return dead models - in this case they are still eligible to use any Enhancements earned by their Squad.

See Enhancements, page 13

MULTIPLAYER: Whenever a model dies, a player who killed it (either in Combat or with an Action card's effect) Captures the corresponding number of Victory Points from the model's owner.

When you Capture VP tokens, you take **Starting VP** tokens from the owner of the killed model and put them to your **Captured VP** tokens.

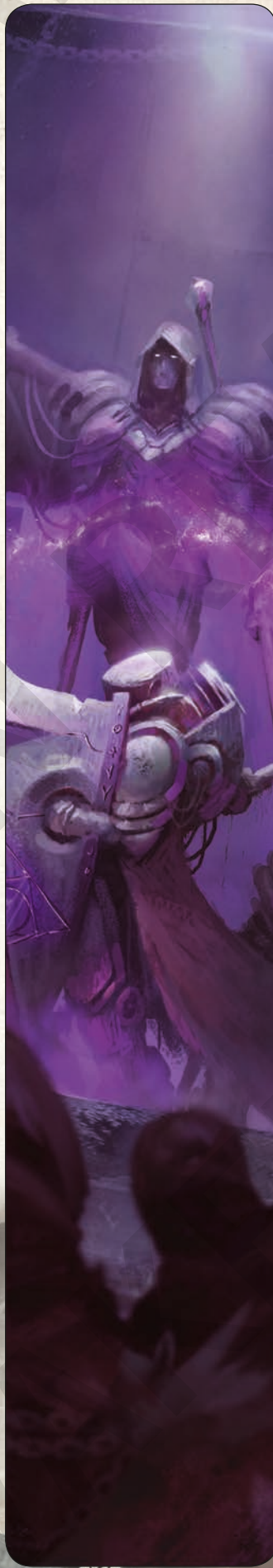
MULTIPLAYER - FREE FOR ALL: If the model died without the involvement of enemy players, the corresponding Victory Point tokens are removed from the game and no one receives them.

MULTIPLAYER - TEAM VS TEAM: If the model died without the involvement of enemy players (or if it was killed by an ally), all the corresponding Victory Point tokens are Captured by the enemy player (chosen by the owner of the killed model).

SACRIFICE

The only exceptions to the rules above are some specific Action cards (such as Worthless) and some Actions that involve Sacrificing either a model or an Endurance token. Whenever a model is killed as the result of a **Sacrifice**, the opponent gains no Victory Points!

You will find more details on the appropriate Action cards and Faction Sheets.



PLAYING CARDS

In this game, playing the right cards is just as important as the tactical movement and combat performed by the models on the board map. The combinations of various cards lead to unique situations and spectacular moments, often involving many models at the same time, and snowballing throughout the battlefield.

Sometimes a right card combination, supported by some leftover Crystals, may turn the flow of the game on a dime and give a victory to an underdog within a single turn.

Having a good knowledge of your own faction's cards is vital, but knowing the cards available to your opponent is as much important – it's always good to know what to expect from the enemy. Learning the cards is not as hard as it seems, as each faction has only around 20 different card types. Note that each Faction's Sheet also displays all the cards available for that faction. All players may freely consult these sheets at any time during play.

See End Step (Active turn), page 6

See Prepare Action Decks, page 4



ACTION CARDS

Whenever a player takes an Active turn, they may play Action cards from their hand in any order, at any time (some small exceptions are described on the Faction Sheets). Additionally, some cards (such as Enhancements or Instant Actions) can be played at other times as well – more details below.

See Active Turn, page 6

Note: many cards have only abbreviated descriptions of their effect, and their full, detailed rules can be found on their Faction Sheet. In such case, treat the card as a reminder of a full rule found elsewhere.

The cards always specify the affected targets, the length of the effect, and any exceptions to the standard rules.

When playing a card, the player must describe its effect to their opponent, unless the latter confirms they are familiar with the card.

Each Action card contains two Actions:

Upper Action - a generic Action that may be used on any of your Squads.

Lower Action - a restricted Action that may only be used on a specified Squad (displayed above the name of the Action). *This does not mean that the Specific Squad must be chosen for Activation this turn for you to play this Action!*

Note: on some cards, both Lower and Upper Actions are generic, and may be used by any Squad.

Some other Actions target an enemy Squad instead of yours – in such case, the relevant information will always be on the card itself.

Each of the two Actions on a card has its own separate **cost**, shown as a number of **Crystals** (with the exception of Enhancements – you need to pay the indicated number of **Charges** to use them). The cost is always in the top-left corner of the Action box.

To play a chosen Action you need to spend the specified number of Crystals (or equivalent resources).

See Paying With Crystals, page 9

You can play cards at any time during your Active turns (though sometimes the timing will be specified on a card) **except between the Attack roll and the Defense roll of one Combat or Backstab sequence**. Note that some cards may override that rule (eg. cards adding to the DEF attribute, cards played instead of rolling for Defense, etc).

After you use an Action, **place the corresponding Action card in the Discard pile**. It means that you can only play 1 of 2 Actions of the particular Action card. Only Enhancements work differently, see next chapter.



ENHANCEMENT CARDS

Some Action cards are marked as Enhancements by an additional **Attachment rule** at the top of the card.

1 = ATTACH & CHARGE BY 1

As long as an Enhancement card is **in your hand**, you **cannot use** any of its Actions. The only way to use this card is to pay its cost, listed in a small box at the very top of the card (1 Crystal*, 1 Endurance token or 1 Victory Point, except for the Enhancement cards of the Faceless faction), to:

- **attach** it to a selected Squad, placing it directly below its Squad card;
- **add one Charge** to the card (place the 1 Charge token on top of it).

From this moment, the Actions on the card become **available**.

The player may use any Actions from any Enhancements they have in play, as long as they can afford to pay the **costs** (most of the time in **Charges** - ⚡). To do that, remove the specified number of Charge tokens **from that Enhancement card**. You may not use Charge tokens from other Enhancement cards to pay this cost!

An Enhancement card remains attached to the Squad until the end of the game, unless specifically discarded or destroyed.

You can never attach more than one copy of the same Enhancement card to a single Squad, though different Squads can have similar Enhancements.

Important: the Charges may not be replaced with any other currency (such as Crystals, Victory Points or Endurance tokens).

* - Player cannot pay more when attaching the Enhancement to gain additional Charges.

See *Charge Enhancements (Passive turn)*, page 6

The **Lower Action** of every Enhancement card is Squad-specific. It may only be used if the Enhancement was attached to the correct Squad. *Otherwise, to avoid any mistakes, cover the Lower Action with a Disabled marker to remember it cannot be used by the current Squad.*

If the card has been attached to a Squad able to use both its Actions, a Squad may use both the Lower and the Upper Action in the same turn, as long as the player can pay the cost and meets any other criteria.

Action text on the Enhancement cards always specifies how many times the Action may be used (1 per roll, 1 per turn, 1 per Combat, 1 per payment etc.)

If the neutral pile is empty when a player Charges one of their Enhancement cards, that player may take a token from another one of their Enhancement cards instead.

Each Squad may have a maximum of two Enhancement cards. If both slots are used when a player wants to attach a new Enhancement, they must first discard one of the attached cards, losing any Charges on it.

PASSIVE ACTIONS ON ENHANCEMENTS

On some Enhancements, the Lower Action is marked with a **Passive symbol**.

In this case, after paying the required cost, the player places a Passive token on the Action - from now on it becomes available for free as long as the card remains in play.



INSTANT ACTIONS

Some Actions include with a **white border and a lighting icon**.

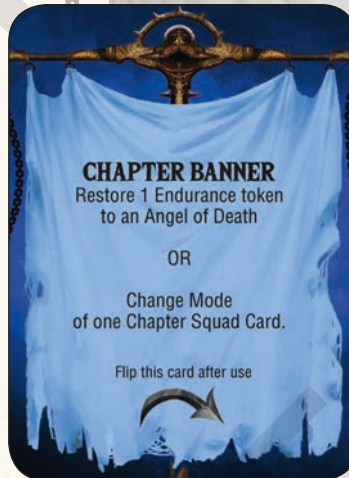
Unlike regular Actions, they can be played **even during the opponent's Active turn**.

Card sequence: Whenever any Action (regardless of its type) is played on an enemy, all the effects of that Action must be resolved before the targeted player gets to respond with one of their Actions.

Example: Your opponent uses an Action to kill one of your models. Even if you play an Instant Action that would prevent your model from being killed, it still dies. Your opponent first resolves their Action, killing your model. Then you can play your card, but the model is already dead.

The only exceptions to this rule are some cards that specifically interrupt or cancel a certain step of the game (like Dodge).

You will find more details on the appropriate Action cards and Faction Sheets.



BANNER CARD

Apart from Squad cards and Action cards, each faction also owns a single unique Banner card that's available right from the start of the match.

See *Plant Your Banners*, page 4

A player may use their Banner card only during their Active turn. After it's used, flip the Banner card face down - it becomes inactive.

To flip the card back up, a player needs to take a Passive turn.

See *Refresh Banner Card (Passive turn)*, page 6

MULTIPLAYER:

The term **"yours"** (in bold) appears on many Action cards and on the Faction Sheets. In a Team vs. Team game, it means that the effect can be applied to any of the allied factions. The player who performs the Action decides which models are targeted (and pays any costs).

This rule applies only to the Action cards and Faction sheets - NOT to the rulebook.

You cannot attach one of your Enhancements to an ally's Squad.

Allies may show their Action cards to each other.

If during a turn, several players play Instant Actions at the same time, their effects are resolved in order of the played cards (unless one of the Actions will directly affect an earlier Action, eg. Dodge vs. Combat - it will be resolved before bonuses are applied to attributes).



- Charge token



- Disabled marker





OPTIONAL GAME MODES

Here are some proposals of various game modes that can alter the gameplay, resulting in very exciting games.

FOR BEGINNERS:

More Crystals

If you have problems using Passive turn and Harvest to gather more Crystals during the game, try out this mode. Every player starts with 3 Crystals in their Crystal Pool.

Furthermore, if during Passive turn none of the players is in control of ANY Crystal Sources, each player gets 1 Crystal to their Crystal Pool (as long as there are spare Crystals in neutral pile).

Handicaps

If there is a huge experience gap between the players, to make the game more even we suggest to give the less experienced player additional Crystal to their starting Crystal Pool. It might be 1, 2 or even 3 Crystals.

FOR ADVANCED PLAYERS:

Mulligan

Each of the players can, once per game and at the start of their Active turn, shuffle all 3 Action cards from their hand back to Action deck and draw 3 new Action cards.

Buying VP

The player can, at the start of their every turn (either Active or Passive), remove 3 of their Crystals from the Crystal Pool to the neutral pile to gain 1 VP. The player cannot remove more than 3 Crystals per turn to gain more VPs.

Alternative Setup

Players place Crystal Sources before placing Shrines. It is much more difficult to place Shrines in optimal positions on the board that way.

Furthermore, players draw starting Action cards BEFORE deploying their models on the board, making deployment choices more strategic in nature.

20 cards in Action deck

Action deck consists of 20, instead of 25 cards. Game will be that much shorter but smaller deck allows for more focused builds.

Players may agree upon not ending the game after they run out of Action cards in their deck. If this variant was agreed upon, after running out of cards in Action deck, player shuffles their discarded cards and they become their new Action deck.

FOR hardcore PLAYERS:

Script mode

Both players may arrange cards in their Action deck in desired order instead of shuffling it.

Strategic mode

Player hand and draw is increased up to 4 (or even up to 5) Action cards.

FOR CREATIVE PLAYERS:

Special Crystal Sources

During Harvest, for each Controlled Crystal Source the player can choose 1 of the following options (in addition to gaining a Crystal):

- remove 1 enemy model from Squad without any Endurance tokens left,
 - bring back 1 of their dead models to any empty hexes on the board,
 - restore 1 Endurance token of 1 of their Squads
- Or any other effect both players would agree upon before start of the game.



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THE EDGE - RULES SUMMARY

SETUP SUMMARY:

1. Neutral Crystal and Charges pile:

2 PLAYERS: 20 ⚡ and 20 ⚡ tokens
MULTIPLAYER - FREE FOR ALL 3 PLAYERS:

30 ⚡ and 30 ⚡ tokens

MULTIPLAYER - FREE FOR ALL 4 PLAYERS:

40 ⚡ and 40 ⚡ tokens

MULTIPLAYER - TEAM VS TEAM:

40 ⚡ and 40 ⚡ tokens

2. Determine First player

3. Choose Factions & Squads:

2 PLAYERS: 5 Squads

MULTIPLAYER: 4 Squads

4. Place Endurance tokens and Banner cards

5. Prepare Action decks

2 PLAYERS: 25 Action cards

MULTIPLAYER: 15 Action cards

6. Choose Positioning and Countering player

7. Deployment:

a. Shrines

The Shrines have to be placed at least 2 Spaces from each other.

b. Crystal Sources

The Crystal Sources have to be placed at least 2 spaces away from any Shrines or other Crystal Sources.

c. Models

A model can't be placed in Base to Base (OO) contact with any Shrine, Crystal Source or enemy model. If the Squad had more than 1 model, the subsequent models have to be placed in Base to Base (OO) contact with at least ONE model from the same Squad.

8. Place Victory marker and Faction tokens

MULTIPLAYER: 10 faction's Victory Point tokens (per player)

9. Prepare Crystal Pools:

2 PLAYERS: 2 ⚡ per player

MULTIPLAYER: Each player takes the number of ⚡ equal to the total number of players.

10. Draw the starting hand (3 Action cards)

11. Dispersal (Positioning players)

12. Start game! (Countering player)

DICE:



YELLOW DIE - A basic, free die.

The possible results are: 0, 0, 1, 2, 3, 4.

The Marked sides: 0, 0.



RED DIE - A player may use it instead of the Yellow Die

by spending 1 ⚡ before the roll. Subsequent rolls have to be paid for separately (except for Rerolls).

The possible results are: 1, 2, 3, 4, 5, 6.

The Marked sides are: 1, 2.

Marked side:

- PAID REROLL
- REFRESH 1 ⚡

ACTIVE TURN:

ACTIONS (in any order):

- Use Banner card
- Playing Action cards
- Activate 1 Squad:

CHANGE MODE
MOVE
COMBAT

END STEP:

- Active player may discard 1 Action card
- Each player draws Action cards until they have 3 cards in their hand.

PASSIVE TURN:

1. HARVEST

2 PLAYERS: 1 ⚡ per Controlled Source.

MULTIPLAYER: 2 ⚡ per Controlled Source.

2. CHARGE ENHANCEMENTS BY 1 ⚡

3. REFRESH CRYSTAL POOL

4. REFRESH BANNER CARD

MOVE

Movement is measured in Spaces.

You have to fit base of model in every Space you go through.

In the final Space of a Move, you can Push any model with a smaller base than the Moving model.

COMBAT SEQUENCE:

1. Compare INI of fighting models.

Model with higher INI is attacker.

In case of tie, the active player's model is the attacker.

2. Attacker chooses the die and rolls for Attack Power (result + ATT value).

3. Defender chooses the die rolls for Defense Power (result + DEF value).

4. Compare both results, if:

a. Attack Power is higher than Defense Power:

- target model receives 1 Wound.

b. Defense Power is equal to or higher than Attack Power:

- target model may Counterattack.

Counterattack sequence is the same as Combat sequence, except it cannot trigger another Counterattack.

SHOOTING:

Applies to different Action cards.

To hit your intended target (and apply the effect of the Action card) you have to roll **more than target's INI**.

Range is measured in Spaces.

