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Game: **CIRCADIANS: CHAOS ORDER**

Publisher: **Garphill Games (2022)**

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CIRCADIAN CHAOS ORDER

SETUP

Each player (known as **faction**) chooses a **faction** and takes the matching **faction board**, **rulesheet**, **base tile** and **tuck box**.

Follow the setup instructions on your faction rulesheet, then return your tuckbox to the game box.

Shuffle all **tactics cards** and place them into a facedown deck on their space on the board.

Place the **combat wheels**, **dice**, **energy**, and **gems** into a main supply. Each faction takes **6 energy** and **1 gem** from this supply.

Place the **6 production tokens** in the top-left area of the map.

All factions place **1 research marker** of their colour on the left-most space of each research track. All factions place their **fame marker** on the 0 space of their fame track.

Place all grey-backed pricing tokens in a facedown pile on each faction's space in the **vault** area of the board. Keep your 4 orange-backed pricing tokens in your own supply. Give the **flare gun** to the left-most faction present in the vault.

Return any **neutral pricing tokens** not applicable to the faction count (shown on the back of each token) to the box. Neutral pricing tokens come in pairs; for each pair being used, turn them faceup and place the token featuring a numbered relic icon on top of the other token. Place these tokens near the research track.

Take the sets of **land tiles** required for these faction counts:


3+ factions: yellow-backed tiles

4+ factions: blue-backed tiles

5 factions: red-backed tiles

For each set being used, shuffle all 3 tiles and randomly place them faceup onto the tile locations of the board with the associated icon. Return any unused land tiles to the box.

Each faction, in vault order from right to left, completes the following steps:

1. Place your **base tile** in a base location  on the map. The base location's icon must apply to the faction count and the location cannot have been already selected by another faction.
2. Place **mountains** on adjacent borders if necessary. Each base may only be adjacent to 2 land regions (*swamp, cliffs, plains*), and those regions must be adjacent to each other, and to the base. If a base is adjacent to 3 or more land regions, you must place mountains onto a number of borders of your base until there are only 2 adjacent land regions. Regions are adjacent if they touch on 1 side without a mountain between them.
3. Randomly place **1 starting foundation** from your faction, faceup, in each of the land regions adjacent to your base. Once placed, these are all considered **neutral**.

Of the **9 neutral foundations**, set aside the 6 featuring a numbered relic icon. If playing with fewer than 5 factions, randomly return 1-3 of the other 3 neutral foundations to the box:

2 factions: return 3

3 factions: return 2

4 factions: return 1

Shuffle all neutral foundations that haven't been returned to the box and randomly place 1 faceup in each land region that doesn't currently have a foundation.

For each neutral foundation featuring a numbered relic icon, take the corresponding **relic** and place it on top of the foundation.

Starting with the faction holding the flare gun and moving clockwise, each faction selects 1 of their **leaders** and places its standee in 1 of the 2 regions adjacent to their base.

If your leader has a **gem cost** in the top-left of their card, you must pay that to the main supply. Then place all fighters not currently on your faction board in your 2 adjacent regions, distributing them as desired, but each region must have at least 1 fighter.

Place 1 remaining mountain on each of the 3 printed mountain spaces (region borders with 2 close parallel lines). Return any unused mountains to the box.

GAME TURN

The game plays over a series of **rounds**, up to a maximum of 6. Each consists of **9 phases** (shown down the left side of the board).

1. SET PRICES



Starting with the faction with the flare gun, and continuing clockwise, **each faction prices 1 of the 5 action phases**. In games with 2 factions, they each price 2 action phases each round, 1 at a time, alternating between the 2 factions.

Pricing an action: All factions have a set of **pricing tokens** in their colour (exception: *Jrayek*). To set the price of an action phase, select 1 of the tokens currently in your supply and place it faceup onto the chosen phase. Each phase may only contain 1 pricing token.

Pricing the build phase immediately rewards 1 gem. Pricing the recruit phase immediately rewards 2 energy. When pricing the move phase, there are 2 options: move first and gain 1 tactics card; or move last (only 1 pricing token may be placed here; the other option must be ignored).

When acting in each of the action phases, factions must pay the amount of energy shown on the pricing token of that phase. Costs shown in the faction's colour must be paid directly to that faction. Costs against an orange background are paid to the main supply.

NEUTRAL PRICING TOKENS

Once all factions have finished placing their pricing tokens, place **neutral pricing tokens** on any action phases that doesn't currently have a pricing token.

On the top token of each pair of neutral pricing tokens is an icon showing a numbered relic. These tokens should be returned to the box during the check relics phase of the indicated rounds.

In games with exactly 3 factions, both pairs of neutral pricing tokens are used. When placing both, the token with the lowest total energy cost is placed on the top-most available phase, with the other token then being placed on the remaining phase. This results in their placement order switching every 2 rounds.


FLARE GUN

Immediately after the move phase has been priced, move the flare gun. If a faction priced the move phase, the flare gun is given to the faction seated to their left. If that faction already had the flare gun, or if the move phase was priced by a neutral pricing token, it must be passed to the next faction in clockwise order from the faction currently holding it.

When move is priced by a neutral pricing token, place that token on the **move first** spot.



ACTION PHASES

For each phase, the faction who priced the action takes their turn first (or last in the move phase, if selected), followed by each other faction in clockwise order. If the phase was priced by a neutral pricing token, the faction holding the flare gun takes their turn first. On their turn, each faction has the choice to **act** or **pass**.

To act, pay the **energy**  cost shown on the pricing token in that phase. If you cannot pay this cost, or choose not to, you must pass. **The faction who priced the phase never pays the energy costs shown on their pricing token.** Passing has no effect and costs no energy; but some tactics cards can be played for their effects when passing.

Each action phase has its own **research track**. The positions of their research markers on these tracks determine what factions can do in each action phase. The tracks each have 3 rows:


Main action: To perform a main action, resolve the effects in the top row of the same column where your research marker sits. These may only be performed once per turn, and are optional.

Immediate effects and gem locks: Any time you move your research marker into a new column containing icons in this row, you may immediately resolve its effects. Some columns are separated by a **gem lock** . Any time you want to move past a gem lock, you must pay 1 **gem**  to the main supply. If you cannot pay, you cannot move your research marker.

Auxiliary action: To perform an auxiliary action, resolve the effects in the bottom row of the same column where your research marker sits. These may only be performed once per turn, and only after the main action has been resolved. All auxiliary actions have an energy/gem cost which must be paid in full to gain the benefit.

DISCOVER




Main action: Allows you to gain **research**  in any of the 5 action phases. When gaining research, move your research marker 1 space to the right on your chosen track.

Auxiliary action: Allows you to spend gems for 1 more research or a tactics card.

BUILD



Main action: Allows you to construct foundations and buildings by spending **1 build point** (BP)  for each. The position of your research marker determines how many BPs you have available. When moving research markers into the second and fourth columns, you may immediately construct a foundation or gain 1 tactics card.

Auxiliary action: Allows you to spend energy for 1 additional BP or to gain 1 tactics card.

When spending a BP to construct a foundation, take any 1 board foundation from your faction board, turn it over, and place it in a land region you control. Once on the map, foundations (even starting foundations) are neutral (no faction owns them). **Each region may contain no more than 3 foundations.** Some foundations have **gem locks**, which require you to spend 1 gem to construct them; once removed from faction boards, they reveal new abilities.

When spending a BP to construct a building, take 1 building from your faction board and place it on a foundation in a region you control. Buildings always require a foundation, unless an effect states otherwise. All factions have 3 types of buildings: **foundry**, **outpost**, and **stronghold**.


You must always construct the left-most building of the type you choose.

Some buildings have gem locks, which require you to spend 1 gem when constructing. Once removed from faction boards, buildings reveal additional resources that they gain in each gain income phase, and provide benefits in the region where they are constructed.

Some foundations have **location rewards** on them. Any time you construct buildings, you gain the reward of whatever you cover over. **Each region may only contain 1 of each building type** (exception: *Zcharo's Outposts*).

HARVEST



Main action: Allows you to gain energy and additional resources from regions you control on the map. The position of your research marker determines how much energy you gain, and how many **harvest points**  (HPs) you have available.

Auxiliary action: Allows you to spend energy to gain gems.



When moving research markers into the third column, you may immediately take 1 of the **production tokens** from the top-left area of the map and place it covering a printed production token on any region you control, including your base.




When moving research markers into the final column, you may immediately upgrade 1 production token on the map in a region you control, including your base.

You can only harvest production tokens on your base or on regions where you have a **foundry** (though there is a board foundation allows you to harvest from any of your buildings). For each HP you have, and in any order, you may select 1 region from which you are able to harvest, and gain the indicated resources or benefits shown on its production token. **You may never harvest the same production token more than once per round.**

RECRUIT



Main action: Allows you to spend **recruitment points**  (RPs) to get more fighters on the map. The position of your research marker determines how many RPs you have available. Each faction board also allows factions to spend RP to gain either gems or tactics cards.


Spending RP allows you to advance your fighters from left-to-right across the recruitment track at the bottom of your faction board, with the goal of advancing them off the final sector of the track and onto your base. Advancing each fighter from 1 sector into the next (or onto your base) costs 1 RP, as shown on the recruitment track by the icons separating each sector.

Factions (other than AI) also have the option to fast-track fighters from the first sector, directly to their base (or drop ship, for *Circadians*), as shown by a path leading directly along the top of their recruitment track. Each fighter who advances this way costs 1 RP plus the indicated amount of energy.

Auxiliary action: Allows you to spend energy to deploy a leader. Pay the energy cost, plus any gem cost shown on the chosen leader card. You may choose any 1 of your leaders not on the map. After paying all costs, place the leader's standee on your base.

MOVE



Main action: Allows you to spend **movement points**  (MPs) to move your units around the map. The position of your research marker determines how many MPs you have available.

When moving research markers into the fourth column, you may immediately spend 2 RPs or gain 1 tactics card. RPs spent this way work identically to those spent during the recruit phase.

Auxiliary action: Allows you to spend energy to flip a leader to its upgraded side. The fifth column also rewards 1 tactics card as part of the main action.

Each MP spent allows you to move any number of units from 1 region to any other adjacent region. Regions are adjacent if they touch on 1 side and don't have a mountain between them. **Regions with outposts are also adjacent to their faction's base.**

Each faction may never end their movement (or a redeployment) with more than 1 of their leaders in a single region (other than their base). Factions may have multiple leaders in a region during their movement, but never by the end of it (exception: *Oxataya*).

Units may move off a base, but never onto them. There are other ways for units to return to base, but never willingly through movement or redeployment.

Units cannot move onto lakes (exception: *Oxataya*). Units cannot move onto base locations or tile locations (regions not being used at the current faction count).

Multiple factions may have units in the same region, which will result in battles taking place in the combat phase.


Each MP spent is isolated from all others spent before or after. A faction could move any number of units from 1 region to another, then move any units from that region to another, including the units they just moved there or any others already present.

To upgrade a leader using the auxiliary action, factions must pay the indicated energy cost, along with any gem cost shown on the chosen leader card. They may choose any 1 of their leaders to upgrade, even those not currently on the map. After paying all required costs, they must turn over the leader's card, showing their upgraded artwork, combat values and ability.

TUNNELS

In games with 4-5 factions, the 2 regions bordering either end of the blue tunnel are adjacent. In games with 5 factions, the 2 regions bordering either end of the red tunnel are adjacent.

REDEPLOYMENT

 Redeployment is a type of movement that costs 1 MP, but factions can only move units into an adjacent region where they already have units or buildings; so they cannot start new battles or claim regions where no factions are present. Redeployment movement always ignores all pinning rules.

PINNING

Units may get **inned** by opposing units in the same region. To move out of a region with opposing units, factions must leave behind at least as many units as their opponent has there. Factions decide which of their units will stay behind. If there are multiple factions present, units are only pinned by the opponent with the most units (they ignore the other factions' units).




COMBAT



Factions select and resolve each **battle** on the map. A battle takes place in every region where more than 1 faction has presence (units or buildings). Select and resolve battles 1 at a time, starting with the faction holding the flare gun and continuing clockwise.

Continue until all battles are resolved, skipping factions that are not involved in any remaining battles. Battles follow these steps:

1. BATTLE SELECTION

On your turn, you must select 1 region where you are involved in a battle. If there are multiple opponents present, you must also select which opponent you will fight. Both factions involved in the battle must declare their current **strength** , **attack** , **shields** , any **special abilities** they might have, plus how many **gems** and **tactics cards** they have in their supply.

2. PLANNING

Both factions take a **combat wheel** and any **tactics cards** they have into their hand. They secretly and simultaneously spin their combat wheels to the desired section and optionally place a tactics card faceup over the middle of the wheel. Line up the black lines so that there is a combat icon above each of the combat values on the card below.

The wheel has a pre-printed tactics card, allowing factions to fight without a card. You may also choose to place **1 tactics card** facedown on the combat wheel as a bluff. If you do this, after revealing your combat wheel, return the facedown tactics card to your hand (do not reveal it).



Retreat. You must redeploy all remaining fighters, and any leaders you had in battle must be sent to your base.



These sections each costs 1 gem to use. Roll 1 die: this adds additional strength, and sometimes shields, to your combat values. If you cannot spend a gem, you cannot choose this section of the wheel.



This section may only be selected if you have 4 or more fighters and no leader, and is the only section that deals attacks using both the left and right side of the wheel.



Both these sections have no additional benefits, but they always provide strength on either the left or right side, along with either attack or shields on the other.



If you choose to fight without a tactics card (or you bluffed), both the left and right sides of the combat wheel provide a combat value of 1. However, as shown at the bottom of the wheel, if you retreat without a tactics card, you will have 2 fewer shields.

If you choose to fight with a tactics card, it covers the pre-printed card and may provide additional benefits or effects. When using tactics cards, ignore any printed effects referring to other phases.

3. REVEALING PLANS

Once both factions have made their plans, they simultaneously reveal their combat wheel and tactics card (if any). If factions selected to roll a die, they must pay 1 gem now and roll their die.

4. RESOLUTION

1. Both factions add up their total strength.

This can come from the combat wheel, tactics card and dice, leaders, buildings, fighters (each worth 1 strength), and faction-specific abilities.

The faction with the highest strength is the victor. If tied, the faction who selected the battle is the victor. Any effects that pertain to victories or losses must be resolved before moving onto the next step. If a faction selected to retreat, but had the highest strength, they still lose the battle and retreat.

2. Both factions add up their attacks

Subtract any shields your opponent has. Attacks and shields can come from the combat wheel, tactics card and dice, leaders, buildings, and faction-specific abilities.

Each unshielded attack wounds 1 opposing fighter (up to a maximum of 4 per battle).

Wounded fighters are sent to the first sector of the recruitment track on their faction's board, and will be available to recruit again in the future. Any effects that pertain to wounded fighters must be resolved before moving onto the next step. If a faction selected to retreat, this must also be resolved now.

3. If the losing faction still has presence in the region, they must:

- Return any remaining fighters to their base.
- Return any leaders to their supply. This does not cause upgraded leaders to flip back to their basic side (once upgraded, they remain that way).
- Return any buildings to their faction board. Razed buildings are always returned to the right-most empty space of that building type on their faction board. Factions immediately gain whatever resources or other benefits each building covers. Foundations are never removed from the map.

After each battle is resolved, place all used tactics cards in the discard pile and return the combat wheels to the main supply. Only once all battles have been resolved should the round continue into the gain income phase.

RETREATING

After wounds are resolved, if a faction selected to **retreat**, they must redeploy any remaining fighters to an adjacent region where they have presence (other than their base). This can even be into a region with an unresolved battle they are involved in. If there is no region available, those fighters are instead returned to their base. Retreating also forces a faction to send all their leaders from the battle's region to their base.

Retreating counts as a loss, even if the retreating faction had the highest strength. Leaders are not technically defeated, but forced to retreat back to base. If both factions select to retreat, only the faction with the highest strength does so. The other faction remains in the region, becoming the victor.

Factions may win a battle, but have no presence in the region after wounds are dealt. This does not affect the loser of the battle (they still follow step 3 of resolution). The winning faction is still victorious, but does not gain control of the region.

GAIN INCOME



Each faction simultaneously gains all their **income** in any order. If there are any disputes over timing, resolve them in turn order, moving clockwise from the faction with the flare gun.

There are no limits for how much energy or gems each faction may hold. Should the main supply run out, use a substitute. Factions carry over all their resources into subsequent rounds.

REGION COUNT

Based on how many regions you control on the map, gain 1 of the benefits shown on the main board. Factions only qualify for 1 of these 4 options and cannot voluntarily take a lower option. All bases count as 1 region.

0-2 regions: Gain 3 energy and 1 tactics card.

3-5 regions: Make 1 redeployment. This is for any number of units from 1 region to an adjacent region where that faction has presence. During this phase, factions may not redeploy from the region containing the current round's relic.

6-7 regions: Upgrade 1 attribute or gain 1 gem. To upgrade an attribute, pay any gem cost shown on the chosen card. After paying any required costs, turn over the attribute card, showing the upgraded abilities. Some attributes also have effects which must be resolved immediately when upgraded.

8+ regions: Same as above, but you may do it twice. This could be upgrading 2 attributes, gaining 2 gems, or gaining 1 gem and upgrading an attribute.

FACTION-SPECIFIC ABILITIES

Jrayek have Ryh-zu, which could either gain or cost them resources.

Leyrien have morale for gaining fame.

Circadians may give intel cards from their supply to their opponents to increase their region count. They may also count each of their thresholds as an additional region.

LEADERS, ATTRIBUTES & TACTICS CARDS

Some leaders and attributes have abilities or effects that activate during this phase. Some tactics cards have abilities that allow them to be played during this phase. Any tactics cards gained during this phase cannot be played until the next round.

BUILDINGS

Underneath each building are resources that factions gain during each gain income phase. The top-most foundation also has an ability during this phase. Factions only benefit from visible effects (those not covered by foundations or buildings).

CHECK RELICS



If 1 faction controls all relics on the map, they win the game. If not, the faction controlling the current round's relic removes it from the map and places it onto the leftmost empty space at the top of their faction board.

They immediately gain any benefits they cover, then **return all units from that region to their base.**

If no faction controlled the current round's relic, remove it from the game entirely.

Finally, place all used pricing tokens from the current round facedown onto their respective spaces in the vault. Return any neutral pricing tokens to the side of the main board. If a neutral pricing token shows a numbered relic icon matching the current round, return it to the box, increasing the cost for this token in future rounds. Alternatively, this can also be done after resolving each action phase.

If this was the sixth round and no factions controlled the last relic on the map, the faction controlling the most land regions is the winner. If tied, the tied faction with the most relics on their faction board wins. If still tied, all tied factions share the victory.

FAME

Factions can also win by having their fame marker reach the end of their fame track. For most factions, this results in an immediate victory and the game ends.

Each fame track has a number of immediate effects printed on specific spaces. Whenever a fame marker moves over an icon on your fame track, you immediately gain the depicted reward (energy, gems, research, tactics cards, RPs, or a redeployment).

Zcharo win with 20 fame only at the end of the check relics phase; to win in round 6 they must control the final relic, or have 20 fame while no other factions control the relic.

Leyrien and *Circadians* may both reach the end of their fame track during the same gain income phase. This results in a tie.

TACTICS CARDS

Tactics cards are *used* in battle and *played* during other phases, and these are 2 separate functions.

Tactics cards cannot be played in the same phase they were acquired. There are no limits to how many tactics cards each faction may play during each phase. Played tactics cards should always be placed in the discard pile. If the tactics card draw pile ever runs out, shuffle the discards to form a new draw pile.

Each faction has a hand limit of 5 tactics cards. They may draw above this limit, but must then discard cards of their choice until they have only 5.

If a tactics card has a gem lock covering the phase in which they can be played, this gem must be paid before resolving the card's effect.

TROOP TOKENS

At any time, factions may replace 5 or 10 fighters on the map with their **troop tokens**. Fighters removed this way should be set aside until they are needed again (when removing a troop token). On the map, troops count as either 5 or 10 fighters. These serve only to help declutter the map and do not provide additional fighters beyond those supplied to each faction.

CIRCADIAN'S CHAOS ORDER

1. SET PRICES



Starting with the faction with the flare gun, and going clockwise, **each faction prices 1 action phase**. In games with 2 factions, they each price 2 action phases each round, 1 at a time, alternating.

Pricing the build phase immediately rewards 1 gem. Pricing the recruit phase immediately rewards 2 energy. When pricing the move phase, there are 2 options: **move first and gain 1 tactics card; or move last** (only 1 pricing token may be placed here).

Costs in the faction's colour must be paid to that faction. Costs against an orange background are paid to the main supply.

Then place **neutral pricing tokens** on any action phases that doesn't currently have a pricing token.

Immediately after the move phase has been priced, move the flare gun. When priced by a neutral pricing token, place that token on the *move first* spot.

ACTION PHASES

For each phase, the faction who priced the action takes their turn first (or last in the move phase, if selected), followed by other factions in clockwise order. If a phase was priced by a neutral pricing token, the faction with the flare gun goes first. On their turn, each faction can **act** or **pass**. To act, pay the **energy** cost shown on the pricing token in that phase. If you cannot or will not pay, you must pass. **The faction who priced the phase never pays the energy costs.**

DISCOVER



Main action: Each **research** gained moves your research marker 1 space to the right on your chosen track.

Auxiliary action: Allows you to spend gems for 1 more research or a tactics card.

BUILD



Main action: Each **build point** (BP) can be spent to construct a foundation or building.

Auxiliary action: Spend energy for 1 additional BP or to gain 1 tactics card.

To construct a foundation, take any 1 board foundation from your faction board, flip it, and place it in a land region you control. **Each region may contain no more than 3 foundations.**

To construct a building, take 1 building from your faction board and place it on a foundation in a region you control. You must always construct the left-most building of the type you choose. **Each region may only contain 1 of each building type.**

Buildings removed from your faction board reveal additional resources you gain each gain income phase. Some foundations have **location rewards** when you construct a building on them.

HARVEST



Main action: Each **harvest point** (HP) can be spent to harvest 1 **production token**.

Auxiliary action: Spend energy to gain gems.



When moving research markers into the 3rd column, you may take 1 **production tokens** (top left of the map) and place it covering a printed production token on any region you control, including your base.



When moving research markers into the 5th column, you may immediately upgrade 1 production token on the map in a region you control, including your base.

You can only harvest production tokens on your base or on regions where you have a **foundry**. For each HP, in any order, select 1 region from which you are able to harvest, and gain the indicated resources shown on its production token. **You cannot harvest the same production token more than once per round.**

RECRUIT



Main action: Each **recruitment point** (RP) allows you to advance a fighters along your recruitment track. Advancing off the right-most space sends fighters to their base.

Auxiliary action: Spend energy to deploy a leader to your base. You may choose any 1 of your leaders not on the map.

MOVE



Main action: Each **movement point** (MP) can be spent to move any number of *unpinned* units from 1 region to an adjacent region. **Regions with outposts are also adjacent to their faction's base.**

Auxiliary action: Spend energy to flip a leader to its upgraded side.

Each faction may never end their movement (or a redeployment) with more than 1 of their leaders in a single region (other than their base). Units may move off a base, but never onto them. Units cannot move onto lakes.

In games with 4-5 factions, the 2 regions bordering either end of the blue tunnel are adjacent. In games with 5 factions, the 2 regions bordering either end of the red tunnel are adjacent.

REDEPLOYMENT



Redeployment costs 1 MP, but you can only move units into an adjacent region where you already have units or buildings. Redeployment ignores all **pinning** rules.

PINNING

To move out of a region with opposing units, you must leave behind at least as many units as your opponent has there.

COMBAT



Select and resolve **battles** 1 at a time, starting with the faction holding the flare gun and continuing clockwise. Factions who are not involved in any upcoming battles are skipped.

1. BATTLE SELECTION

On your turn, you must select 1 region where you are involved in a battle and 1 opponent there you will fight.

2. PLANNING

Both factions set their **combat wheel** and may use 1 **tactics card**.



Retreat. You must redeploy all remaining fighters, and any leaders you had in battle must be sent to your base.



These sections each costs 1 gem to use. Roll 1 die: this adds additional strength, and/or shields to your combat values.



This section may only be selected if you have 4 or more fighters and no leader, and is the only section that deals attacks using the left and right side of the wheel.

3. REVEALING PLANS

Simultaneously reveal combat wheels and tactics cards (if any). Pay 1 gem and roll your die if you elected to do so.

CIRCADIAN'S CHAOS ORDER

1. SET PRICES



Starting with the faction with the flare gun, and going clockwise, **each faction prices 1 action phase**. In games with 2 factions, they each price 2 action phases each round, 1 at a time, alternating.

Pricing the build phase immediately rewards 1 gem. Pricing the recruit phase immediately rewards 2 energy. When pricing the move phase, there are 2 options: **move first and gain 1 tactics card; or move last** (only 1 pricing token may be placed here).

Costs in the faction's colour must be paid to that faction. Costs against an orange background are paid to the main supply.

Then place **neutral pricing tokens** on any action phases that doesn't currently have a pricing token.

Immediately after the move phase has been priced, move the flare gun. When priced by a neutral pricing token, place that token on the *move first* spot.

ACTION PHASES

For each phase, the faction who priced the action takes their turn first (or last in the move phase, if selected), followed by other factions in clockwise order. If a phase was priced by a neutral pricing token, the faction with the flare gun goes first. On their turn, each faction can **act** or **pass**. To act, pay the **energy** cost shown on the pricing token in that phase. If you cannot or will not pay, you must pass. **The faction who priced the phase never pays the energy costs.**

DISCOVER



Main action: Each **research** gained moves your research marker 1 space to the right on your chosen track.

Auxiliary action: Allows you to spend gems for 1 more research or a tactics card.

BUILD



Main action: Each **build point** (BP) can be spent to construct a foundation or building.

Auxiliary action: Spend energy for 1 additional BP or to gain 1 tactics card.

To construct a foundation, take any 1 board foundation from your faction board, flip it, and place it in a land region you control. **Each region may contain no more than 3 foundations.**

To construct a building, take 1 building from your faction board and place it on a foundation in a region you control. You must always construct the left-most building of the type you choose. **Each region may only contain 1 of each building type.**

Buildings removed from your faction board reveal additional resources you gain each gain income phase. Some foundations have **location rewards** when you construct a building on them.

HARVEST



Main action: Each **harvest point** (HP) can be spent to harvest 1 **production token**.

Auxiliary action: Spend energy to gain gems.



When moving research markers into the 3rd column, you may take 1 **production tokens** (top left of the map) and place it covering a printed production token on any region you control, including your base.



When moving research markers into the 5th column, you may immediately upgrade 1 production token on the map in a region you control, including your base.

You can only harvest production tokens on your base or on regions where you have a **foundry**. For each HP, in any order, select 1 region from which you are able to harvest, and gain the indicated resources shown on its production token. **You cannot harvest the same production token more than once per round.**

RECRUIT



Main action: Each **recruitment point** (RP) allows you to advance a fighters along your recruitment track. Advancing off the right-most space sends fighters to their base.

Auxiliary action: Spend energy to deploy a leader to your base. You may choose any 1 of your leaders not on the map.

MOVE



Main action: Each **movement point** (MP) can be spent to move any number of *unpinned* units from 1 region to an adjacent region. **Regions with outposts are also adjacent to their faction's base.**

Auxiliary action: Spend energy to flip a leader to its upgraded side.

Each faction may never end their movement (or a redeployment) with more than 1 of their leaders in a single region (other than their base). Units may move off a base, but never onto them. Units cannot move onto lakes.

In games with 4-5 factions, the 2 regions bordering either end of the blue tunnel are adjacent. In games with 5 factions, the 2 regions bordering either end of the red tunnel are adjacent.

REDEPLOYMENT



Redeployment costs 1 MP, but you can only move units into an adjacent region where you already have units or buildings. Redeployment ignores all **pinning** rules.

PINNING

To move out of a region with opposing units, you must leave behind at least as many units as your opponent has there.

COMBAT



Select and resolve **battles** 1 at a time, starting with the faction holding the flare gun and continuing clockwise. Factions who are not involved in any upcoming battles are skipped.

1. BATTLE SELECTION

On your turn, you must select 1 region where you are involved in a battle and 1 opponent there you will fight.

2. PLANNING

Both factions set their **combat wheel** and may use 1 **tactics card**.



Retreat. You must redeploy all remaining fighters, and any leaders you had in battle must be sent to your base.



These sections each costs 1 gem to use. Roll 1 die: this adds additional strength, and/or shields to your combat values.



This section may only be selected if you have 4 or more fighters and no leader, and is the only section that deals attacks using the left and right side of the wheel.

3. REVEALING PLANS

Simultaneously reveal combat wheels and tactics cards (if any). Pay 1 gem and roll your die if you elected to do so.

4. RESOLUTION

1. Both factions add up their total strength.

The faction with the highest strength is the victor. If tied, the faction who selected the battle is the victor. If a faction selected to retreat, but had the highest strength, they still lose the battle and retreat.

2. Both factions add up their attacks

Subtract any shields your opponent has. Each unshielded attack wounds 1 opposing fighter (up to a maximum of 4 per battle).

Wounded fighters are sent to the first sector of their recruitment track. If a faction selected to retreat, resolve this now.

3. If the losing faction still has presence in the region, they:

- Return any remaining fighters to their base.
- Return any leaders to their supply (upgraded leaders stay upgraded).
- Return any buildings to their faction board and gain whatever resources each building covers.

RETREATING

After wounds are resolved, if a faction selected to **retreat**, they must redeploy any remaining fighters to an adjacent region where they have presence (other than their base). This can even be into a region with an unresolved battle they are involved in. If there is no region available, those fighters are instead returned to their base. Retreating also forces a faction to send all their leaders from the battle's region to their base.

Retreating counts as a loss, even if the retreating faction had the highest strength. Leaders are not technically defeated, but forced to retreat back to base. If both factions select to retreat, only the faction with the highest strength does so. The other faction remains in the region, becoming the victor.

Factions may win a battle, but have no presence in the region after wounds are dealt. This does not affect the loser of the battle (they still follow step 3 of resolution). The winning faction is still victorious, but does not gain control of the region.

GAIN INCOME



Each faction simultaneously gains all their **income** in any order. For region count, factions only qualify for 1 of these 4 options and cannot voluntarily take a lower option. Bases count as 1 region.

0-2 regions: Gain 3 energy and 1 tactics card.

3-5 regions: Make 1 redeployment. You may not redeploy from the region containing the current round's relic.

6-7 regions: Upgrade 1 attribute or gain 1 gem.

8+ regions: Same as above, but you may do it twice.

Also gain income from faction abilities, leaders, attributes, played tactics cards and buildings.

CHECK RELICS



If 1 faction controls all relics on the map, they win. If not, the faction controlling the current round's relic removes it from the map and places it onto the leftmost empty space at the top of their faction board, gaining any benefits they cover, then **returns all units from that region to their base**.

If no faction controlled the current round's relic, remove it from the game entirely.

FOUNDATION ABILITIES



During the gain income phase, factions may forgo gaining gems from each of their strongholds to instead gain research (1 for 1).



Gem locks may optionally be paid for with 2 energy, instead of 1 gem.



Factions may spend harvest points to harvest production tokens in regions containing any of their buildings. This is usually only true for foundries.



The hand limit is increased from 5 tactics cards to 6. This also immediately rewards 2 energy.



Regions are considered adjacent when moving units from a faction's base to those containing any of their buildings. This is usually only true for outposts.

FOUNDATION TYPES



Neutral foundations: The numbered relic icons are only for setup purposes and should be ignored when constructing buildings on these.



Starting foundations: Each faction places 2 of these adjacent to their base during setup. These function just like neutral foundations after setup.



Board foundations: When placed onto the map, these should be flipped over. They function just like neutral foundations, but have no location rewards.

BUILDING ABILITIES



Factions may spend harvest points to harvest production tokens in regions containing their foundries.



Outposts provide 2 strength to their region during each battle. Regions are considered adjacent when moving units from a faction's base, to those containing their outposts.

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Outposts provide 2 strength to their region during each battle. Regions are considered adjacent when moving units from a faction's base, to those containing their outposts.

PHASES



SET PRICES



DISCOVER



BUILD



HARVEST



RECRUIT



MOVE



COMBAT



GAIN INCOME

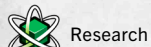


CHECK RELICS

RESOURCES



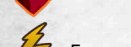
Fame



RESEARCH



GEM



ENERGY

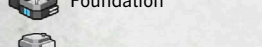


DICE

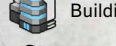
LOCATIONS



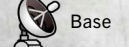
FOUNDATION



BUILDING OR FOUNDATION

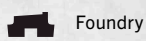


BASE

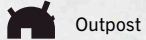


TUNNEL

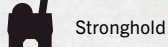
BUILDINGS



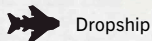
Foundry



Outpost

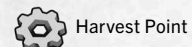


Stronghold

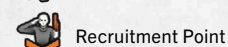


Dropship

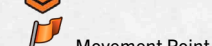
POINTS



Harvest Point

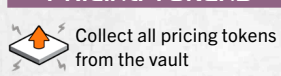


Recruitment Point

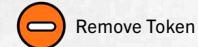


Movement Point

PRICING TOKENS

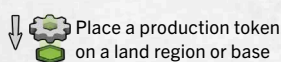


Collect all pricing tokens from the vault

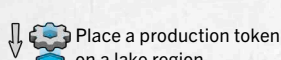


Remove Token

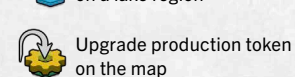
PRODUCTION



Place a production token on a land region or base



Place a production token on a lake region

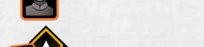


Upgrade production token on the map

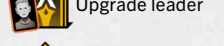
LEADERS



Leader



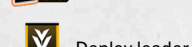
Upgrade leader



Upgrade attribute

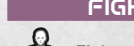


Deploy leader

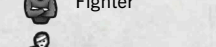


Deploy leader

FIGHTERS



Fighter



Wound/wounded

MØVEMENT

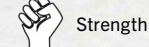


Redeploy



Retreat

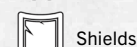
CØMBAT



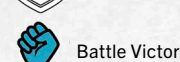
Strength



Attack



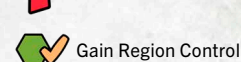
Shields



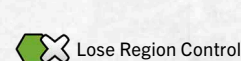
Battle Victor



Battle Loser



Gain Region Control



Lose Region Control



Reset Trap



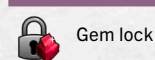
Morale

INCOME

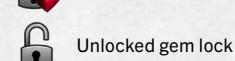


Region count

GEM LØCKS

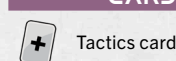


Gem lock



Unlocked gem lock

CARDS

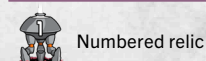


Tactics card



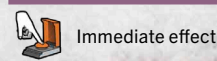
Hand limit

RELICS



Numbered relic

ØTHER



Immediate effect

PHASES



SET PRICES



DISCOVER



BUILD



HARVEST



RECRUIT



MOVE



COMBAT



GAIN INCOME

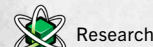


CHECK RELICS

RESOURCES



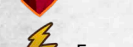
Fame



RESEARCH



GEM



ENERGY

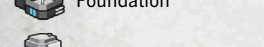


DICE

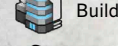
LOCATIONS



FOUNDATION



BUILDING OR FOUNDATION



BASE

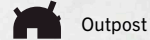


TUNNEL

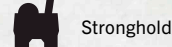
BUILDINGS



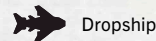
Foundry



Outpost

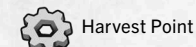


Stronghold

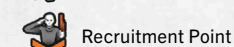


Dropship

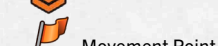
POINTS



Harvest Point

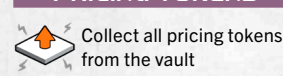


Recruitment Point

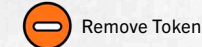


Movement Point

PRICING TOKENS

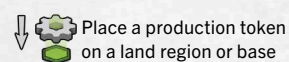


Collect all pricing tokens from the vault

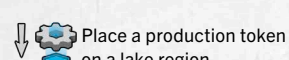


Remove Token

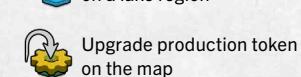
PRODUCTION



Place a production token on a land region or base



Place a production token on a lake region



Upgrade production token on the map

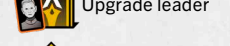
LEADERS



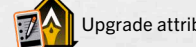
Leader



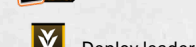
Upgrade leader



Upgrade attribute



Deploy leader

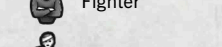


Deploy leader

FIGHTERS



Fighter



Wound/wounded

MØVEMENT

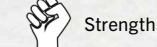


Redeploy



Retreat

CØMBAT



Strength



Attack



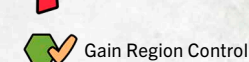
Shields



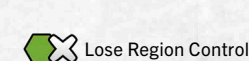
Battle Victor



Battle Loser



Gain Region Control



Lose Region Control

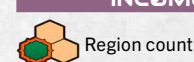


Reset Trap



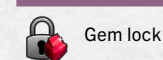
Morale

INCOME

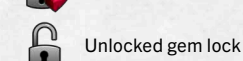


Region count

GEM LØCKS

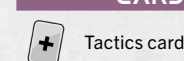


Gem lock



Unlocked gem lock

CARDS

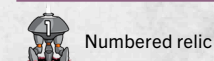


Tactics card



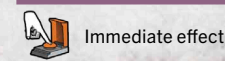
Hand limit

RELICS



Numbered relic

ØTHER



Immediate effect