

PROJECT INDIGO: WARZONE

High Fantasy Strategy Tabletop CCG

Project Indigo Warzone (PIW) is a hybrid game of both a Tabletop Miniature Real – Time Strategy Role Playing Game and Competitive Card Game; cards representing the Statistical facets of the individual units being represented by miniatures referred to as “Markers” within the “Theatre of War.”

Turns are taken in Simulated Real – Time where individual speed (SPD) of Units determines the actions available to be taken. Combat is handled using the “Macro Combat Vector” System that allows for multiple units to be appropriately engaged and proportionally considered in combat damage and close quarters engagement.

The Macro Combat Vector System (MaCoVe) consists of several stats applied as an overall Combat Power/Rating. This is to be considered an Entities measure of Aptitude in any given combat situation.

Units will use a mixture of innate abilities, attached equipment and skills, and in hand card effects to make quick and calculated attack and defensive maneuvers against the opponent. Games end when an Adept’s “Resolve” is reduced to 0.

Units, both static and in combat, are to be represented physically in the “Theatre of War” by representative miniatures and/or “markers” corresponding to the card. By alternating movements through comparing an entity’s speed, stamina, and power, combat is realistically simulated while being able to incorporate terrain, full shifts in the battle ground, and the addition of indirectly active units in engagements.

Hand Size and the number of cards drawn per turn are determined by the Players “Adept.”

(Draw Size = ½ Hand Size)

The Number of individually movable units allowed by each player is determined by a Player’s Adept’s “Command.” (See p.XXX)

There are two separate Decks required to play.

Movement Stack / Secondary – (Movements and Special Engagement Orders)

Supply – (Main Deck including Events and Champions etc)

Players are allowed to arrange their Supply (Stack their deck) before and after each bout. Your supply cannot be arranged during a bout.

When cards are drawn, a Player draws from the Supply. Discarded cards are sent to circulation, and cards destroyed or killed within the Theatre are sent to the graveyard; or condemned if required. If no card can be drawn, your circulation pile is shuffled and made the new supply.

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OVERVIEW - Card Types, Briefing and Deck Building Structure

CARD TYPES:

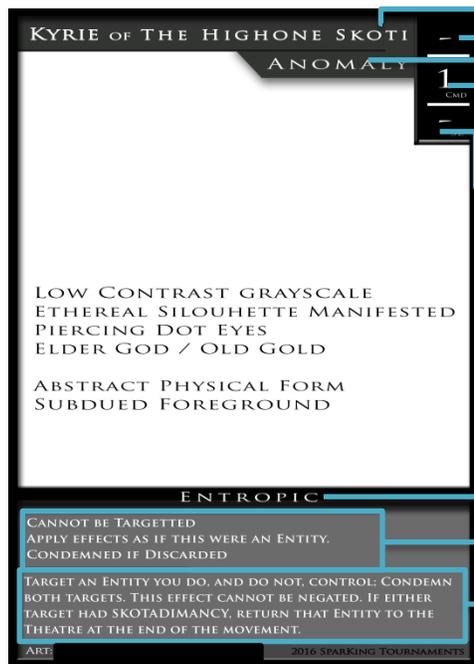
Entities:



- A| ENTITY NAME
- B| HEALTH / HEALTH POINTS
- C| UNIT TYPE – FACTION TYPE
- D| AFFINITY
- E| RESOURCE COST (RC)
- F| THEATRE SIZE
- G| THEATRE STATS
- H| STANDARD PASSIVES
- I| AVAILABLE ADD SLOTS
- J| FACTION
- K| ABILITY

- A) Unique Name of the entity in Play.
- B) If an entity has 0 Health it has been “killed” and is sent to the graveyard
- C) The Type of Unit this card is and any specialized types related to its faction
- D) Energy costs and requirements are halved for Card and Effects Sharing Affinity
- E) Cost to be added to the “Theatre.” Paid through “Resources” that are tapped or expended
- F) Units physical Marker Size on the Theatre
- G) Entities Base stats without augments
- H) A Set of Commonly referenced passive abilities that affect the entity in Combat
- I) Number of Skills and Equipment that can be equipped to this entity
- J) The Assigned faction for this entity. For a deeper explanation of Factions – See p.
- K) The Special Effects and Abilities unique to this entity – See p. XXX

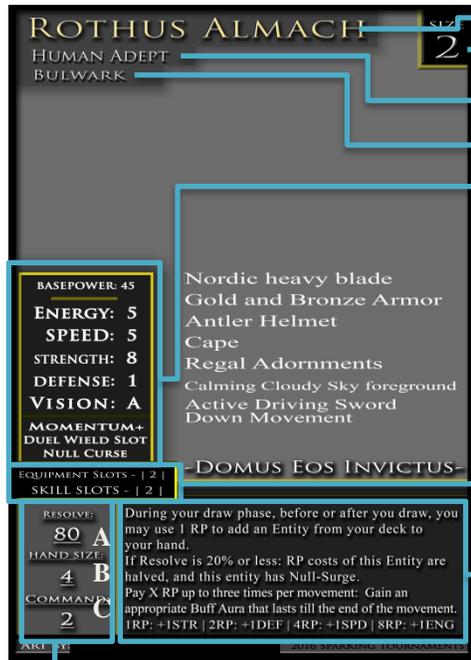
Anomalies:



- A| ANOMALY NAME
- B| HEALTH / HEALTH POINTS
- C| CARD TYPE
- D| COMMAND REQUIREMENT
- E| THEATRE SIZE
- F| ANOMALY TYPE
- G| PARAMETERS
- H| EFFECT / ABILITY

- A) Unique Name of the Anomaly in Play
- B) If an Anomaly has 0 Health it has been “killed” and is condemned.
- C) The Type of Unit this card represents
- D) The Command Points required to have this Anomaly active
- E) This Units physical Marker Size on the Theatre
- F) The Anomaly’s Relative type
- G) Any Specifications and Parameters that limit or alter how this Unit encounters the environment.
- H) The Ability or Effect expressed by this unit

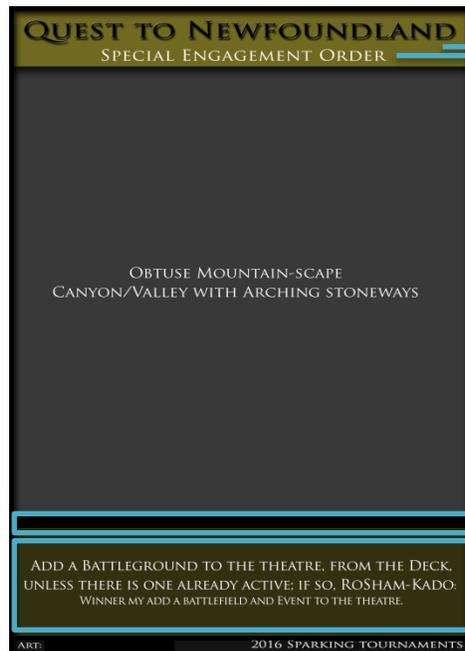
ADEPTS:



- A| ADEPT NAME
- B| THEATRE SIZE
- C| CARD TYPE
- D| AFFINITY
- E| THEATRE STATS
- F| ADD SLOTS
- G| ADEPT PARAMETERS (A/B/C)
- H| ABILITY

- A) Unique Name of the entity in Play. (You can only control 1 Adept)
- B) This Unit's size in relation to the Theatre
- C) The Type of Unit this card is and any specialized types related to its faction
- D) Energy costs and requirements are halved for Cards and Effects sharing affinity
- E) Entities Base stats without augments
- F) The Available Adept Skill and Equipment slots
- G) Game critical stats governing hand and Theatre
 - A. Resolve – Overall Player Health, lose resolve through Adept combat, activating effects, and direct damage.
 - B. Hand Size – A Player draws cards equal to half their hand size at the beginning of the movement.
 - C. Command Rating (Command) – Number of Entities, Soldiers

Special Orders:



- A| ORDER TITLE
- B| TYPE
- C| SPECIFICATION
- D| EFFECT

- A) Unique Name of the current Order
- B) The Order Type – A point of reference for effects and searching
- C) Specifications and Affinities shared for reference and searching with other cards
- D) The Effect and Actions taken after initiating this order.

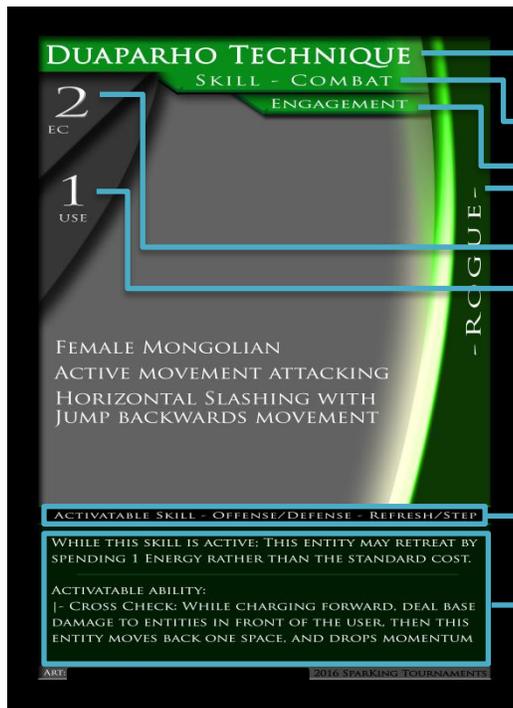
Movement:



- A| ORDER TITLE
- B| TYPE
- C| ROTATION TYPE / VARIABILITY
- D| DIRECTION INDICATOR
(CAN BE PLACED UPSIDE DOWN FOR ALTERNATE DIRECTIONS)

-
- A) Unique Name of the current Order
 - B) Type of Movement and the Direction the entity is allowed to move
 - C) Options available in order to achieve the desired position.
 - D) The Effect and Actions taken after initiating this order.

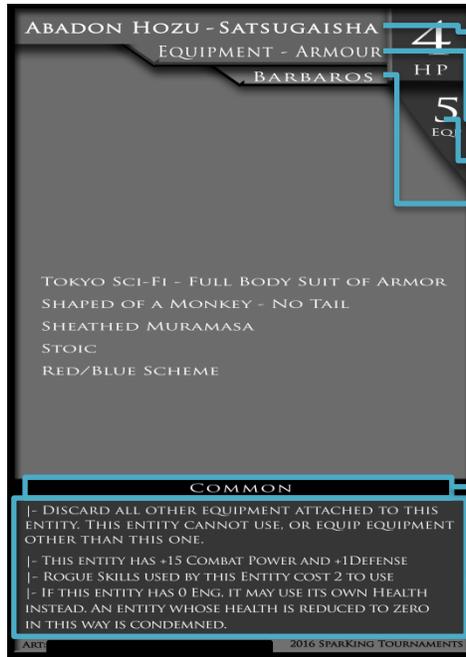
Actions/Skill:



- A| ACTION NAME
- B| TYPE AND TIMING
- C| AFFINITY/SPECIFICATION
- D| FACTION
- E| EQUIP COST (IF SKILL)
- F| USE COST
- G| USE PARAMETERS
- H| EFFECT

-
- A) Name of the Current Action
 - B) Type (Action/Skill) and when it can be used/active
 - C) There are no equip costs for cards that share affinity with the Action/Skill
 - D) Faction determines what entity can use what Actions or Skills. Rogue are the exception to the rule.
 - E) The Cost required to be paid to equip a Skill to an entity.
 - F) The Cost to use this Skill from the hand or while equipped.
 - G) Parameters determining when and how a Skill is used or allowed to be used
 - H) The Effect or Ability gained through use of this skill

Equipment:

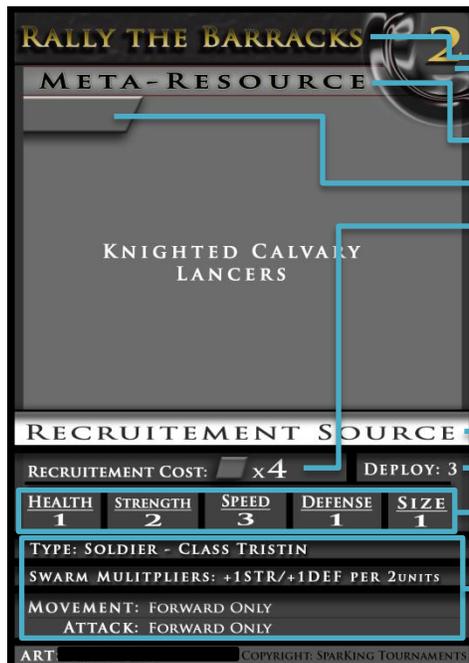


- A| ARMAMENT NAME
- B| BLOCK HEALTH
- C| TYPE AND SUBTYPE
- D| EQUIP COST
- E| AFFINITY
- F| THEATRE USE
- G| EFFECT

- A) Armament name, Unique if the Armament is Identified as Unique
- B) The Amount of HP (if any) that is applied as a damage buffer. If HP of an Armament is reduced to 0, it is discarded
- C) Armament Type (Equipment/Weapon) and the Subtype related to said Armament type
- D) Cost to equip this Armament to an entity
- E) Entities sharing Affinity with an Armament cost 50% , rounded down, to equip
- F) Whether the Armament is Common or Unique
- G) The activated/passive effect or ability gained from the Armament

Recruitment

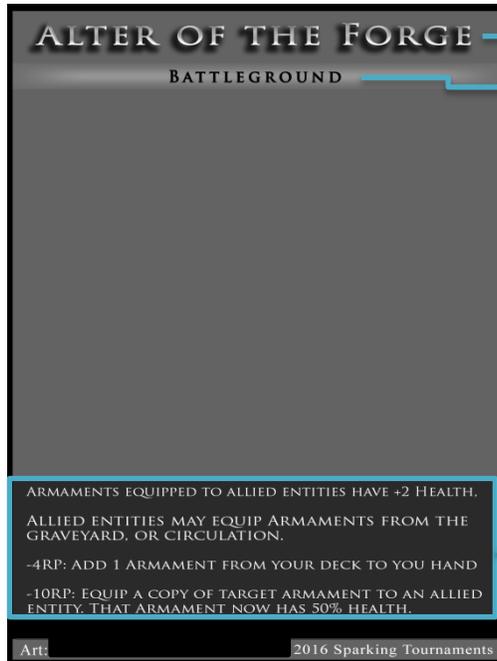
Source:



- A| RESOURCE NAME
- B| YIELD
- C| RESOURCE SCOPE
- D| YIELD TYPE
- E| RECRUITMENT COST
- F| RESOURCE TYPE
- G| DEPLOYMENT RECRUITMENT REQUIREMENT
- H| THEATRE STATS
- I| THEATRE INTERACTIONS

- A) Resource Name
- B) The Resource points granted once this resource is tapped
- C) Scope refers to Unique and Meta resources
- D) Yield type is what "kind" or resource is produced when this Resource is tapped. Resource types are used by Recruitment sources to Spawn units.
- E) Cost and Resource type needed to spawn a specific unit
- F) Used for reference and searching
- G) Number of individual units Spawned per Deployment into a Swarm/Army
- H) Army/Swarm stats as applied within the Theatre
- I) How the deployed unit interacts with the field in terms of movement, attacking, and support etc.

Battlegrounds:



- A| BATTLEGROUNND NAME
- B| TYPE AND TIMING
- C| EFFECT

-
- A) Battleground Name
 - B) Card Type and when the cards effect is applied
 - C) Battleground effect that is applied to all Entities/Units within the Theatre

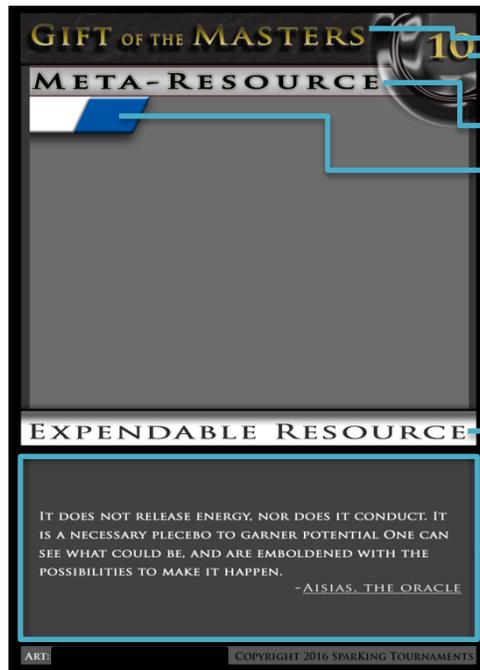
Events:



- A| EVENT NAME
- B| TYPE AND TIMING
- C| EFFECT

-
- A) Name of the Current Action
 - B) Type (Action/Skill) and when it can be used/active
 - C) There are no equip costs for cards that share affinity with the Action/Skill
 - D) Faction determines what entity can use what Actions or Skills. Rogue are the exception to the rule.
 - E) The Cost required to be paid to equip a Skill to an entity.
 - F) The Cost to use this Skill from the hand or while equipped.
 - G) Parameters determining when and how a Skill is used or allowed to be used
 - H) The Effect or Ability gained through use of this skill

Expendable
Resource:



A| RESOURCE NAME

B| YIELD

C| RESOURCE SCOPE

D| YIELD TYPE

E| RESOURCE TYPE

A) Resource Name

B) The Resource points granted once this resource is tapped

C) Scope refers to Unique and Meta resources

D) Yield type is what "kind" or resource is produced when this Resource is tapped.

Resource types are used by Recruitment sources to Spawn units.

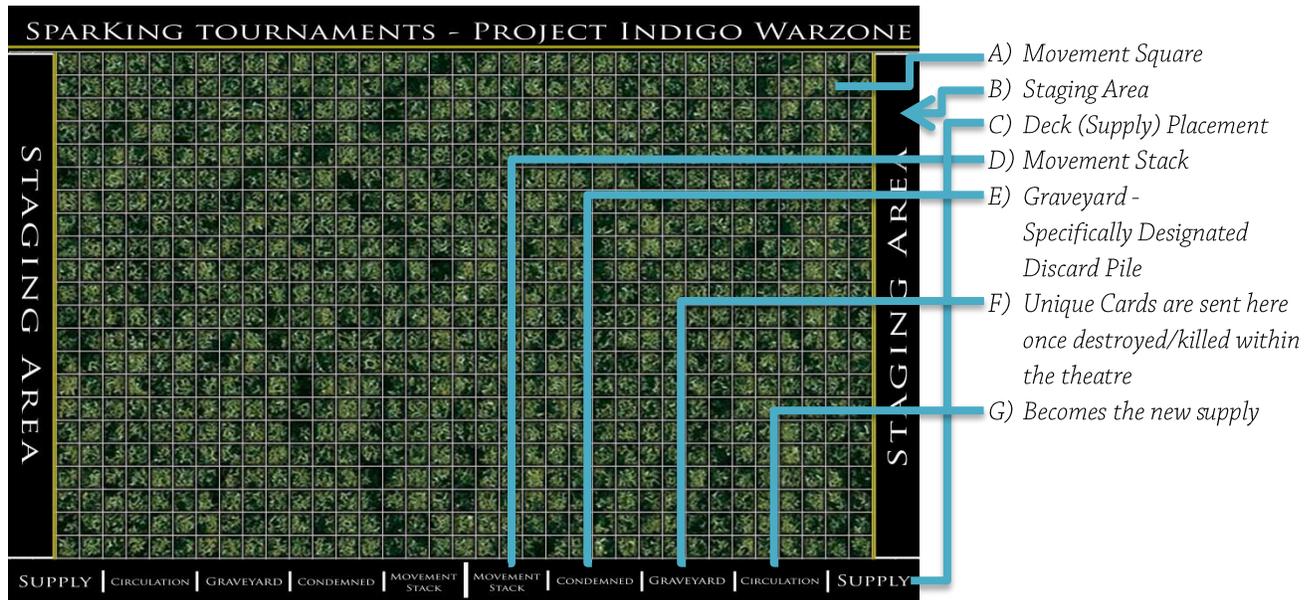
E) Used for reference and searching

F) Number of individual units Spawned per Deployment into a Swarm/Army

WITHIN THE DECK

- NO DECK MINIMUM
- DECKS ARE NOT SHUFFLED. PLAYERS STRUCTURE THEIR DECK BEFORE EACH BOUT.
- YOUR ADEPT IS NOT INCLUDED IN THE DECK COUNT
- MOVEMENT CARDS ARE NOT INCLUDED IN THE DECK
 - MOVEMENT CARDS ARE HELD IN A SEPARATE DECK (XDECK) AND OPERATE IN THE "MOVEMENT STACK" DURING DIRECT ENGAGEMENTS.
- YOU MAY ONLY HAVE 1 COPY OF ANY CARD CONSIDERED UNIQUE IN YOUR DECK, AND 4 COPIES OF ANY 1 ACTION. ALL OTHER CARDS ARE UNLIMITED.
- RESOURCE CARDS ARE USED TO ACCESS ABILITIES AND EFFECTS REQUIRING RP, AND ADDING UNITS WITH RP COSTS FROM YOUR HAND TO THE THEATRE.
- YOU MAY HAVE ADEPTS IN YOUR DECK. ADEPTS ARE UNIQUE.
 - WHEN ADDING AN ADEPT TO THE THEATRE WHILE YOU CONTROL AN ADEPT, THE ACTIVE ADEPT IS CONDEMNED AND A PLAYER'S CURRENT RESOLVE IS REDUCED BY THE CONDEMNED ADEPT'S CURRENT MISSING RESOLVE; THEN REDUCED BY 50%. (DONE DURING STAGING)

THEATRE OF WAR



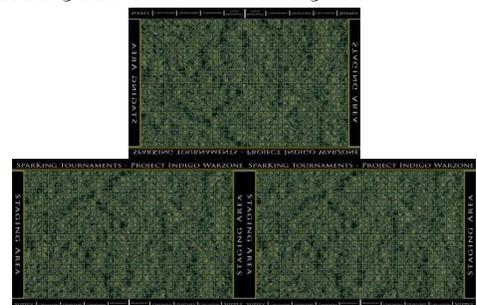
- UNITS ARE PUT INTO THE THEATRE WITHIN AN INDIVIDUAL SQUARE. MOVING THROUGH EACH SQUARE IS 1 STEP.
- RESOURCES AND OTHER NON-MOVING ASSETS ARE PLACED IN THE STAGING AREA.
 - RESOURCES ARE TURNED SIDWAYS AFTER BEING USED AND RETURN VERTICAL AT THE END OF A MOVEMENT. (TAPPED AND UNTAPPED)
- UNITS ADDED TO THE THEATRE ARE PUT INTO PLAY TOUCHING THE RESPECTIVE PLAYERS STAGING AREA.
 - UNITS ADDED TO THE THEATRE ARE REPRESENTED BY "MARKERS."
 - MARKERS CAN BE ANYTHING AGREED UPON BY THE PLAYERS AS LONG AS IT ALSO FITS THE CONSTRAINTS OF THE SIZE CHART. (See p.XXX).
 - MARKERS DO NOT NEED TO BE EXACT REPRESENTATIONS OF THE UNITS ADDED TO THE THEATRE; HOWEVER THEY MUST BE CONSISTENT BETWEEN THE SAME INDIVIDUAL UNIT OR SWARM.
 - IF A UNIT IS REMOVED FROM THE THEATRE IT MUST RETURN AS THE SAME MARKER IT WAS BEFORE.

-2 VS 2 GAMES CAN BE PLAYED BY OVERLAPPING TWO PLAY-MAPS. THE CENTER COLUMN CAN ONLY BE CROSSED HORIZONTALLY, AND IS CONSIDERED 1 MOVEMENT SQUARE. THIS IS THE "RIFT"

-ANY UNIT CROSSING A RIFT, WHOSE MOVEMENT WOULD LEAVE THAT UNIT WITHIN THE RIFT, IS CONDEMNED. ANY PLACE WHERE 2 "UN-GRIDDED" SECTIONS TOUCH, IS CONSIDERED A "RIFT."



GAMES GREATER THAN 2 PLAYERS THAT ARE UNEVEN IN NUMBER MUST BE ARRANGED IN THE MOST EVEN MANNER POSSIBLE. DEFAULTING TO THE FORMATION SHOWN TO THE **LEFT**, PLAYABLE AS A 3 PLAYER FREE FOR ALL (FFA); OR 2V1 AND **BELOW** AS A 6 PLAYER FFA OR 2 V 2 V 2 (2³). STAGING AREAS IN TEAM GAMES ARE REFERRED TO AS THE "Supply Line."



BASIC THEATRE INTERACTIONS

ENGAGEMENT RANGE

= entity's Speed

Example:

RED - Speed 5

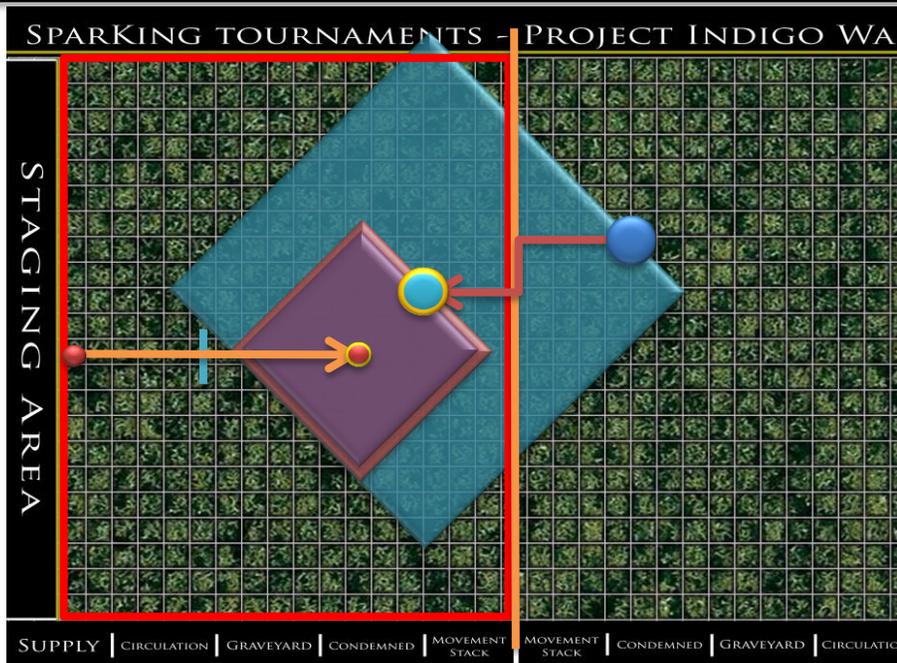
RED Engagement Range = 5
Movement Squares (MS)

Engagement Range:

RED =  BLUE = 

Blue and Red must use Movement cards and the Movement Stack during combat and movement while either is within engagement range of an entity.

An entity cannot react (use Movements) while not in their Engagement Range. Moving into Engagement Range of an entity while still resolving the Movement Stack resets the current set of orders to start with the opposing entity able to react; having been unable to before.



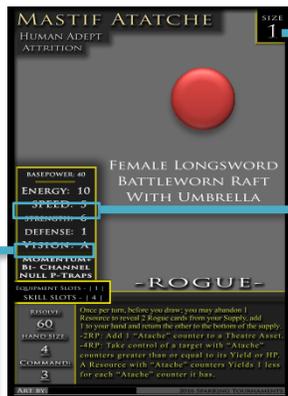
MOMENTUM

An entity moving in one Direction for an entire Movement gains a Stack of "Momentum."

An entity has +1 Speed for each stack of Momentum while not in combat, and may choose to ignore using the Movement Stack until not moving in that direction.

Example:

RED moves 5 Squares in Movement 1, and then 6 Squares in Movement 2.



Size governs the Unit or entity's actual size on the field along with how the unit moves, its range, and contact area for Combat according to the size chart. (Hitbox)

ENGAGEMENT RANGE = SPEED



VISION – Determines who can be targeted and where Support is applied. Vision is applied by movement squares unless the value is A (Adept Range).

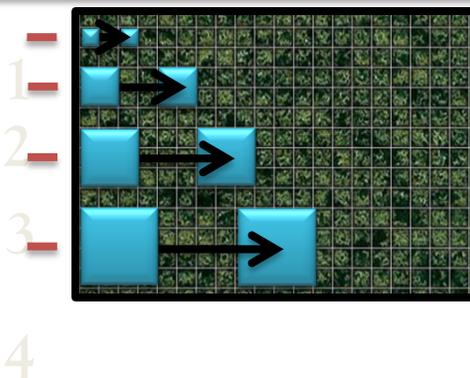
-Adepts may target entities within the Bi-Section of the Theatre they occupy.

ADEPT RANGE =  BI-SECTION DIVIDE = 

SIZE Chart – Used to display how an entity's Size Value relates to its form within the Theatre.

Unit's move according to size.

The center most point of the set of squares for each level determines placement and movement. Units regardless of size can only directly interact with one unit or object at a time, all other interactions are applied as support.



ENGAGEMENT SUPPORT

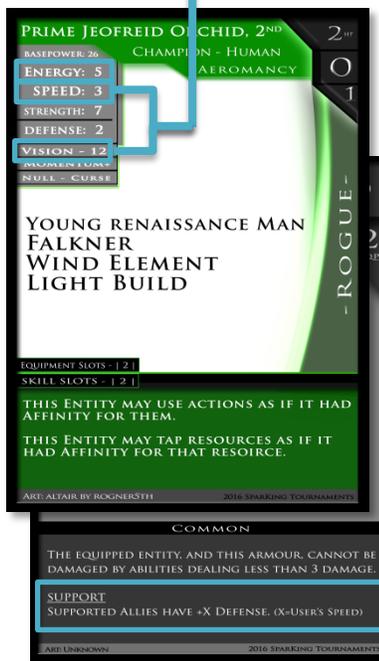


Types of Engagement Support

Support Range = Engagement Range

When an allied Unit is within Engagement Range of another Allied Unit, with Vision of the Enemy Unit, it is in "Support Range." (**SupR**) During the Engagement the Unit in range applies alternate forms of support dependent on many factors:

- **(PRESSURE RANGE)**
*While in SupR of an Ally but not Engagement Range of the Target entity. The Engaging Enemy loses Power equal to the BP of the Supporting Unit:
100% BP if in Faction
50% BP if out-Faction or non-Allied*
- **(COVER RANGE)**
*While in SupR of an Ally **AND** Engagement Range of the Target entity. Pressure is still applied while also allowing Direct Support Abilities.*



- ◆ = SUPPORT VISION
- ◆ = SUPPORT RANGE (SUPR)
- = PRIMARY ENGAGEMENT ALLY
- = ENGAGEMENT TARGET
- ◆ = ENEMY ENGAGEMENT RANGE
- = ALLIED SUPPORT UNIT

SUPPORT ABILITY

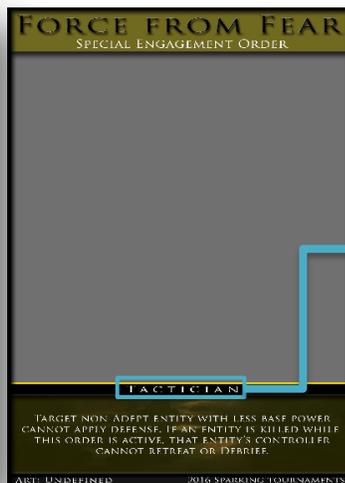
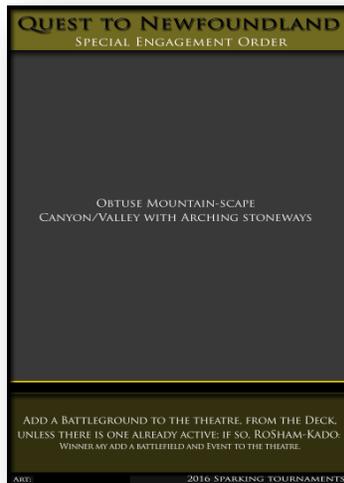
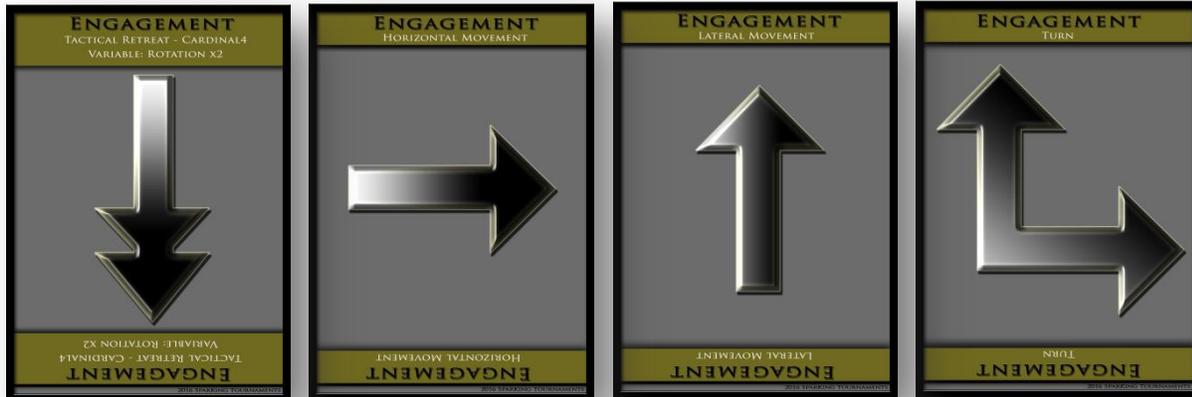
A Unit must have at least 1 Energy to support an engagement, and may support as many engagements as it has available Energy. However, the energy required to support each engagement is increased by 1 for each consecutive engagement in a single Movement. (You do not actually pay Energy to add support)

- If the Supporting Unit's available Energy drops below the required amount to support each engagement it is involved in, you are to immediately discontinue support until the Unit is below that energy threshold.
- Some units have Support abilities. These abilities apply to all supported Engagements unless that ability designates a target.

BP = Base Power
SupR = Support Range

MANAGING COMBAT & ENGAGEMENT

When a unit enters “Engagement Range” of a target, combatants must use the Movement Stack to navigate the area, till he or she has moved outside of Engagement Range with that Unit. Only Entities and Adepts will use the Movement Stack. Each “Movement Order” (Fig 1) is used to designate movement directions during a Direct Engagement Period. These orders can be placed upside down to designate alternate movement.



Special Engagement Orders (Fig. 2) are used during the “Theatre Setup” phase and Direct Engagements. You may only activate 1 Special Engagement order per Movement or Phase.

Special Engagement Orders can be placed within either the deck or the Movement stack.

Orders with Specifications can only be used while controlling an Adept with that Affinity/Specification.

Your Adept’s range, (Adept Range = A) is used to target the enemies that are required in an Engagement Order. Engagement Orders are discarded to the graveyard after use.



There are several choices that can be made by a player to initiate an attack outside of their normal attack. This is represented in the card text after the cost as (Attack). There are several ability types and each have different rules.

During an Engagement, before an attack “connects,” you may bolster your Unit’s statistics by using (Enhance) abilities. These effects cannot be responded to except by certain effects, i.e. “Response Actions,” and “Counters.” These effects are added to the effect of an Attack or Action being taken.

Indicates that it affects the user only, giving +1 Defense and +1 Health.

Indicates that all affected entities will receive this Status Effect/Buf/Ailment.



(Attack) Abilities have several attributes that manage them. Here you see an attack that costs 3 Energy, and requires the user to Channel for 1 STEP before use; with a Projectile speed of 12. This Attack and the previous example are what would be considered Innate Abilities.

(Buff/DeBuff)

Will have one of several modifiers that determine how long the ability lasts or how often it can be used:

- Continuous: Lasts until disabled and the energy paid remains deducted while the ability is active.
- (X) (Phase) Channel [Exp - 1 Step Channel]: Tells the number of a certain phase that an entity must Channel to use this ability.
- (X) Target Min/Max [2 Target Max]: Determines the number of targets the ability can have.
- (X) Per (Phase) [1 Per Step]: Restricts the number of times and when the ability can be used.

ORDER OF COMBAT: WHILE IN ENGAGEMENT RANGE

The “Order of Combat” dictates the priority given to players to attack, deal damage, activate skills, and a myriad of other aspects of combat within Warzone. The game is played in what can be described as “Simulated Real-Time.” Each action, movement, and addition to the Theatre can be responded to directly in multiple ways.

1. **Origin Phase** | Each Player places an adept from their Supply face-down, reveal those adepts; the player whose entity has the greatest Speed is designated the Theatre Point. Then all players draw cards equal to twice their Hand Size.
2. **Theatre Construct Phase (TCP)** | The player controlling the Theatre Point goes first, and can choose to do several things, how many depends on the Player’s Adept’s Command Rating. A player may choose to either take action or pass this phase to the player with the next highest speed. Those actions are as follows:
 - **Special Note: A Unit’s Speed determines how many actions it can take in a single Period
 - Set the Field or Pass
 - Add Resources, Entities, Anomalies, Armaments, Items, and any other Theatre Asset to the Theatre from the hand. Certain assets have restrictions on the number you can control, use, or have active or tapped at any given time. Including what is required as pre-requisite. If adding multiple assets to the Theatre, you may tap a single resource to accommodate the cost of those assets. Those assets are considered to be added at the same time and all effects that would affect a single asset at this time affect all of them instead.
 - I. Resources:
 - You may control an unlimited number of resources
 - During the Theatre Construct Phase, you may add a number of resources from your hand to the Theatre, equal to your Adept’s Command Rating. (Command Rating = 4 | 4 Resources per TCP)
 - You may only tap a number of resources up to your Adept’s Command Rating each Theatre Construct Phase.
 - Resources are put within the **Staging Area**

II. Entities, Armaments, Items:

- You may control a number of Entities equal to your Adept's Command Rating.
- You may control a number of Entities equal to your Adept's Command Rating.
- Armaments must be placed equipped to an entity.
- Items placed unequipped to an entity are placed in the staging area; you may only control a number of unequipped items equal to your Adept's Command Rating.
- Your Unit Markers start at the **Supply Line**.

III. Anomalies

- You may put 1 anomaly into play each Theatre Construct Phase.
- You may only control a number of Anomalies equal to your Adept's Command Rating.
- "Start an Event" by placing an Event from your hand onto the staging area.
 - You may only start a number of events equal to you Adept's Command Rating.
- "Change of Arms:" Send an armament to circulation and equip the entity that was equipped with an Armament from your hand.
- "Place a Theatre Order:" Add a number of Theatre Orders from your hand to the Theatre, one at a time, equal to your Adept's Command Rating.
- Use a Theatre Action or equipped Skill that can be used outside of combat.
- Player will repeat the "Set or Pass" process until no player wishes to or can add anything to the field. Each time players are made to choose the new Theatre Point, they may choose from among all assets that have been added to the Theatre that have Speed.



3. **Navigation Phase** | During this phase the player controlling the asset with the lowest speed may add a Battlefield to the Theatre from their supply; or, pass this option to the player controlling the entity with the next lowest speed.
4. **Briefing Period** | This Phase allows for players to activate or place any Theatre Effects or Special Orders they may not have during the Theatre Construct Phase, and also start an Event. (This Event does not count towards the Command Rating ACTIVATION limit but you are still subject to the ACTIVE limit) Also any equipment, skills, effects etc. that an entity no longer meets the requirements for, are disabled and discarded at this time. Also, any active orders that were not placed during this phase are sent to circulation.
 - **Starting with the Theatre Point:** Each player may activate neutral actions and skill, or place orders at this time. Each player is given one Briefing Phase before the Sortie Phase begins.
5. **Sortie Phase** | During this period players, starting with the Theatre Point, decide to Engage or pass that decision to the next player who controls the entity with the greatest speed. If no decision to engage is made during the Sortie Phase, players repeat the Order of Combat starting with the Theatre Construct Phase.
6. **Engagement Phase** | The Engagement Phase starts with the Theatre Point making a decision whether or not to initiate an engagement. A Player who decides to Engage must start with the Theatre Point.
 - During the Engagement Phase a Player may choose to do several things. Being in the Engagement Phase is not the same as being within Engagement Range. The Engagement Phase also has its own set organization referred to as the "Flow of Engagement."
 - **Period / Engagement Period** | Can last for an indefinite number, the engagement period ends when a player re-enters the Theatre Construct Phase, or enters the Recoup and Resupply Phase after Retreating or passing Theatre Point.
 - **Step** | The current smallest increment of time and thus movement for the game. An entity with 4-Speed has their speed read as 4 Steps per Movement for common reference and discussion.
 - **Movement** | The equivalent of a turn, each unit can take actions up to their available speed (1 action or space per point of speed). When an entity has used all available actions and steps, or chooses to take no action, it is then considered the end of the movement. Control then switches to the next Theatre Point for the next Movement.
 - I. **Move** | A Unit you control may spend 1 Energy per space, and move one space dependent upon the chosen unit's size, in a perpendicular Direction. (See SIZE CHART p.10)
 - A unit may move as their speed and energy can provide. A player moves 1 step for each point of energy spent, and you may do so at different points during the movement. A player may move, wait for a reaction, then Take Action, then move again if energy and speed permit.
 - II. **Take Action** | The Theatre Point may use an Action, Skill, or Ability to do anything that does not affect the enemy directly. I.e. Damage, Curses, status ailments etc. The only cost needing to be paid to take action is the cost displayed to use the action.

THE ORDER OF COMBAT: DAMAGE AND DEATH

A Unit does damage to another through Actions, Skills, Abilities and Normal attacks. Each use generally the same process to produce damage and process priority in responding to what occurs in the theatre.

ATTACK BASICS

A Normal attack requires the attacking unit to have at least 1 Energy. Damage is dealt initially by subtracting the defensive units Combat Power from the attacking unit's combat power. That damage is then reduced by the damaged entity's defense.

- Combat Power = Base Power + Augments from Equipment, Skills, Abilities etc.

If attacking an Adept, the damage removes points of Resolve. When Resolve is at 0, the Bout ends.

In the Example below, entity A attacks entity B. entity A has a Combat Power of 60 while its target has a Combat Power of 29; entity A will deal 60 - 29 damage which is 31 point of damage. That Damage is reduced by 4 however since this was an Exchange between an Adept and a non-Adept, the Base Power between the two Entities is widely gapped and the Defense Rating of entity B matters little. entity B is discarded and its Health Points are subtracted from its controller's Resolve.

- If attacking a Supply Line the damage is dealt to that player's Resolve.
- Base Power is calculated as: $Base\ Power = (Strength) * (Speed) + (Energy)$
- Attacking from behind applies 1.5 times Base Power rounded down | Attacking from the Side Applies .5% Base Power rounded down.

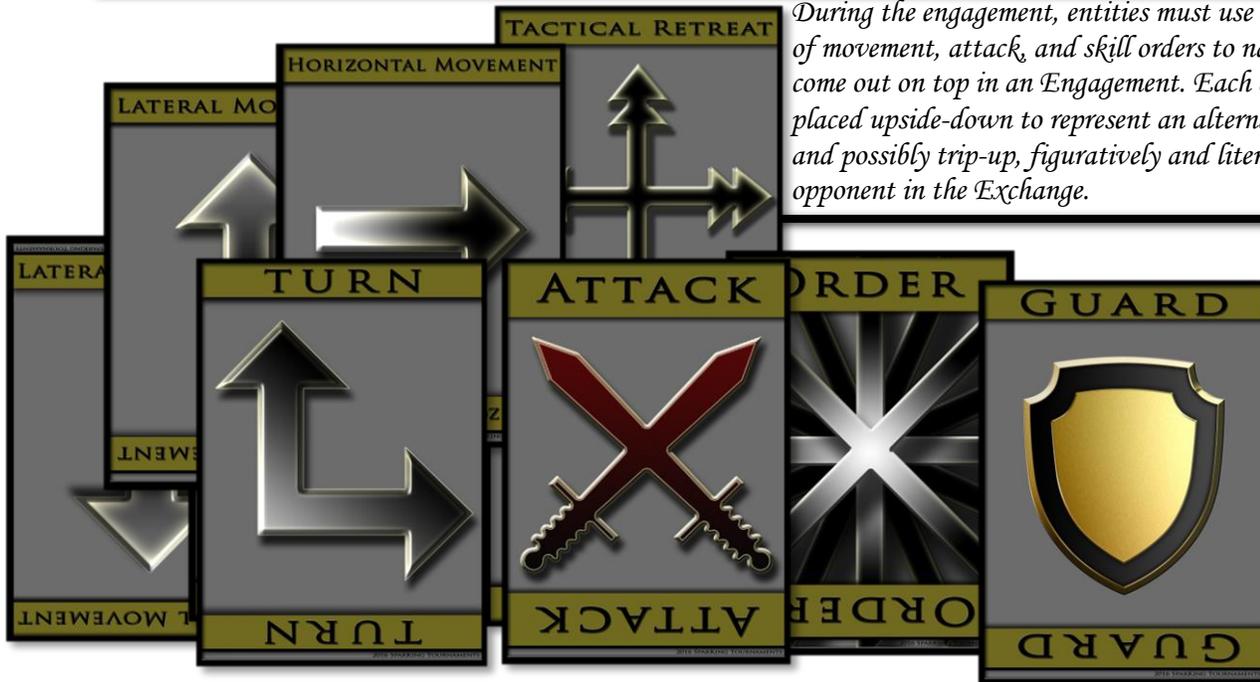
The diagram illustrates the damage calculation process. On the left is the Rogue's stats: BASEPOWER: 60, ENERGY: 6, SPEED: 6, STRENGTH: 9, DEFENSE: 5, VISION: A. On the right is Marx Exsizet's stats: BASEPOWER: 29, ENERGY: 5, SPEED: 4, STRENGTH: 6, DEFENSE: 4, VISION: 8, MOMENTUM+, NULL - TRAP/CURSE. A red arrow points from the Rogue's Base Power (60) to the subtraction 60 - 29, which is also circled in red. Another red arrow points from this result to the final damage value of 31, which is circled in red. A green arrow points from Marx Exsizet's Defense (4) to the subtraction 31 - 4, which is also circled in red. The diagram also shows Marx Exsizet's HP (4) and EQP (4) on the right side of his card.

- An entity must have at least 1 point of Energy to defend against an attack. All damage, even from outside of Engagement Range, will be reduced by the target's defense.
- If an entity has twice the speed of an attacking enemy or projectile, that entity may "dodge" rather than Defend. When an attack is dodged it deals no damage and is not considered to have connected. If an attack is Dodged by an entity, that entity may "Counter - Attack" by spending 1 Energy and using the Normal Attack, a Single Attack Skill, Ability, or an Action; activation and use costs for counter-attacks are reduced by half. Your opponent cannot respond to the counter - attack unless specifically designated by an effect.
- If an entity is equipped with Armaments or Items that have Health, damage is dealt to those articles first, decided by your opponent, and is dealt as a single fluid instance. Damage is dealt to and then through the articles equipped in one blow, those equipped articles are discarded if completely reduced.

The diagram illustrates the damage calculation process. On the left is the Rogue's stats: BASEPOWER: 60, ENERGY: 6, SPEED: 6, STRENGTH: 9, DEFENSE: 5, VISION: A. On the right is Marx Exsizet's stats: BASEPOWER: 29, ENERGY: 5, SPEED: 4, STRENGTH: 6, DEFENSE: 4, VISION: 8, MOMENTUM+, NULL - TRAP/CURSE. A red arrow points from the Rogue's Base Power (60) to the subtraction 60 - 29, which is also circled in red. Another red arrow points from this result to the final damage value of 31, which is circled in red. A green arrow points from Marx Exsizet's Defense (4) to the subtraction 31 - 4, which is also circled in red. The diagram also shows the Steel Hedge's HP (4) and EQP (4) on the right side of its card.

MOVEMENT AND ATTACKING DURING A DIRECT ENGAGEMENT

An entity enters "Direct Engagement" when it crosses into the Engagement Range of an Enemy. While in Engagement Range, movements and attacks must be pre-arranged and partially displayed by using cards from the movement Stack. When you entity enters a Direct Engagement, you choose cards up to the that entity's Speed from your "Surplus." Then arrange those card to be revealed from top to bottom in the "Action Stack." These "Direct Engagement Cards" are both movement and actions, along with horizontal, and vertical movement, there is also ORDER, GUARD, ATTACK, and Retreat. (An attack that is guarded against deals 50% damage.)

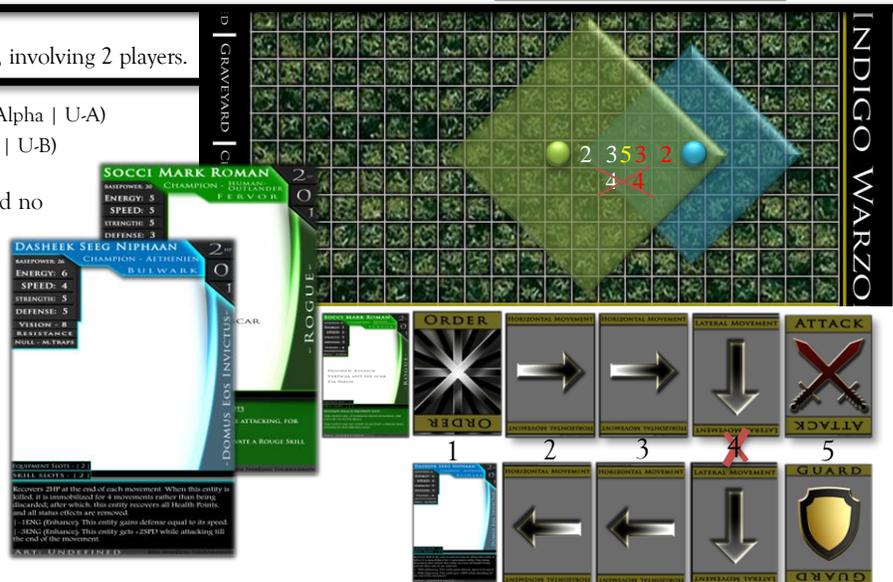


During the engagement, entities must use a combination of movement, attack, and skill orders to navigate and come out on top in an Engagement. Each card can be placed upside-down to represent an alternate direction and possibly trip-up, figuratively and literally, your opponent in the Exchange.

An Example of a Direct Engagement is as follows, involving 2 players.

- Player A controls Dasheek Seeg Niphaan (Unit Alpha | U-A)
- Player B controls Socci Mark Roman. (Unit Beta | U-B)

U-B is Theatre Point has 5 Speed; having also used no Energy for this example, it thus can travel 5 spaces maximum during this movement. U-B decides to travel 3 spaces forward and the Attack. To move forward U.B must use 3 HORIZONTAL MOVEMENT cards, to get close enough to U.A to attack. U.A also has the ability to respond to U.B's movements with their own Movement Cards. This means that if both players dedicate to moving forward, they would pass eachother. In these situations you are able to "Press" your Target, meaning, the entity may spend 1 Energy to skip the next Engagement Card to access a later strategy.



In this exchange we see U-B open by using an ORDER-Engagement Card. You are not required to place any orders at this point, and may use this as a type of Bluff or Check. Followed by no response from U-A, U-B then moves forward, followed by U.A. They then repeat this, and both seeing that in this 3rd Step that they will either miss or move in the same direction again; both Entities decide to Press their targets for 1 Step resulting in an Exchange between the two. U.A guards, which reduces the damage dealt by an attack at that time by half. After this, both entities are "exhausted" having using all energy.

DEPLOYMENT AND COMBAT WITH REGIMES (ARMIES/SWARMS)

To add a Unit from a recruitment source to the Theatre you must first fulfill its “Deployment Requirement” by “Recruiting” the specified number of soldier unit types etc. before you are able to deploy them as a “Regime” into the Theatre.

How to Recruit a Soldier: Pay its “Recruitment Cost” (RC) using resources you control. The Recruiting, Deploying, and Innate Yield of the card are each considered separate abilities. A Recruitment Source may be tapped to pay its own Recruitment Cost. This can be paid in multiples within a single instance, you do not need to Tap a Resource to Deploy its Regime. Each payment adds 1 Recruit to the potential Regime.

-EXAMPLE: Rally the Barracks has an RC of 4-(STEEL), it has an Innate Yield of 2-(STEEL) thus it requires “Rally the Barracks” to be used twice before being deployed, or you could use a separate resource that yields (STEEL) such as “Gift of the Masters” which yields 10-(STEEL). “Rally the Barracks” would grant 1 Recruit, and “Gift of the Masters” with “Rally the Barracks” (12-STEEL total) would grant 3.

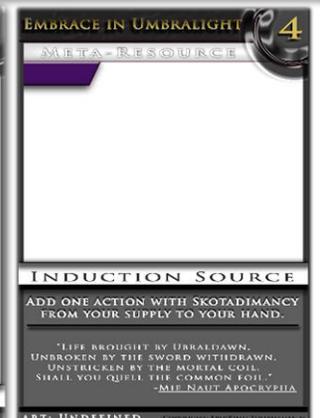
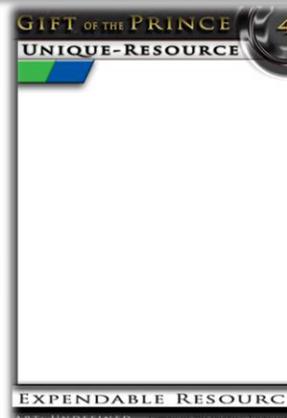
● | Deployed Regime

- When a Regime is defeated, the Resource that Deployed it remains in the Theatre. When a Resource that Deployed a Regime is lost, the Regime remains in the Theatre.
- A Resource may only have 1 Regime deployed at a time.
- Regimes do not Direct Engage, and when dealt Lethal Damage by any asset or source, 1 Recruit is lost from the Regime until unannouncedly defeated.
- When a Regime deals damage to a Supply Line, 50% of the Regime is lost, rounded down.
- Any Damage Dealt to a Regime must be lethal or the damage is reduced to 0.
- **Strike Multiplier:** When an Entity deals lethal damage to a Regime with a Normal Attack, it may spend X Energy to repeat the attack X times. This does not count towards your limited number of actions and actions due to Speed.



RESOURCE TYPES IMPORTANT INFO:

- Resources come in several types but function virtually the same. Any effects that are described on the card i.e. +2 Hand Size, or Add One Card from X, are immediate and cannot be directly affected or responded to.
- Resources that are tapped (exhausted) remain exhausted until decidedly refreshed during Resupply.
- If a Resource is tapped and you do not have the ability to fulfill its effects, you must discard that resource.
- If you activate a resource for an ability that does not consume its entire yield, you take “Surge” damage, which removes points from Resolve.
- **Expendable Resources are discard once tapped.**
- You may tap a resource to activate its ability without utilizing its Yield, but you will receive Surge damage.



EQUIPPING AND AUGMENTATION:

Entities can be equipped with Skills, Equipment, and Weapons up to their available slots. All Entities have 1 Weapon Slot and all slots can only hold 1 of whatever they are able to hold. Certain abilities can manipulate this i.e. the “Standard Passive” “Duel Wield Slot” which allows for the equipping of a Weapon into an Equipment Slot.

Non-Item equipment is equipped to an Entity as it is added to the Theatre, and is sent to the same area that the Entity it was equipped to is sent to when it leaves the Theatre. (If an Equipped Champion is returned to the Supply, the Equipment goes with it, same goes for Circulation, Graveyard, and Hand etc.)

The diagram illustrates the equipping process for a Black Armoured Empress. The central entity card is a Rogue with the following stats: Basepower: 38, Energy: 6, Speed: 4, Strength: 8, Defense: 4, Vision: 8, Momentum+, and Resistance-. It has 2 HP, 2 EP, and 1 WP. Its abilities include 'BLACK ARMoured EMPRESS' and 'ETHEREAL SWORD ARTISTRY'. It has 2 Equipment Slots and 1 Skill Slot. A text box explains that upon being killed, the entity can be returned to the Theatre by discarding a resource or paying 6RP, and that it has +2 Strength while equipped with a weapon and -2 Energy while equipped with a weapon. It also has +1 Skill Slot while affected by this ability.

Three items are being equipped to the entity:

- SYMBOL OF HONOUR** (Equipment Item, 4 RC): Grants +1 Skill Slot and +1 Equipment Slot.
- SYMBOL OF COURAGE** (Equipment Item, 2 RC): Grants +2 Energy, -1 Speed if Speed is lower than 4, and +2 Strength if Power is lower than 5.
- CALVARY BLADE** (Weapon - Broad Sword, 1 HP, 3 EP): Grants +1 HP and +3 EP. The equipped entity has its combat power while it has momentum. This entity does +1 DMG for each stack of momentum it has beyond the first minus your opponent's momentum.

Two skills are also being equipped:

- DUAPARHO TECHNIQUE** (Skill - Combat Engagement, 2 EP, 1 USE): Female Mongolian active movement attacking horizontal slashing with jump backwards movement. It is an activatable skill that refreshes. While active, the entity may risk spending 1 Energy rather than the standard 2. An activatable ability that costs 1 cross check while charging forward, dealing damage to enemies in front of the user. The entity moves one square and drops momentum.
- MOMENTOUS STRIKE** (Skill - Combat Barbaros, 2 EP, 0 USE): The force will used by this entity in a movement cost. It has energy to use for each stack of momentum.

Abilities and Bonuses from Equipment and Skills are considered “Augmentations.” Augmentations only exist while their source providing it exists within the Theatre.

When equipping a new skill or article, if all slots are filled, you must send that previously equipped article or skill to circulation.

It costs 0 to equip an Entity with something it shares Affinity with.

ACTIONS, SKILLS, CURSES, AND TRAPS

All Skills are considered Actions, but not all Actions are Equippable Skills. These Actions all have a sub-type, affinity, and specifications that change how and when an Action can be used. Actions as sent to circulation once used and can be used even if all Skill Slots are occupied. If a slot is available when using a Skill, the Entity may equip that skill by paying its equip cost along with its use cost when taking Action.

TRAPS: Can be used at any point that the conditions to use it meet. Regardless of priority or who is Theatre Point. Traps can only be responded to by Counters and other Traps.

***TYPE = Action, Skill, Trap or Curse**

Passive Skill: Energy costs paid for these skills are only paid directly once, but remain active and the energy removed until de-activated, even through phases.

Activatable Skill: Single Use Actions that become Exhausted until Refreshed. To activate, a player simply pays the Use cost.

Pre-Emptive (Type): Designated as an action that is used in anticipation of something that may occur within the Theatre.

Response (Type): A type of counter, used in reaction to other actions taken, or the activation of effects in the Theatre.

Neutral (Type): Can only be used one no other actions are being taken.

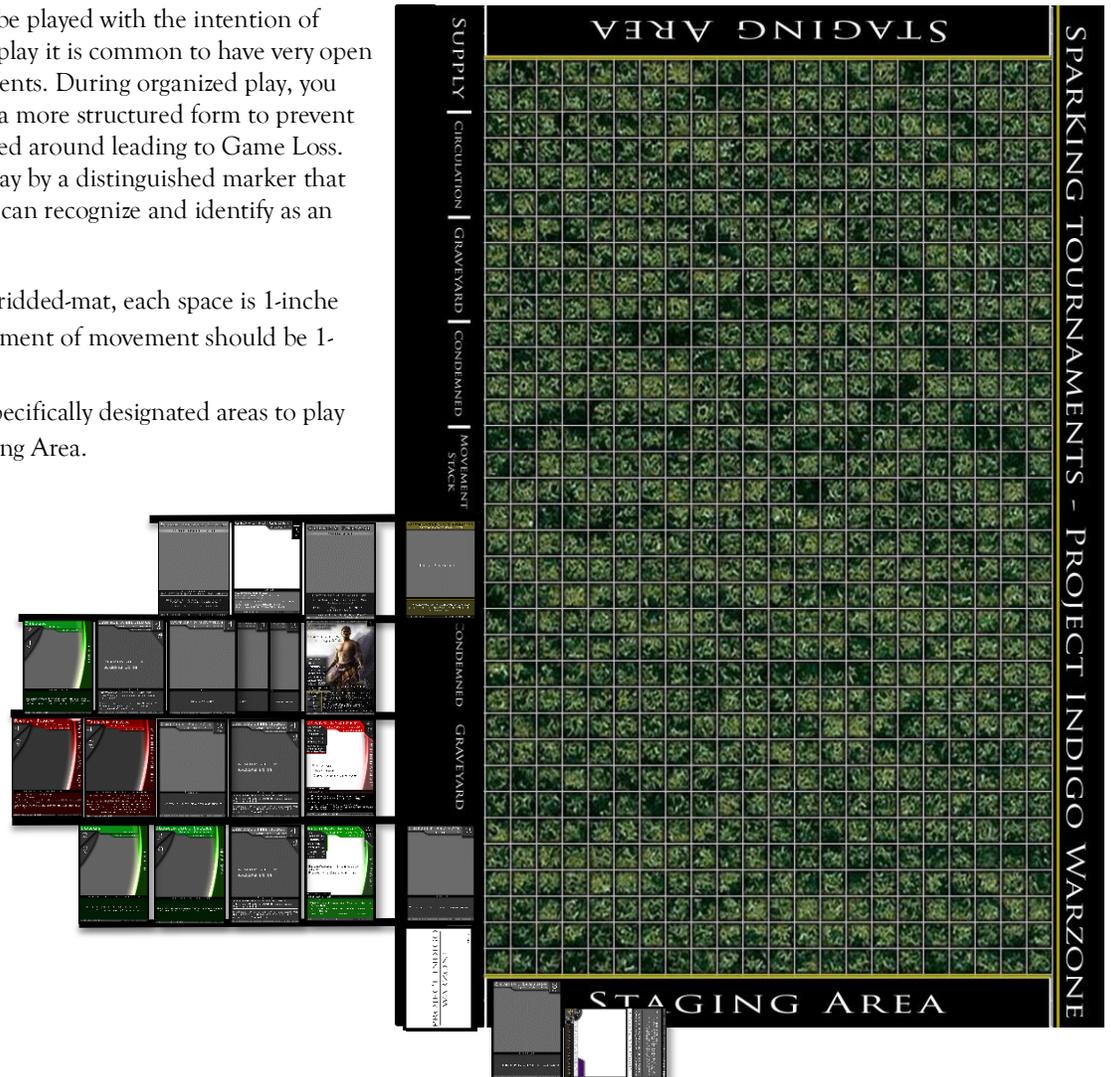
Persistent (Type): A skill that, like a Passive, remains active and draining energy, however it cannot be de-activated except by effect.

Curse: A type of Skill that can be applied and sometimes forcefully equipped to enemy Entities. It cannot be removed except by effect and is regularly Persistent.

Healthy Competition and Organization

Games should be played with the intention of fluidity. During non-organized play it is common to have very open Movement and Theatre placements. During organized play, you may want to organize things in a more structured form to prevent possibilities of cards getting tossed around leading to Game Loss. Each Entity is represented in play by a distinguished marker that can be anything that all players can recognize and identify as an individual target.

- If not playing with a gridded-mat, each space is 1-inche apart, thus; each increment of movement should be 1- inche.
- The only cards with specifically designated areas to play are placed in the Staging Area.



Losing the Game

If you control an Adept with 0 Resolve, you lose. Last player standing wins the Boute.

If all players would lose at the same time, the player controlling the Adept with the most Energy before it died wins the bout unless that entity was the source of the effect or damage originally. If that Entity was the source, then the bout goes to the next player who would fit the requirements.