TSUKUYUMI
FULL MOON DOWN

RULES
2.5 EDITION

CONTENTS

STORY

The world has not been the same since the moon landed on earth and revealed its very core: Deep in the satellite's rocky heart lies the white dragon TSUKUYUMI, once a powerful deity – before his brothers and sisters banished him to the eternal night millennia ago. Back on Earth after his long exile, he is bent on recapturing what was taken from him. But his return has plunged the world into chaos – continents have shattered, animals and plants have disappeared from the face of the planet, and humanity has been all but wiped out. A deep rift runs from Asia via Europe and North America to the former Pacific Ocean, which has turned into to a wretched puddle due to the upheaval of the land masses.

From the marshy bottom of the former sea, Tsukuyumi commands his army of Oni, a host of deadly warriors who will help him establish a new reign. They prey on the last remaining survivors of the old world and the new beings that have emerged since Tsukuyumi's cataclysmic return: highly evolved creatures, human-machine hybrids and dragon-beings that arose from the molten lava of the Earth's mantle. The scattered human populations have mobilized their last reserves, and while some are equipped with advanced battle suits, others enter battle flanked by wild beasts.

A fierce battle for supremacy in this new world has begun - and the battle cry is: Everyone against everyone, but everyone against Tsukuyumi!!

INTRODUCTION

WHY ARE THERE TWO RULEBOOKS?

This book contains definitions and explains the basic mechanics, rules of play, game setup and all the rules regarding the Oni and how victory points are calculated. On the back cover of this book, you will find a summary of all the essentials.

The other rulebook or "Codex" contains references for cards, faction sheets and factions. References to texts in the Codex are suffixed *Codex* after the page number, e.g. *p.16 Codex*.

GAME CONCEPT

In TSUKUYUMI – FULL MOON DOWN each player represents a **faction** fighting for **domination** in a world threatened by the moon god Tsukuyumi. You produce **units**, conquer **areas** and complete **missions** and **goals** on your way to becoming the dominant species in the new world. As well as fighting enemy factions, you must also keep tabs on Tsukuyumi's legion of **Oni** so as not to lose any areas to them.

GOLDEN RULE

Faction rules always overwrite **card effects!**

Faction rules and **card effects** always overwrite the basic rules listed in these game instructions!

>>> GOAL OF THE GAME

The players compete over **4 rounds for the most victory points** (VP). Victory points are awarded for:

- **Each area you** *control* at the end of the 4th round.
- **Holding the center area of the moon at the end of a round.**
- **Fullfilled missions** and **faction goals.**
- **Placement on the initiative track** at the end of the 4th round.
- Special opportunities to collect VP offered by some factions.

The player who has the most victory points at the end of the four rounds wins. Note: Victory points from territories account for around 70% of the total points.

OVERVIEW OF GAMEPLAY

In *Tsukuyumi,* you have to **produce units** and **move** them across the board in order to **conquer** areas and/or **destroy** enemy units.

> **Core rule concept:** In combat the attacker **must** always decide either to *conquer an area* **OR** *attack other units*.

Action cards determine all actions possible in a round and are each *unique* in the combination of actions and special effects they describe.

> **Core rule concept:** At the beginning of each round, a new action card is **drafted** from the cards in hand.

Each round and action card is subdivided into **four phases**: white, blue, green and red. A phase is over when all players have completed their phases (turns!). The next phase always starts with the player at the top of the initiative and then upwards 2, 3, …

> **Core rule concept:** Players act in initiative order defined by the initiative board. The starting order depends on the chosen faction (starting initiative).

There are **8 general actions** a player may use, depending on the selected action card. Some action cards allow special actions/effects.

Event action: The players may draw and play event cards.

Faction Effect: Some factions have a unique special action, called *Faction Effect*. The respective action allows a player to make use of that special action.

Change Initiative: Move up or down in the initiative order.

Produce: Players may produce and place new units and/or faction-specific game materials such as markers or upgrades.

Oni Placement: Players **must** place units of the neutral Oni faction on the board.

Oni Conquest: Players **must** move Oni and perform conquest with the neutral Oni faction.

Movement: Players may move all of their units across the board.

Combat: In order to attack units or conquer areas, player must use combat actions.

> **Core rule concept:** In **Combat**, the attacker will use a combat action and carry out the written effect of that chosen combat card. Defenders then select a counterattack from this combat card as their reaction.

After the 4th round and therefore after every player used a total of four action cards each **the game ends**.

>>> QUICK START RULES

Learn the rules of that rulebook. Then deal one Quick Start Rule sheet to each player.

- With the **Quick Start Rules** you skip the first *white phase* and start with the *blue phase* of „1st Glance" instead.
- Each player should only use the basic combat cards *Annihilation/Conquest* in the first two rounds, to improve understanding of the game and also to speed it up a bit.

>>> GAME MATERIAL
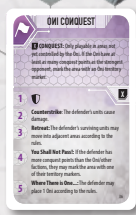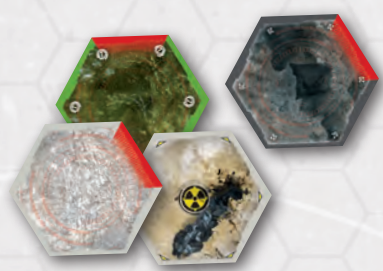
1 Oni Combat Card

3 Moon Tile Pieces

21 Oni Miniatures
9 Small Oni, 7 Medium Oni, 5 Large Oni
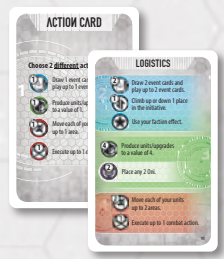
2 Overview Sheets
(double-sided)

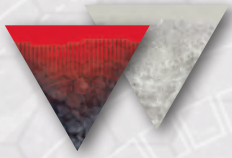**55 Markers**
15 Unstable, 15 Radioactive,
10 Negation, 15 Tsukuyumi

47 Area Tiles
(double-sided)

20 Event Cards

37 Action Cards

1 Victory Point Board

13 Blockade/Passage Markers
(double-sided)

1 Initiative Board

**2 Round/Phase Markers
for Initiative Board**
(double-sided)

4 Mascots Miniatures
One per faction

Codex
(Rule References)

6 Quickstart Sheets
(double-sided)

24 2-Player Cards
2 Victory Cards per faction, 16 Action Cards

12 Leader Cards
3 per faction

4 Faction Sheets (double-sided)
1 per faction

12 Stats Sheets
(double-sided)

20 Faction Event Cards
5 per faction

4 Initiative Markers
1 per faction

12 Weapon Markers (Nomads)
5 Pistols (+10), 5 MGs (+15),
2 Grenades (+25)

20 Mines Markers
(Nomads)

15 Nomads Miniatures
2 Stuff Sergeant, 2 Launcher,
5 Privates, 1 Lt. Dan, 1 Squad Leader,
2 Hunter, 2 Dog

130 Territory Markers
26 per faction + 26 Oni

4 Mission Cards
1 per faction

25 Egg Markers
(Dark Seed)

4 Homezones (double-sided)
1 USS NOMAD (Nomads),
1 Nest (Dark Seed), 1 Boarea (Boarlords),
1 Otomo-Core (Cybersamurai)

38 Dark Seed Miniatures
2 Stinger, 1 Planter, 3 Conqueror, 8 Warrior,
15 Worker, 3 Breeder, 6 Wasp
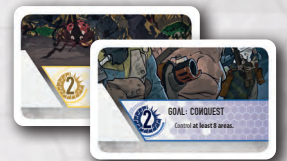
4 Alternative Goal Cards
1 per faction

20 Cybersamurai Miniatures
6 Attack Drones, 3 Shield Drones, 1 Shogun,
4 Cybersamurai 2.1, 3 Cyberoid, 3 Cybersamurai 2.2

10 Uplink Cards
(Cybersamurai)

4 Uplink Tokens
(Cybersamurai)
2 Rocket Attack (blue and red),
2 Kaneda (blue and red)

15 Combat Cards
4 Nomads Combat Cards,
3 Cybersamurai Combat Cards,
4 Boarlords Combat Cards,
4 Dark Seed Combat Cards

23 Boarlords Miniatures
1 Boarmother, 1 Boarmaster, 3 Boarguards,
4 Boarrior, 6 Boarmaiden, 8 Squeaker

35 Terraforming Markers
(Boarlords)
10 Tunnel, 10 Cover,
10 Stronghold, 5 Blockade

GAME SETUP

This setup is for 3-6 players. You need any expansion to add enough factions for 5 and 6 players, but all general material you need is part of this box.
TheThe rules for a 2-player game can be found on p.9.

*** Oni Setup** for the backers of the 2nd Edition: Use 5 Large Oni, 7 Medium Oni and 9 Small Oni. The additional Oni enter play with *Legendary Oni* and *Dark Crusade* (Expansions).

1 Moon and Oni

Place the moon in the middle of the table.

Place 1 randomly selected Oni on **each moon area**. Then put all remaining 14 **Oni*** next to the board within easy reach of all players.

> **Note:** For a harder game you can limit the total number of Oni to 15.

2 Board

Pick a setup **scenario** (*p.4ff Codex*) or place the moon in the middle of the table.

Hand 7 random area tiles to each player.

Going in clockwise order, starting with the youngest player, each player puts down 1 area at a time until all their tiles are layed out.

- Each area must touch an already placed area/moon tile with at least 1 edge.
- Only use the regular side of the areas. The orange, *devasted* side, is not used in setup.
- You may create/leave gaps in the board.
- Put all unused area tiles face-up next to the board.

Quick Start Rules: Place 7 random areas per player in a spiral around the moon.

new render

3 Marker Reserve

Place all the neutral markers next to the board:
Radioactivity, **Tsukuyumi**, **Blockade/Passage**, **Unstable** and **Negation.**

4 Events

Shuffle all **event cards** and place them face-down in a stack. Draw the top two cards and place them side-by-side face-up next to the stack.

5 Action Cards

Deal each player 6 action cards face-down. Put the rest of the cards aside.

Quick Start Rules: Don't deal out action cards instead deal out the Quick Start Guide to each player.

6 Choosing a Faction

Each player chooses a faction and takes the faction sheet and all corresponding *game material* (as listed in the rule book).

In the base game you may choose from: **Boarlords, Cybersamurai, Dark Seed** and **Nomads.**

Player count

Tsukuyumi is meant to be played with 2 players (see special 2-player rules) and from 3 up to 6 players. This box accomodates enough areas and cards to be played with 5 and 6 players, but you still need to add additional factions coming with expansions.

is on the way

7 Initiative

All players place their factions' initiative markers one after the other on the INITIATIVE BOARD.

The player whose faction has the **lowest number** in the list below begins. They place their faction's initiative marker in first place; the other players follow accordingly, with the next highes number.

Since *Tsukuyumi* will contain many more factions in the future, the numbers in the base game are not consistent, because future factions may be positioned between e.g. *Dark Seed* and *Nomads*.

1. **Cybersamurai**
2. **Dark Seed**
8. **Nomads**
13. **Boarlords**

8 Stats Sheets

All players take both double-sided stats sheets. Note, that the stats sheets also show factions that are part of expansions, so that you have the lowest number of different stats sheets you have to handle. Ignore those factions which are not part of your game.

9 Missions and Goals

Each player reads the **faction goal** on their faction sheet out loud.

Then, everyone places the **mission card** of their faction face-up next to the *victory point board* and reads it out loud.

Further information on game setup:

Each player completes steps 10 to 13 one after the other before the next player has their turn. The game starts with the player in the 1st place in the initiative order, followed by 2nd place, and so on.

10 Placing the Homezone

If a faction uses a homezone this must be placed now. Each faction sheet defines which rules to follow for the homezone type:

Stable Homezone
The homezone must be placed **on the outer edges of the board (see below)** and must touch an already placed area or the moon with at least 1 edge.

Wild Homezone
A wild homezone can be placed like a stable homezone or it can be placed onto any *non-moon* area tile somewhere on the board. The selected area must not contain an enemy territory marker nor any faction-specific markers or enemy units/Oni. Any generic markers like properties or blockades will be discarded.
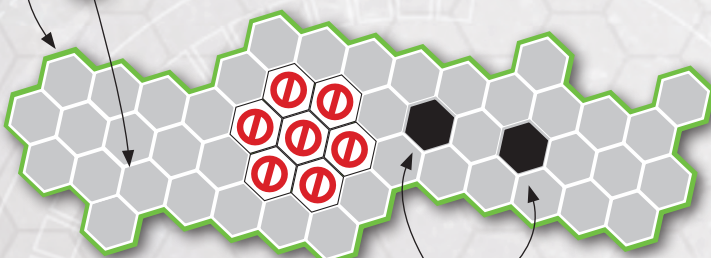Put the replaced area tile back in the supply.

No Homezone
If a faction has no homezone it explains how it is setup on its faction sheet instead.

⊘ Homezones **cannot** be placed on the moon!

▌ Permitted positions for *Stable/Wild Homezones* along the "outside" of the board.

⬡ Possible positions for *Wild Homezones*.

Gaps (not considered board edge!)

11 Determine Starting Areas

Each player marks **their x starting areas** as noted on their faction sheet each with one of their faction's territory markers.

- Each starting area must border either **the player's homezone** or another area **marked already as a starting area**.

- You can only mark adjacent areas as starting areas if there is **no blockade** between them.

- **Moon areas cannot be used as starting areas.**

- **Area properties** and the special rules for **mountain ranges** may be ignored when determining starting areas.

- You cannot choose areas that have already been marked with an **opponent's territory marker** or are **controlled** with Burrow ⬤. **Units** or **other markers** such as *Eggs*, *Mines*, etc. do **not** prevent marking an area as your starting area.

A1, A2 and A3 are the three starting areas of the Nomads.

The Nomads are not allowed to mark areas B1 and B2 with territory markers, neither from their homezone nor from A2, because there are blockades in between.

If they wanted to mark B2, they would have to do it from A1 or A3. Only if B2 was marked, B1 could be marked.

12 Starting Units

All starting units may be placed in the starting areas and/or the faction's homezone.

The starting units can be found on the faction sheet of your faction.

13 Combat Cards & Special Material

Each player lays their faction's combat cards face-up next to their faction sheet.

Some factions also have special cards, such as uplink cards or other special material like *Terraformings*, *Weapons*, *Eggs*, *Mines*, etc. These should be layed out next to that player's play area, too.

To find out how to use these materials, see the respective faction sheet. For more on this, see *p.12ff Codex*.

TSUKUYUMI can be played with 2 players, by making use of the special 2 Player cards included in the game.

Each faction has their own 2 victory cards (see below) **that indicate the conditions that need to be met in order to earn victory points. Moreover, the 2 player action cards** (see below) **replace the regular action cards.**

> **Note** that the special effects on the cards *Observation*, *Suppression* and *Lack of Resources* are effective immediately once those cards are flipped and revealed.

Goal of the Game

The player with the most victory points after **3 rounds** wins.

Victory Points

A player can **only** earn victory points as the conditions on the victory cards states.

Do not earn victory points from *goals*, areas, *missions*, the moon center, faction-specific sources (i.e. *A Place of Peace* or destroying a *Fireborn* from expansions) unless a victory card says so — therefore controlled areas are worth 0 victory points. The effects of *devastated* and/or *toxic (expansion)* are ignored in the 2 player mode completely.
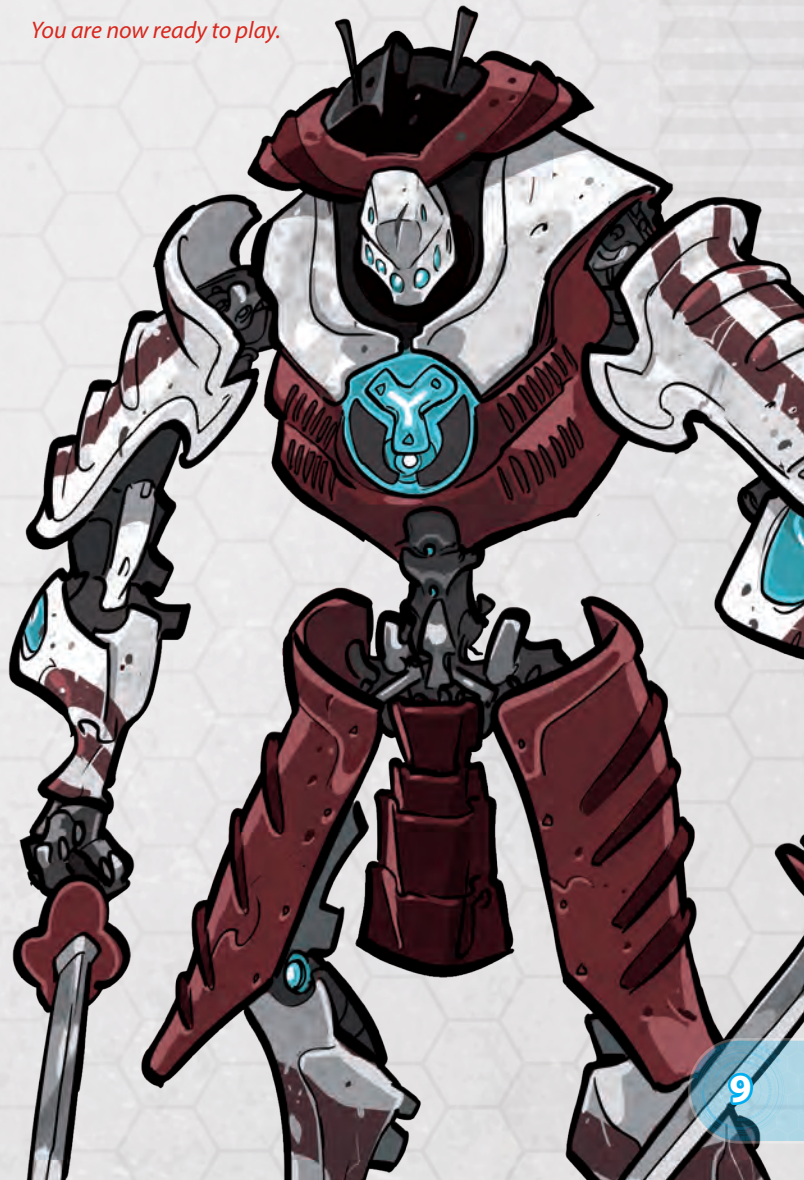
GAME SETUP

1. Place the moon on the table and place **1 randomly selected Oni on each moon area**.

2. Select 2 x fertile grounds, 2 x ocean floors and 2 x mountain ranges and randomly select four more areas. Mix and place the pile between you. Now alternately drawing and placing these 10 areas, starting with the younger player. Each area must touch an already placed area or the moon with at least 1 edge.

3. Lay out the event cards, neutral markers, Oni and the initiative board, as well as the victory point board as usual.

4. **Take ONLY the action cards of the 2 player module**, shuffle them and give each player 6 cards. They are drafted as usual in each round.

5. Each player chooses a faction of their choice and takes the two victory cards of this faction.

6. In initiative order, place your homezone, your starting lineup and mark a **single starting area** with a territory marker.

Note: No mission cards or goals are used! Only factions which have special 2 player cards can be used in the 2 player game mode. The following modules cannot be used with the 2 player version: Alternative goals, faction events, leader cards, and starting advantages (*expansion After The Moonfall*).

You are now ready to play.

VICTORY CARD

FAULT CORRECTION
(3) Control the **moon centre** at the end of your last *red phase* of the game.

KAMI OF THE MOUNTAINS
(2) Each conquered **mountain range** is worth 2 VP at the end of your last *red phase* of the game.

PURITY OF HOME
(3) You receive 3 VP if your homezone has never been entered by enemy units.

GOOD SUPPLY (2P)

- Draw 1 event card and play up to 1 event card.
- Move up or down 1 space in the initiative order.
- Use your faction effect.
- (3) Produce units/upgrades to a value of 3.
- (2) Place any 2 Oni.
- (4) Move each of your units up to 1 area.
- Execute up to 3 combat actions.

ACTION CARD 2 PLAYER

Choose 2 different actions:

- (1) Draw 1 event card and play up to 1 event card.
- (1) Produce units/upgrades to a value of 1.
- (1) Move each of your units up to 1 area.
- (1) Execute up to 1 combat action.

>>> UNITS

Unit Values

The units from each faction are represented on the board with a miniature. Each miniature is meant to be representative of the unit and is not to be to true scale. The plastic color shows which faction it belongs to.

Each unit also has 3 values shown on the **stats sheet**:

▽ **Conquest Points** (territory marker shape)

♥ **Health Points** (heart)

♠ **Attack Damage** (arrow)

Conquest points indicate how well a unit can conquer or defend areas from other units. When conquering mountain ranges, this value is also used in checking whether units have enough conquest value to be able to mark the mountain range with a territory marker.

Health points show how much damage a unit can sustain before it has to be removed from the board. To destroy a unit, damage must be equal to or greater than the health points printed on the stats sheets.

Attack damage is the damage that a unit causes, for example, when executing the combat action *Annihilation*.

Some miniatures have other symbols that stand for properties and effects. For more on this, see *Unit Properties*.

Shogun

▽ 25 | ♥ 25 | ♠ 25 —— *Attack damage*
Health points
Conquest points

Oni Units

The Oni are *Tsukuyumi's* army and, starting from the moon, can move outwards across the whole board. They are controlled exclusively by the players.

Oni units are represented just like players' units with miniatures on the board. They follow all rules, just like the players' units do, and can both conquer areas and destroy players' units.

There are 3 sizes of Oni: **Small, Medium, Large.**

The Oni miniatures come in various sizes and all Onis of the same size always have exactly the same values.

Oni are immune to *radioactivity*! ☢

Small Oni
"Moon Shard Bearer"
▽ 5 | ♥ 10 | ♠ 10

Medium Oni
"Moon Priest"
▽ 20 | ♥ 20 | ♠ 20

Large Oni
"Shadow Bell"
▽ 30 | ♥ 30 | ♠ 30

Momentum Value

For moving through areas occupied by enemy units **momentum** has to be compared (see p.22). The shape of the base defines what **momentum value** a unit has.

▲
Momentum 1

●
Momentum 2

■
Momentum 4

Unit Properties

Units can have properties. Players cannot ignore or deactivate properties but some special rules may ignore, deactivate or alter them. If properties are bound to a specific phase they only can be used in that very phase named.

Movement Properties

If units possess properties or abilities which affect their movement (*Flying*, *Pioneer*, *Massive*, *Fast* (x) and *Cavalry*) they will benefit/suffer from this **every time they *move***.

It doesn't matter whether the movement was granted through an action, a counterattack or a special/faction effect.

Movement properties are not active if units **are moved/displaced by other players**.

FLYING
Ignore any negative effects on movement including blockades, enemy units, etc. when moving.

PIONEER
This unit may ignore blockades while moving.

MASSIVE
Massive units can only move a maximum of 1 area per phase (regardless of the value of the movement action) but cannot be *displaced* by enemies.

FAST (X)
Everytime this unit moves it may move (x) additional areas even if moving through a counterattack or a special effect.

> *Example:* When an action allows all units to move 2 areas **Fast (1)** units may move up to 3 areas instead.

CAVALRY
This unit always may move up to (**x**) areas every time it is allowed to move, even when the movement action would allow for lesser distance. If the causing movement action is higher in distance e.g. ⟨3⟩ a player may of course use the higher range instead.

> *Example:* The white phase allows all units to move 1 area. A **Cavalry (2)** unit may move 2 instead.

Only in the **red phase** Cavalry units may move (x) areas even if the action card provides no movement action at all.

> *Example:* The red phase grants 5 combat action but no movement. A **Cavalry (2)** unit still may move up to 2 areas.

The player may even use *Cavalry* if that unit is allowed to move from an event, as a counterattack or any other source of movement, but not if *displaced* or moved by other players.

Aura

A unit with an aura shows that it possess an effect that is casted onto areas or other units around it. A property icon shown inside the aura border extends that property to all other own units **in a given distance**. The unit itself also profits from the very property, too.

SPECIAL AURA

This unit has a special effect that it grants to other units. The rules are written on the respective faction sheet.

Other Properties

These properties allow for speciel effects that often refer to other rules in this rulebook. If not written otherwise, all named rules must be used as described by the referenced rule.

> *Example:* The property **Aggressive** grants a free combat action. All rules concerning **combat actions** have to be followed.

AGGRESSIVE
This unit has a *free* ⊗ **combat action** in the *indicated phase*, even if the chosen action card doesn't show a *particular phase*. This action is not transferable, but all units in the same area participate.

AREA PROPERTY
Some units can copy area properties e.g. Amaterasu. This means an area has that property as long as this unit is in it.

> *Example:* As long as unit with Amaterasu stands in an area that area also gains that property (no Oni can conquer that area).

BURROW
A unit/reef with *burrow* automatically **controls** the area it is in and overrides (but does not remove) any enemy territory marker. The control ends when the *burrowing* unit/reef leaves an area or an enemy unit with *burrow* enters the area. See also p.15.

PRODUCTIVE
These units grant additional (x) **production points in the *green phase*** even if no *green phase* is shown on the action card. You may add the production points of *productive* to the production points provided by your action card.

IMMUNE TO RADIOACTIVITY
This unit is not affected by *radioactive* effects.

SPAWN POINT
(Some) new units may be placed it that unit's area instead of in/adjacent to the homezone. Affected units are listed on the respective faction sheets.

SPECIAL
This trait indicates, that this unit has an important role for the **faction effect** of that faction.
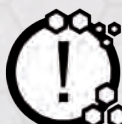
UPGRADEABLE
This unit can be upgraded with production points into another unit. The faction sheet explicitly describes into which unit it can be transformed.

When this unit is upgraded, remove it from the board and place the new unit in that very area. Gain back the replaced unit to your supply.

example:

A marker is a moveable game component that is **placed flat** on an area. This includes territory markers, blockade markers, property markers as well as faction-specific markers such as the *Terraformings* of the *Boarlords*, the *Dark Seed's Eggs* or the *Nomads' Mines*.

All markers can be *affected (removed, swapped, moved, etc.)* by all effects that target **markers**.

Each marker has special way of how it can be placed i.e. *territory markers* can ony be placed with the combat action **Conquest** while blockade markers can be placed with event cards.

If an effect allows for any other interaction with markers that effect/card specify which markers can be affected how. If an effect says **any/all marker** every marker can be addressed.

Other player do not qualify for choosing counterattacks if an area is attacked with only markers in it.

Note: By nature some material in Tsukuyumi is also printed on card board and resembles markers i.e. Kaneda or Rocket Attack from the *Cybersamurai* faction. If any material is not named marker it does explicitly not follow the rules for markers!

Property Markers

Property markers normally are placed by event cards and add a property to an area. Once the marker is covered or removed the property is lost immediately.

Each property marker can only have one copy in the same area. There can **never be 2 properties of the same type** (marker and/or printed) in one area. Blockades and territory markers have their own respective limit.

There can be any number of different markers in the same area.

Valuable **Markers** increase the victory point value of an area to 2 VP at the end of the game. It does **not** modify the VP of *fertile grounds* and doesn't turn the area into a *fertile ground*.

> *Expansion rules: Valuable* markers cannot be placed in *devastated* or *toxic* areas. If an area becomes *devastated* or *toxic,* a *valuable* marker must be removed immediately.

Radioactive/Unstable/Tsukuyumi **Markers** add the *radioactive/unstable/Tsukuyumi (*p.14) property to that area.

Negation Marker

Negation markers are placed by event cards normally and negate properties.

Negation **Markers** can be used to cover up any property of an area. *Instead* of placing a *negation* marker you may remove an existing *property marker* from an area.

Territory Marker

Territory markers can only be put into play with the combat action **Conquest** (see combat p.23).

Territory Markers show control over an area by the respective faction and grant VP at the end of the game. There can only be maximum 1 territory marker in total in an area at any given time.

Faction-Specific Markers

Faction-specific markers very often come in play by using **faction effects** or special combat cards.

Mines/Terraforming/Egg/... Markers only work in the benefit of the player of the respective faction that placed them. They cannot be attacked or removed unless an effect specifially names a respective marker i.e. a counterattack on a combat card or an effect that allows a player to (re)move any marker. Other than, that all players have to follow the rules provided by these markers.

Blockade/Passage Markers

Blockade/Passage markers are normally placed by *event cards*. They work like **printed** blockades, do. See *Blockades p.16*.

Blockade **Markers** are placed with the red side on any edge of an area and function as a blockade there. There can never be more than 5 blockades per area (printed/markers) in total.

Passage **Markers** are placed ONTO printed blockades. *Instead* of placing a *passage* marker you may remove an existing blockade marker from an area (see below!).

Blockade Priority

If a player wants to remove a blockade (or place a blockade over an existing blockade on the same edge of a tile) follow the priority order below. If a blockade marker **can replace** another blockade, remove the replaced blockade from the area and put it back into the supply.

Printed blockades are "removed" by placing a passage marker (flipside of the blockade marker) on top or by just covering it up with the newly placed blockade marker.

Kaneda Token (Cybersamurai)

COVERS UP BUT DOES NOT REMOVE!

*Generic Blockade, Passage Marker, Faction Blockade (i.e. Pig Blockades)***, Reef Marker**

DOES REPLACE

Generic Blockade, Passage Marker, Reef Blockade

>>> FACTION SHEETS

All of a faction's rules, units and values can be found on their respective **faction sheet**. A faction sheet is double-sided so that all the necessary information can be conveyed quickly and logically. The front side, with the illustration of the faction, shows all available units, their costs, their appearance, and their values. Next to it, the player can find the **faction goal** and the special effects that the faction may use in the ⊛ **Faction Effect**.

You can also find the special **Faction Defense Effect** 🛡 and the **Protection** bonus 🔰 which both can be picked as counterattack on most combat cards (see p.10 Codex).

On the back side you can find the game setup, all of the faction's special rules and notes on where and how the faction uses the **Production action** 🌑. All necessary rules for playing this faction can therefore be found on the back side. Some comments and notes on the factions can be found in the **Codex** starting on *p.12 Codex*.

Starting units

DARK SEED: STARTING UNITS (INITIATIVE 2)
Place your homezone **ANYWHERE** on the board, except on the moon. If not placed on the edge, replace the tile where the homezone is placed. Mark 3 adjacent starting areas and place your units in them:
Planter, 2x Warriors, 7x Workers, 2x Wasps, 2x Breeders, 1x Conqueror
Additionally, place 6 EGGS in your territories or adjacent areas.

Faction effect

⊛ FACTION EFFECT
You may use TWO of these abilities in any order:
1. All your units may move 1 area immediately.
2. All your units have FLYING for the remainder of the round.
3. **Breeder/ Planter** may place one Egg marker each in their area or in an adjacent area (ignore blockades).
You may always use this ability as well: Each **CONQUEROR** and all your units in the same area as that Conqueror, are allowed to **ATTACK** immediately. The Conqueror who triggered this ability will be removed **after** the end of the fight.

Special rules

In the green phase **only**, you receive the following additional production points:
Planter +2 🌑 and every **Breeder** +1 🌑 each

Production of new units

PRODUCTION OF NEW UNITS
Place new units in or adjacent to your homezone, in the same area as a **Planter/Breeder** or with an **Egg**. If you use an Egg, remove it afterwards. Alternatively, you may replace a **Worker** or **Warrior** with a higher-value unit, provided you pay the additional 🌑 production points.

Immune
All *Dark Seed* are immune to *radioactivity*.

Special rules

wasp
Wasps may always move +1 area and have the property *flying*.

Eggs
For each *Egg*, **1 new unit** may be placed in the same area as the *Egg*. Each unit placed this way must be paid for with 🌑 production points. *Eggs* do not count as territory markers or conquered territories. *Eggs* can be used even if the area does not belong to you, and it does not matter if the area has enemy units or can not be conquered. Remove the *Egg/Eggs* after use.
Eggs can not be destroyed by attacks or conquests. They count as markers. If there are no *Eggs* left in the reserve, *Eggs* already placed on the board may be removed and placed somewhere else.

Emergency Egg: If *Dark Seed* units have been killed, you may place 1 *Egg* marker in this area immediately. You will never place more than 1 *Egg* in an area in this way per round.

More information in the codex

◆◆◇ **DARK SEED** SWARMING HORDE

Faction's Icon

Complexity of the faction

Defense action

Faction effect

⊛ FACTION EFFECT
CONQUERORS may **always** be used. You may use **TWO** of these abilities:
1. Move all your units.
2. All units are considered FLYING.
3. **Breeder/Planter** may place Eggs.

🛡 FOR THE QUEEN
Remove **50% of your units** (rounded up) and move your remaining units into an adjacent area before the attack (take blockades into account!).

🔰+0

🎯 GOAL: SPACE FOR THE SWARM
Conquer **at least 6 areas** in 1 round (can be done in multiple phases of one round). You do not have to hold them.

Faction-specific goal

Protection value of that faction

Costs and abilities of units

1🎲 Worker	Breeder	Wasp	2🎲 Warrior	Conqueror	Planter	3🎲 Stinger
▽5 ♥5 ♠5	▽5 ♥5 ♠0	▽5 ♥5 ♠5	▽10 ♥10 ♠10	▽20 ♥10 ♠0	▽15 ♥15 ♠0	▽15 ♥15 ♠20
Can be made into *Warrior, Planter, Conqueror* for 1 🎲.	+1 🌑 New units may be placed in same area.	Flying. +1 movement.	Can be made into *Stinger* for 1 🎲.	May be sacrificed in the *blue phase* in exchange for 1 ⊗ combat action.	+2 🌑 New units may be placed in same area.	

An area is a hexagonal tile. Each area tile has two printed sides: a colored one and a burnt variant with an orange border. The colored one is the default side, the orange *devastated* side is only needed for special occasions, e.g. when the *Fireborn* faction is in play.

Adjacent Areas/Adjacency

An adjacent area is any area that borders one of the six edges of another area. Ignore blockades for adjacency.
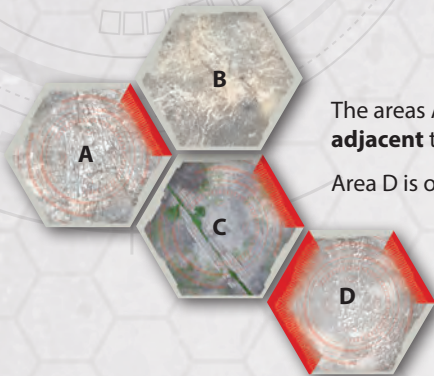
The areas A, B and C are **adjacent** to each other.

Area D is only adjacent to C.

Homezones

Homezones **do not count as areas** and therefore **are not worth any victory points**. They do not have a type, cannot obtain properties and cannot be conquered. Blockades may be placed in homezones though.

A faction's homezone serves as the starting point for new units brought into play by its player.

A homezone can be entered or crossed by any player.

> *Note:* Homezones have a *devastated* side. This is only important when the *Fireborn* faction or other special units are in play. A *devastated homezone* has no negative effects on the affected player.

Stable Homezone
The homezone must be placed **on the outer edges of the board (see below)** and must touch an already placed area or the moon with at least 1 edge.

Wild Homezone
A wild homezone can be placed like a stable homezone or it can be placed onto any ***non-moon*** area tile somewhere on the board. The selected area must not contain an enemy territory marker nor any faction-specific markers or enemy units/Oni. Any generic markers like properties or blockades will be discarded.
Put the replaced area tile back in the supply.

No Homezone
If a faction has no homezone it explains how it is setup on its faction sheet instead.
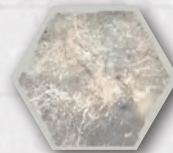
Area Types

Each area belongs to a specific area type. This area type is permanent, and is defined by the colored border surrounding it. These are listed below:

OCEAN FLOOR (GREY)
This area is worth **1 victory point** for the player who controls it at the end of the game.

FERTILE GROUND (GREEN)
This area is worth **2 victory points** for the player who controls it at the end of the game.

MOUNTAIN RANGE (DARK GREY)
This area is worth **1 victory point** for the player who controls it at the end of the game.

To conquer this type of area, the attacker needs at least the number of conquest points printed on the area, in addition to the conquest value of the units on the tile, if defending units are present.

Area Properties

Properties are special rules that apply to an area. Properties can be combined with any type of area (*fertile ground, mountain ranges* etc.) and should be seen as an addition to the area type. They do **not** replace the type of area. An area can have any number of properties, but only one type.

An area can lose one or more properties, and also gain properties subsequently through markers.

If an area is conquered and marked with a territory marker, the properties remain unaffected. Property markers are not removed when an area is conquered.

Property: Tsukuyumi
Oni can be placed in or adjacent to this area. Take blockades into account!

Property: Unstable
Events can be used in this area even if units or territory markers are in it.

Property: Radioactive
All units in *radioactive* areas are destroyed at the **end of a round**, regardless of how many health points they have. Units moving through the area are not affected.

The Moon/Moon Areas

The moon is *Tsukuyumi's* realm. It consists of one central area and 6 more areas surrounding it. At the beginning of the game, all moon areas automatically have the property **Tsukuyumi** - which can be negated by subsequent events or effects.

Moon areas can be entered by players' units and can be conquered and/or modified with markers. They **CANNOT be replaced**, **rotated**, **devastated** or **swapped**.

Moon areas **cannot** be chosen as **starting areas** or used as positions for homezones. **Homezones** can, however, be placed next to the moon if the moon forms an external edge of the board or as allowed by special rules.

Each controlled moon area is worth **1 victory point** in the final scoring. If a player conquers the **moon center**, they gain **an additional instant victory point** in the scoring phase of each round that they control it.

The moon center grants the controlling player **1 instant victory point** at the end of a round.

All 7 moon areas have the property **Tsukuyumi**.

Devastated Areas

Note: In the core game no mechanic adresses *devastated areas*. Only if a game material explicitly says "devastate an area" an area is flipped to its devastated side – Keep all units and markers in the flipped area, but choose the orientation of the area as you like, upon flipping it.

Always use the non-devastated side when placing areas! When an area is devastated, some things may change - like it looses printed properties and/or blockades.

Devastated areas can still be replaced and/or turned but cannot be flipped back into its non-devastated state unless stated explicitely.

DEVASTATED (ORANGE)
This is **area type** is worth 0 victory points.

Controlling Areas

In Tsukuyumi players try to take control of areas. There are two ways to take control over an area:

• a **territory marker is in the area**. Territory markers stay in an area even if none of your own units are in the same region.

• a unit with the property **Burrow** ⬤ grants automatic control over an area it occupies even without having a territory marker in that area. This ability also overrides enemy territory markers but does not remove them - *this property comes with expansions!*

Control with a Territory Marker
In order to place territory marker in an area players have to have at least one unit in an area and then perform the combat action *Conquest* in that area. See >> **Combat** p.23.

There can only ever be exactly **1** territory marker in an area at every time. So, if a controlled area is conquered by another player/the Oni, any existing territory marker is replaced with a new one. Give the replaced territory marker back to its owner.

A **Territory Marker** shows who controls an area.

Control with *Burrow* property ⬤
A unit/reef with the *burrow* property automatically **controls** the area it is in. That overrides (but does **not** remove) any enemy territory marker and also the effect of *mountain ranges*.

The control ends when *burrowing* units/reefs leaves an area.

Areas under the effect of *burrow* may still be conquered normally (place a Territory Marker as usual), but will remain under *burrowing* unit's control as long as the unit/reef is present.

If there are 2 or more opposing factions with *burrow* in the same area, no one can make use of *burrow*. Areas under the effect of *burrow* cannot be chosen as starting areas.

The unit with *burrow* controls the area. Once it leaves the area the Cybersamurai (re)gain control immediately, as they have a territory marker in that area.

Replacing Areas

Some actions or card effects allow you to replace an existing area. If not mentioned otherwise, all **units**, **markers,** etc. are **transferred to the new area**. If possible, keep the original placement and orientation of markers, e.g. blockades.

>>> BLOCKADES

Blockades prevent movement over the red edge **in both directions** no matter the source of the movement, i.e. movement action, counterattack, special ability.

Placement does not count as movement, therefore player units (no Oni) can be placed beyond blockades.

There can only be exactly **1 blockade per edge** and each area **can hold max. 5 blockades in total** (marker or printed).

Definition
All marker/material that carries the word **Blockade** follows all rules for blockades, blockade marker (neutral), printed blockades (on areas), *Reef blockade (Reef Marker)*, *Pig Blockade (Terraforming)*, etc. see also **blockade markers** p.12.

Example: This area contains a total of 5 Blockades. The empty edge may not be covered by another Blockade.

A

Example: This unit can only enter or leave the area over the edged A, B or C. All others are closed by blockades.

B

C

>>> CARDS

Action Cards

Each player chooses an action card from their hand. The cards define the actions that the player may use during this round.

Each card is divided into 4 phases, although some cards do not include certain phases. In this case, the player can only use extra actions (granted by abilities, territories or units) of this phase in that round.

On the back side you will find the *White Phase*, which is the same on all cards. On the front you will find the other three phases and/or special effects of the card.

Front side with the blue, green and red phases.

Back side with the white phase.

LOGISTICS

Draw 2 event cards and play up to 2 event cards.
Move up or down 1 space the initiative order.
Use your faction effect.

Produce units/upgrades to a value of 4.
Place any 2 Oni.

Move each of your units up to 2 areas.
Execute up to 1 combat action.

ACTION CARD

Choose 2 different actions:
Draw 1 event card and play up to 1 event card.
Produce units/upgrades to a value of 1.
Move each of your units up to 1 area.
Execute up to 1 combat action.

Actions with description

Event Cards

Event cards are placed in a stack next to the board, face-down. 2 face-up cards are then displayed next to it at all times. Players may always decide whether they want to take one (or more) of the face-up events or draw from the top of the deck.

If the draw deck is empty shuffle the discard pile and create a new draw deck with 2 open cards again.

Each card features a short, atmospheric description of the event, supplemented by a symbol, and the rule text of the effect.
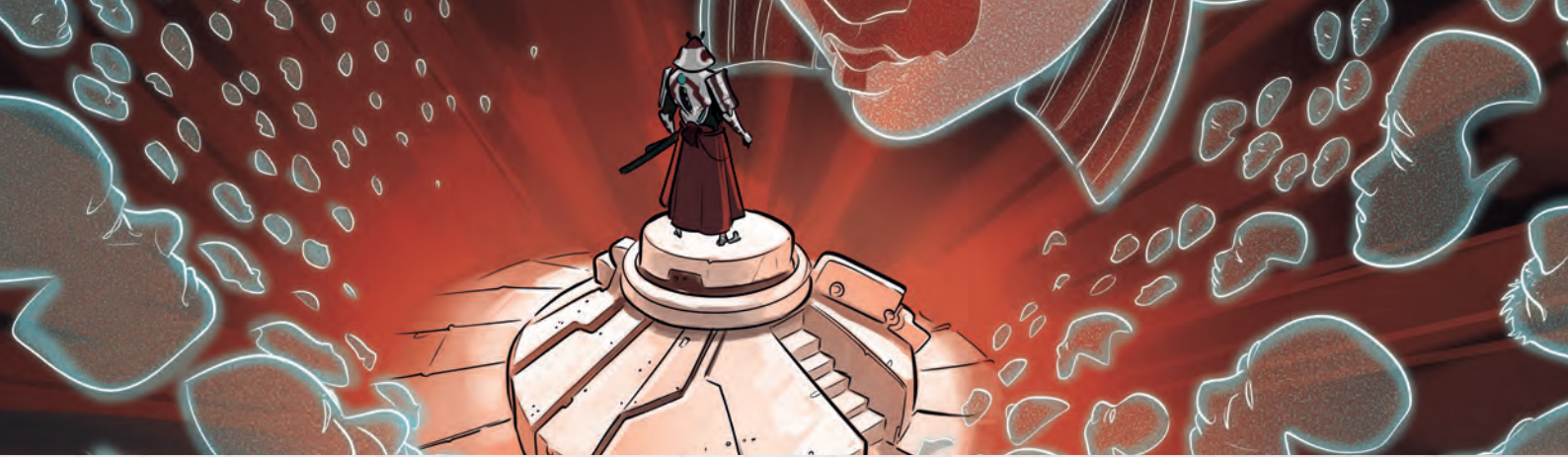
Event cards in a player's hand are open information and are placed face-up on the table in front of the player until used. **Event cards cannot be kept secret at any time! The handlimit of event cards is 5.**

Atmospheric description

ONI RULE
EVENT

Tsukuyumi's henchmen exploit any moment of inattention. Without anyone noticing, they bring new land into their possession.

Icon

Mark any area with a *Tsukuyumi* marker (property).
Also applicable in occupied or conquered areas and on the moon.
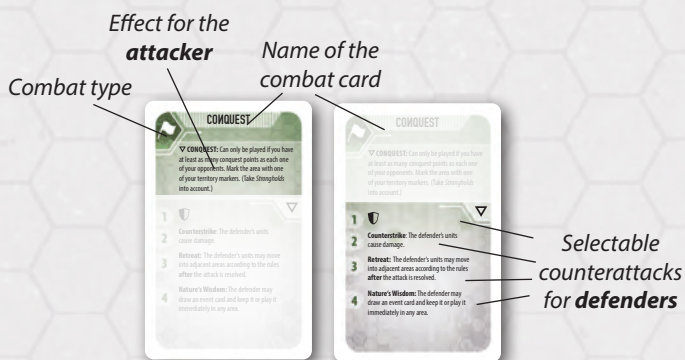
Rule text of the event

Combat Cards

Each player has combat cards specific to their faction. These cards are played when players declare an attack with their units in an area. **Only the attacker plays a card!** The defender chooses one of the counterattacks, which are selected from the attacker's combat card.

Combat cards are not used up or spent and can be used as often (repeatedly) as you like. An exception is the **once per round** attack card. If this card is, for example, used in the *White Phase*, it is not available in the *Red Phase*.

In addition to its attack effect, each combat card has a selection of counterattacks.

Effect for the ***attacker***

Name of the combat card

Combat type

*Selectable counterattacks for **defenders***

Mission Cards

Each faction brings a special mission card into play. Mission cards are always public and available for all players not just the one providing it!

Faction icon   *Title*

Condition of the mission

Space for territory markers

Amount of victory points the mission is worth

Uplink Cards (Cybersamurai)

Each of the *Cybersamurai's Uplinks* is a separate card. If the player has paid for the respective *Uplink* with ⊛ **Production Points** they can place this card face-up in front of them. From now on, active *Uplinks* are permanently available to the player and cannot be de-activated.

On the front side, next to a visualization, is the rule text of the *Uplink*. A color code helps to identify in which phase the *Uplink* is to be used:

Blue means that the effect applies in the *blue phase*; **green** for the *green phase* and **red** for the *red phase*.

White *Uplinks*, however, are constantly active; their effect can be used at any time. A more detailed explanation of all *Uplinks* can be found on the faction sheet and the description of the *Cybersamurai* on *p.18 Codex*.

Title

Rule text   *Production costs*

*Color code for **Red Phase***

>>> THE ROUND

Each round consists of 3 steps:

>> 1. Drafting action card
Each player chooses **one** action card from those available and passes the other on to the player to their left, for next round.

>> 2. Perform actions
Players play their actions per phase in initiative order, starting with the player in first place on the initiative.

>> 3. End of round
Perform all end of round effects in the given order.

INITIATIVE AND PHASES

The initiative track shows the order in which the players complete their phases. A phase is always started by the player in 1st place and ended by the player in last place.

Each phase is played in the order of the initiative markers. When it is a player's turn, they can perform any or all actions from their action cards shown for that specific phase or pass if they cannot (or choose not) to perform an action.

Once a player has completed a phase, their initiative marker is turned to the other side (from dark to light or from light to dark) and the next player in initiative order proceeds.

So, if the initiative changes, you can see who has not yet had a turn. **The next player to take their turn is always the player who has not yet acted and has the next lowest initiative.**

A new **phase always starts** with the player on place 1 of initiative and only if all players have either ended their previous phase completely or passed.

1. DRAFTING ACTION CARDS

Each player drafts one action card from their hand. All players place the selected card in front of them with the *white phase* facing up, keeping the reverse side secret for the time being.

The remaining action cards are passed face down to the player on the left. These remain face down until the next round. The passed cards therefore have no function in the current round, but are used again at the start of the next round to select the action card. If this is the last round, the cards are discarded instead.

During the course of the game, players therefore choose from one less card at the start of each round than in the previous round.

Only when each player has completed their white phase the cards are turned over and all players can see the blue, green and red phases of the other players' cards.
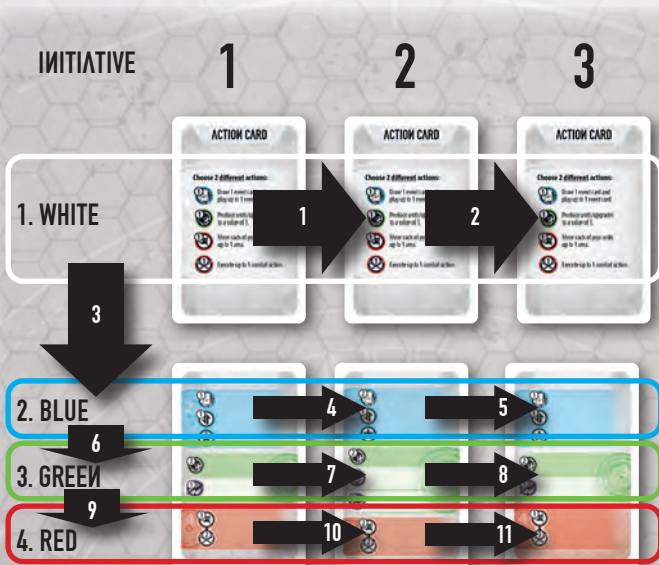
2. PERFOM ACTIONS

Each Action Card defines all actions a player can use throughout one round - before a next card is drafted.

Players play their actions per phase in initiative order, starting with the player in first place on the initiative.

The execution begins with **white**, followed by **blue**, **green** and **red**. The white phase can be found on the front of the action cards and is the same on every card.

Definitions

• **The actions in a phase can be used in any order.** However, each action must be completed before another action is used. This means that an action cannot be interrupted by another action.

• **If the movement is linked with an attack action that movement action MUST be completed before attacks are used.** Both actions are linked with an arrow. Once you used an attack you can no longer make any movements in the same turn. In the white phase, however, **movement** and **combat** are not linked and can therefore be used in any order.

• **Each action card always has all four phases,** even if a phase is not shown. **Each player has a turn in every phase**, even if they do nothing except turn over their initiative marker.

• **Actions are optional** and do not have to be be used. The player can generally choose not to use one or more actions on their action card at any time.

• **Place Oni** 👹 **and Oni-Conquest** 👹 **must be executed** even if a player doesn't want to!

• **Unused action symbols expire** and cannot be saved for a later round.

• If a player receives **free actions** (i.e. Riverlands, Cavalry, *Conqueror* or *Breeder*) they **may perform these actions in the respective phase.** Free actions may even be used if a phase is not explicitly shown on his action card (see above).

• **Bonus unit properties (i.e. movement bonuses) only improve actions; they do not grant actions themselves.**

> *Example: Ltd. Dan improves the movement of all units by +1 area, if the units are allow to move.*

3. END OF ROUND

There are several effects that are executed at the **end of the round**. The following sequence defines at which point in time specific effects are executed.

1. Faction specific effects:

In initiative order perform all faction-specific effects activated *at the end of the round* score all **missions** and **goals** that ask for *end of the round*.

> **Examples:** *Flaming Skin (Fireborn), Venemous Reefs (Reef Collective). In 2-player mode some missions ask for* end of the round *evaluation.*
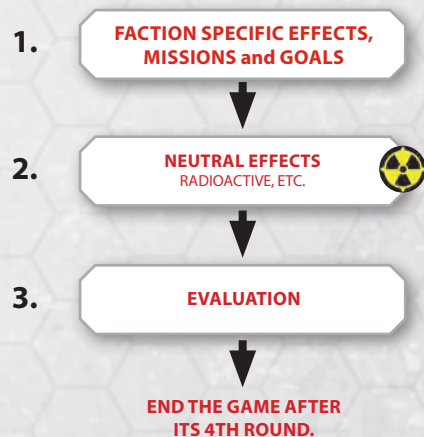
2. Neutral effects:

Execute all neutral *at the end of the round* effects such as **radioactivity** and other effects that are not faction-specific.

3. Evaluation

Victory Points for the Moon: If a player **controls the center space of the moon** they may now place 1 territory marker on the victory point board as a victory point.

Then add up all victory points and announce each player's (intermediate) score out loud (see p.29).

Attention! If you have reached the end of the 4th round the game ends after step 3 (see END OF GAME p.29).

1. ▸ FACTION SPECIFIC EFFECTS, MISSIONS and GOALS

2. ▸ NEUTRAL EFFECTS RADIOACTIVE, ETC.

3. ▸ EVALUATION

END THE GAME AFTER ITS 4TH ROUND.

>>> ACTIONS

Quality of actions

Actions often have a number in a circle. This is the quality of this action.

Example: A 3 on a ⊗ Combat action means that the player may perform 3 combat actions. While a 2 with a 🥾 Movement action means that all of that player's units may move up to 2 areas.

FACTION EFFECT

This action symbol activates the special faction effect of the selected faction.

All rules of the faction effect can be found on the faction sheet of the selected faction. Some factions do not have a faction effect.

Example: When using ★ faction effect action the Nomads can produce all Pistols at no costs and either place 1 mine in every area with a Stuff Sergeant or be immune to radioactivity for one round.

DRAWING and PLAYING EVENTS

The player may draw (x) event cards and/or play (x) event cards.

When **drawing event cards**, the player can choose between face-down cards from the deck or face-up cards. After a face-up card has been drawn, it is **immediately** replaced by a new card from the draw pile.

• **All drawn event cards are open information** and are placed face-up on the table in front of the player until used. Event cards cannot be kept secret at any time!

When **playing event cards**, the player may play up to (x) event cards. They can play event cards they have just drawn as well as cards from their hand from previous rounds. After the effect of a card has been dealt with, it is placed on the discard pile. Players may use events in any area, even if they have no units or similar in the area. Some event cards have restrictions, i.e. only in *unstable* areas.

Example: Jasmin may draw and play 2 event cards. She already has 1 event from a previous round. She takes a face-up event, immediately places a new face-up event afterwards and then decides to take a face-down card from the draw pile as a second event. Now she has a total of 3 events to choose from and can play 2 of them.

CHANGING INITIATIVE

The player may move up or down in the initiative order by up to (x).

They may displace any number of other initiative markers. The other markers are simply moved accordingly so that there are no gaps and the **order of the other players does not change**!


Example: If Till (blue) were to be relegated, the Boarlords would remain unchanged at position 1, but the Dark Seed (yellow) would move up to position 2.

PRODUCTION

The player may bring new units, weapons, equipment, upgrades, uplinks etc. up to a value of (x) 🎲 production points into play.

You can find the production costs for all the game elements for each faction on the respective faction sheet.

Example 1: Maxine plays the Boarlords and can now produce units to a value of 3 🎲 production points or improve existing units, because this is a special function of her faction. She therefore first buys a Squeaker for 1 🎲 production point and places it next to her homezone. For the remaining 2 🎲 she upgrades a second Squeaker to a Boarguard.

Example 2: Ric wants to spend 2 🎲 with the Cybersamurai and therefore decides to place a Cybersamurai 2.1 for 1 🎲 next to his homezone and then to activate an Uplink for 1 🎲.

Rules For Production

• **Homezone Spawn.** New **units** must always be placed in the faction's homezone or in adjacent area tiles. Blockades may be ignored, so that you can always bring new units into the game, even if your homezone would be surrounded by blockades. Note that this only applies to placing new units but not to moving to or from the homezone.

Wild Spawn. If a faction/unit/game material allows an exception to this rule, you will find this information on the respective game material for example: units with the property ⬇ *Spawn Point* (p.11).

• **Material limitation.** Each player may only produce as many units, cards, etc. as they have miniatures/cards/markers/tokens. When all material has been produced, no more can be added. Existing units cannot be removed voluntarily!

• **The number of production points for units or other elements must be provided all at once** and cannot be collected or saved up over several actions/phases. **Unused production points expire at the end of the action.**

• **Production points 🎲 can also be used to pay for cards, tiles, weapons, upgrade, etc.** Find all rules and costs on the faction's respective material. If a material has 🎲 costs, it must be produced for enter the game. The faction sheet also states where that material is placed and how it is used.

Example: The Nomads can produce weapons, that allow players to add damage to their attacks. These weapons are placed visible in front of the player and can be used as stated on the faction sheet.

• **Some factions allow players to upgrade units 🔼 and/or game material with production points 🎲.** The upgraded unit is then be placed in the same area while the original unit is taken back into supply. Units may be upgraded in the same turn they are produced, regardless of their position on the board.

Example: The Boarlords may upgrade Squeaker units into Boarmaidens. In this case the player must pay 1 🎲 and remove the Squeaker. A Boarmaiden is placed in the area from which the Squeaker was removed. Otherwise a Boarmaiden would have cost 2 🎲 and could have been placed only in or adjacent to its homezone.

ONI CONQUEST *(p.27)*

This action <u>must</u> be used if it is listed on the action card!

The player executes (x) Oni conquests.

For detailed **Oni Conquest** rules see p.27.

PLACING ONI *(P.26)*

This action <u>must</u> be used if it is listed on the action card!

The player places any (x) Oni units from the supply on the board.

For detailed **Placing Oni** rules see p.26.

MOVEMENT *(P.22)*

The player may move each of their units on the board up to (x) areas. Mind blockades!

• You may always move all your units from all areas.

• You may move all your units independently of each other.

• You may move units less far as the action grants and/or don't move units at all.

For detailed **Movement** rules see *p.22*.

Example: Rolf is allowed to move each of its units up to two areas. He leaves some of them in place and moves others by only one area while he moves most of his units by two areas.

COMBAT ACTION *(p.23)*

The player may execute (x) combat actions in areas containing their units in order to conquer the area or to attack enemy units or Oni.

The exact combat result of each combat card is explained in the text on the card.

For detailed **Combat** rules see *p.23*.

Example: Till has a total of 2 ⊗ combat actions available. He decides to play the combat card "Annihilation" in an area to destroy the enemy units there. After the battle is over, he uses the "Conquest" card to conquer the same area without resistance. Every attack costs him 1 ⊗ each.

>>> MOVEMENT

Fundamental Rules of Movement

The following rules apply to every movement of units. It applies to units moved by movement actions, as benefits from counterattacks, when units may be moved from faction or special effects or any other effect in the game. If a movement differs from these fundamental rules, it will be specified.

- Units can **not be moved over blockades (red sides)** from either side and can **never leave the board**, even if they have enough movement to bridge over a "gap".

- **Even if units move several areas, they enter each area individually one after the other** - so each area must be a legal area to enter. Effects and enemy units must therefore be taken into account in every single area a unit has passed on its way.

- A movement action allows a player to move **each of their own units from every area** and also **independently** of any other units. **Units don't have to be moved** and may also move **less than the maximum possible distance**.

- **Placement vs. Movement.** It does not count as movement or entering areas, if units are placed. i.e. from poducing new units.

1. The unit in area 1 can move into 2, 3, 5 and 6 but the way into area 4 is prohibited by a blockade.

2. Area 6 can only be entered from and exited to area 1.

3. No unit can "enter" 8 as it is not an area but a hole in the board.

Displacement

If a player is allowed to displace enemy units, that player may always decide into which adjacent areas the units are pushed. The player may split groups of units from each other and distribute them over several adjacent areas. Blockades must be respected even if a *Flying/Pioneer* unit was displaced.

Displacement does not count as movement so no movement properties of the **displaced unit** is taken into account but remember, that *massive* units cannot be displaced.

Example. The Boarlords displace the Cyberoid to the right area while pushing the two Cybersamurai to the left area. The area below is forbidden due to the blockade.

Enemy Units and Movement

Units may move freely **into** an area with enemy units or and units that begin their movement in an area with enemy units are free to **leave** as well.

However, if a player wants to move **through** an area with enemy units i.e. with a movement 2 or more the following rules apply:

In order to move through an area with enemy units, a player must have momentum equal to or higher than each opponent in the area being moved through. **If a player's momentum is less than any other player in the ares, they cannot move through that area.**

Each unit contribute its momentum value to the total momentum of a player: units with a **triangular base** ▲ **add 1**, units with a **round base** ● **add 2** and units with a **square base** ■ **add 4**.

Each opposing player calculate their momentum **individually.** They **do not count** their values together.

The active player **chooses** the exact moment in his phase at which he wants to compare momentum. Once a free passage is reached (by having equal to or higher momentum) that status is preserved until the end of the phase.

Example: The active player currently only has a momentum of 2 in an area he wants to pass through, while the enemy has a momentum of 5. The player moves two more units to that area to increase its momentum to 6. He now compares momentum and can freely move the involved and/or additional units through that area, even if is momentum drops to 1 at any later moment in his movement.

Flying units **ignore** enemy units when moving, but their momentum may be added to the total momentum when determining whether units may move through an area.

▲ Momentum 1   ● Momentum 2   ■ Momentum 4

Example. The Boarlords have movement 2 and want to move from A through B to C. They have a total momentum of 4. They move to B, where the Nomads have a momentum of 2 while the Dark Seed have a momentum of 3. Since the Boarlords have a higher total momentum than each of their opponents, they can move through the area to C.

>>> COMBAT ⚔

Conquering territories and destroying units both count as **combat actions**, even if there are no enemy units in the target area when it is conquered.

The attacker chooses a **combat card** which determines its attack. The result of the chosen card will definitely happen and cannot be prevented.

After the execution of the attacker's effect, pass the **combat card** on to any player with units in the attacked area. All affected players each choose 1 **counterattack** from the used combat card, but do not play a combat card of their own. (p.*17)*

- Each combat action costs 1 ⊗ from a player's action card.

- As the **active player**, you are considered the **attacker**. Every other player involved in a battle is considered **defender.**

- A player must have at least 1 unit in an area in order to initiate a battle or be involved as a defender.

- The active player may attack the same area any number of times as long as they can spend combat actions!

Combat cards

Combat cards represent different attacks of a faction. Each combat card represents a different outcome of an attack like conquering the area by placing a territory marker, destroying enemy units, or special combat results.

- Combat cards that deals damage **can only be used if enemy units are in the same area**.

- Areas can be conquered regardless of the presence of enemy units. **Conquering areas does not harm enemy units!**

- Combat cards refresh automatically after each use and can be used an unlimited number of times in the same round and only represent an attack. After defenders have chosen their counterattacks, they return the combat card to its owner immediately.

- Most factions have a specific card, which may only be **used once per round**.

- For a detailed description of each faction's combat cards, see *p.12ff Codex*.

Attack Types

💥 **Annihilation** combat cards follow all rules for Annihilation *p.24* and are used to deal damage to enemy units in the attacked area but **does not conquer it**!

🏴 **Conquest** combat cards follow all rules for Conquest *p.24* and are used to place a territory marker in the attacked area but do not harm enemy units.

✳ **Special Attack** combat cards can copy the above effects, combine them or offer a special combat result like displacing enemy units. Often Special Attacks have increased complexity and more dangerous counterattacks.

↩① **Once per round** combat cards represent the signature attack of a faction. They have often weak counterattacks or very strong combat results for the attacker. Sometimes they allow very unique combat results that only can used once per round (not per phase!)

COMBAT RESOLVEMENT

1. Attack
- ⚔ SPEND COMBAT ACTION
- ATTACKER CHOOSES COMBAT CARD
- ATTACKER EXECUTES COMBAT RESULT

2. Counterattack
- DEFENDERS PICK COUNTERATTACKS
- REMOVE CASUALTIES

3. Aftermath
- EXECUTE ALL *AFTERMATH/ AFTER THE COMBAT* EFFECTS

1. Attack
The active player uses a combat action ⊗ and executes the **combat result** of the chosen combat card - they may refuse to use any/all benefits. A combat card must be played even if no enemy unit is present.

- **If damage was dealt** calculate the damage at this point but all casualties will be removed in step 3 *Aftermath*.

- Any effects that trigger *After the Attack* are executed in step 3 *Aftermath* after the attack and all counterattacks have been resolved.

2. Counterattack *(find counterattacks in the Codex)*
2.1 Defenders Pick Counterattacks. All players with units in the attacked area now choose a counter from the combat card - their reaction to the attack, so to speak.

- **Only units** qualify for selecting a counterattack but **not** *territory markers* or other faction specific markers.

- If several defenders are present they choose their counterattacks in initiative order, while Oni choose last. Defenders may choose the same counterattack or different ones. The effect of a chosen counterattack can also be used against other defenders.

- **If a combat card is used in an area without enemy units no counterattacks are selected.**

- **Execute counterattacks before distributing damage and/or removing units!** Units are only removed AFTER the counterattacks, in the *Aftermath* so these units still contribute to counterattacks i.e. dealing damage to attacking units.

2.2 Remove casualties. All players that have received damage must now allocate that damage and remove casualties if applicable. See *Assigning Damage* p.24.

3. Aftermath
All effects that are marked *After the Attack* or *in the Aftermath* are resolved now e.g. *Guerilla Attack* of the *Nomads*.

If several players are about to resolve such effects initiative order has to be followed.

▽ CONQUEST

If a combat card allows a **CONQUEST,** follow these rules:

With a **Conquest,** a player wants to mark an area with a **territory marker** and may receive the associated victory points at the end of the game. There can only be 1 territory marker in an area at any time so a conquest always replaces any existing territory marker. The previous owner gets its territory marjer back into its supply.

Essential for a conquest is the **conquest value** ▽ *(triangle)* of a player's units. If the total of all conquest points is **equal to or greater** than that of each defender, the attacker may conquer the area and place a territory marker. If there are no defending units, the conquest value of an area is 0 (exception: *mountain ranges*) so a unit must have at least a conquest value of 0.

If there are several defenders the attacker compares its total conquest value with each defender individually. The defenders do **not add up** their conquest points.

Note: No damage or harm is done to enemy units!

◆ ANNIHILATION

If a combat card, a special rule, or a faction effect allows a player to **CAUSE DAMAGE** or to use **ANNIHILATION,** follow these rules:

An Annihilation can only be used in areas with enemy units present. The attacker uses their units and/or other faction-specific special abilities to cause damage to enemy units in the area.

The **attack damage value** is the right most number on the stats sheets indicated with an *arrow* ◆.

The damage value ◆ from all eligible sources of a player are added up to a total damage which is dealt to opposing units.

Note: An area can **never be conquered** through **annihilation**.

Assigning Damage

The player affected by damage must determine **a single one of their** to receive all damage points.

• If the total damage is lower than that unit's health points, the damage allocation stops immediately.

• **If the total damage is equal to or higher than that unit's health points**, that unit is removed from the board. Place it back into the owner`s supply.

Reduce the total damage by the health points of the selected unit **before remaining damage must be assigned further** to another unit.

If the damage falls to 0 or **is lower** than the health point of a chosen unit the damage is used up and the allocation stops immediately.

But **if there is still damage left** after removing a unit and reducing the damage, the affected player must select further units until either the damage drops to 0 or the damage is no longer sufficient to destroy a unit.

Note: A player does not have to choose a unit that would be destroyed by the damage but may choose a unit that can »absorb« the damage because it has more health points than the damage received (see example right).

Note: Every destroyed/removed unit can be built again any number of times with sufficient production points.

The diagram on the opposing page gives a visual overview.

Lt. Dan
▽ 15 | ♥ 15 | ◆ 15
DEFENDER

Boarmaiden
▽ 15 | ♥ 15 | ◆ 10
ATTACKER

Worker
▽ 5 | ♥ 5 | ◆ 5
DEFENDER

*Example: Kai (Boarlords) has 15 conquest points as attacker, the two defenders Markus (Nomads) and Sabrina (Dark Seed) have 15 and 5 conquest points respectively. Therefore, Kai as the attacker has enough (a tie is all it takes!) to **mark the area with a territory marker.***

Boarmother
▽ 15 | ♥ 25 | ◆ 10
DEFENDER

Boarmaster
▽ 60 | ♥ 30 | ◆ 15
DEFENDER

Cyberoid
▽ 20 | ♥ 20 | ◆ 20
ATTACKER

Boarguard
▽ 50 | ♥ 20 | ◆ 10
DEFENDER

Cybersamurai 2.1
▽ 10 | ♥ 10 | ◆ 10
ATTACKER

Example: Till (Cybersamurai) deals 40 damage points to Jasmin's (Boarlords) units. The Boarmaster has 30 health points and she selects him to take the damage and removes him.
She must now select another unit to take the remaining 10 damage points. Since the 10 damage points are below both the Boarmother's (25) and the Boarguard's (20) health points, the rest of the damage is reduced to 0.

Passive Damage

Some units/material/effects may cause **passive damage** like the Nomad's *Mines* or the *Flaming Skin* rules of *Fireborn*.

• *Passive damage* does not count as an attack and does not cost any combat actions. No combat cards are used and the affected player does not choose a counterattack.

• The total damage from passive damage **always affects the unit with the fewest health points first** without a choice by the affected player. If there is a tie between several units, the affected player decides which unit suffers the damage first. Remaining passive damage is assigned to other units with equal/next lowest health points until completely used up or is not high enough to destroy a unit.

• If several players are affected by passive damage, each has to deal the **full passive damage** to its units independently.

> *Example:* Two players each suffers 15 points of passive damage. Player 1 has a unit with health 25 so nothing happens. Player 2 has three units: one unit has 10 health points, while the others each have 15. The unit with 10 health points is affected first and is destroyed and removed. The remaining 5 points of damage are transferred to another unit in the same area, but are not enough to destroy another unit.
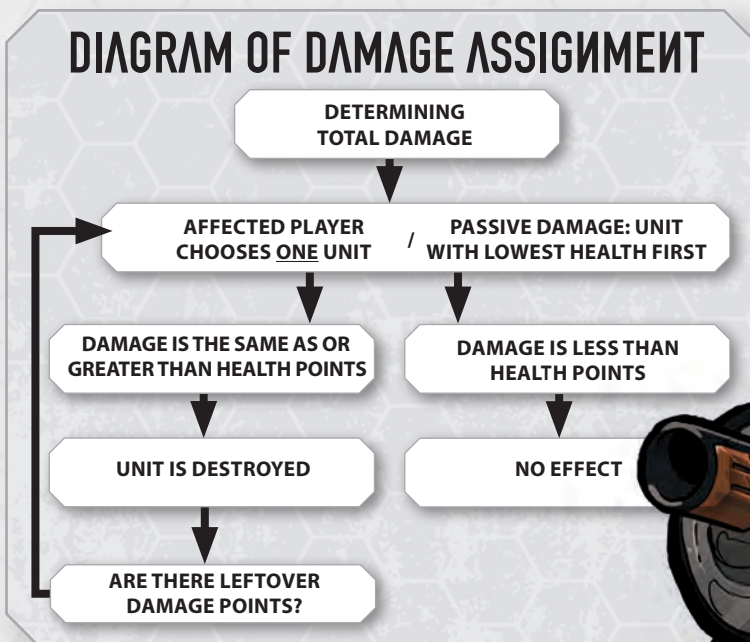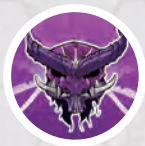
Multiple Defenders

If there are several players who have units in an area, when the attacker plays **ANNIHILATION**, the attacker may decide which player(s) will suffer from the dealt damage. This means that they are allowed to divide the damage between several enemies.

> **Important**: The attacker determines the assigned damage and may determine the players affected, but not specifically the units that are to receive the damage. Only the defender decides that.

Lt. Dan
▽ 15 | ❤ 15 | ♠ 15
ATTACKER

Worker
▽ 5 | ❤ 5 | ♠ 5
DEFENDER

Private
▽ 10 | ❤ 10 | ♠ 5
ATTACKER

Wasp
▽ 5 | ❤ 5 | ♠ 5
DEFENDER

Boarguard
▽ 50 | ❤ 20 | ♠ 10
DEFENDER

Example: Oli (Nomads) attacks Philip's (Dark Seed) and André's (Boarlords) units. He calculates a total damage of 40 for all his units and weapons used in this area, splitting the damage points and dealing 10 damage points to Philip and 30 to André.

DIAGRAM OF DAMAGE ASSIGNMENT

DETERMINING TOTAL DAMAGE
↓
AFFECTED PLAYER CHOOSES <u>ONE</u> UNIT / PASSIVE DAMAGE: UNIT WITH LOWEST HEALTH FIRST
↓
DAMAGE IS THE SAME AS OR GREATER THAN HEALTH POINTS | DAMAGE IS LESS THAN HEALTH POINTS
↓
UNIT IS DESTROYED | NO EFFECT
↓
ARE THERE LEFTOVER DAMAGE POINTS?

Players control the Oni

Although Oni are neutral units on the playing field, they are controlled exclusively by the players as soon as players have corresponding actions on their action cards.

Remember: If a player has an Oni action on their action card that player must control the Oni for that action!

• Faction abilities and other special rules of the played faction are not considered when controlling the Oni!

• Oni have their own combat card. When players perform attacks with Oni, this does not consume any of the player's attacks.

• Oni cannot complete missions or objectives and cannot receive victory points.

Areas and Oni

Three types of areas have a special relationship with Oni:

Moon Areas refer to all seven areas of the moon. These areas all have the *Tsukuyumi* property and can be conquered like every other area, too.

Tsukuyumi-Areas possess the property *Tsukuyumi* — no matter if printed or marked with a marker. Through event cards and other special effects areas can become a *Tsukuyumi* area or lose that property.

Oni-Areas are clearly recognizable by an **Oni territory marker** and are areas that have been conquered by the Oni.

Note: When players conquer Oni-areas, they swap the territory marker as usual. However, if players conquer *Tsukuyumi* territories, the *Tsukuyumi* property stays.

Placing new Oni

Each time the active player is allowed to place Oni, they can freely decide which Oni they want to place from the supply.

• Player units in an area do not interfere with placing oni!

Oni do not cost any production points, so all Oni can be chosen equally. New Oni must be placed as follows:

• **In** **Oni-Areas**

• **Adjacent to** **Oni-Areas** (but not across blockades)

• **In** *Tsukuyumi-Areas*

• **Adjacent to** *Tsukuyumi-Areas* (but not across blockades)

The Player may place all mandatory Oni in the same area or may chose to place some or all of the Oni into other legal areas.

IMPORTANT! If there are no more Oni in the supply and a player has to place Oni, an additional, seperate **Oni Conquest** must be executed instead. If at least 1 Oni can be placed, that additional conquest does not trigger.

Placement of Oni

In or adjacent to *Tsukuyumi* and/or Oni areas.
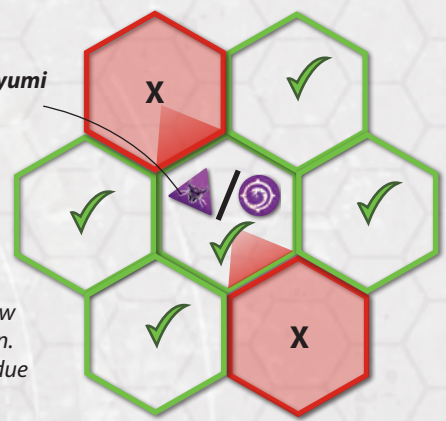
Example: Benni can place new Onis in all areas marked green. The red areas are prohibited due to the blockades.

Oni as Attacker: Oni Conquest!

As an attacker, the Oni always only use their own *Oni Conquest* combat card and **never deal damage when attacking**.

1. Select one Oni: The active player **chooses a single Oni unit of their choice** on the board.

2. Movement: The active player may now move **this Oni to any adjacent area** (pay attention to blockades!)

If there **are other Oni** in the same origin area as the selected Oni, the active player may also move those to adjacent areas independently of each other (pay attention to blockades!)

3. Conquest: If the Oni have the highest total conquest value in the area with the chosen Oni, the player places an Oni territory marker in this area (possibly replacing an existing territory marker), otherwise the conquest fails and no Oni territory marker is placed. If there are other Oni in the same area, he **must** add their conquest values up.

4. Counterattack: Every player with units in the affected area now **chooses a counterattack** from the *Oni Conquest* card in initiative order. If the Oni suffer damage from a counterattack, the active player decides how the damage is distributed among the Oni.

5. End of the Oni Conquest.

If you have to execute 2 or more Oni Conquest repeat that order respective times.

Which areas the Oni actually look for...

If the active player is about to carry out an Oni conquest for the Oni, he is free to choose which area they will attack. Only the following restrictions apply:

• Oni do **not conquer** *Tsukuyumi*-Areas, unless they are marked with a player's territory marker.

• Oni do **not conquer areas with Oni territory markers**.

• If no legal area can be reached/conquered move 5 Oni each by 1 area instead (mind blockades!)

Oni as Defender

If Oni are attacked, they **always automatically** choose the counterattack *Counterstrike*.

• If *Counterstrike* is not listed on the combat card used, choose another suitable counterattack.*

• If a combat card specifies, that Oni must choose a certain counterattack or cannot choose a counterattack, that rules of the card override the basic rules above.*

• If no other counterattack can be executed with Oni, no counterattack is executed.

* If a choice has to be made, the player on 1st place of initiative decides. If the active player itself is on 1st place, the player on 2nd place picks, instead.

Destroying Oni

If Oni are destroyed or removed, they are always returned to the Oni supply. They can come back into play in future placements.

Initiative of the Oni

For all matters of order, the Oni always are on the last place in initiative. This is irrelevant when it comes to determining who controls the Oni.

Minority Attack with Oni: The active player may attack an area with their own or enemy units even if that would mean that the Oni cannot conquer the area due to low conquest value or as a player picks the counterattack *hold the ground*.

Small Oni
▽ 5 | ♥ 10 | ♠ 10

Cybersamurai 2.1
▽ 10 | ♥ 10 | ♠ 10

Cybersamurai 2.1
▽ 10 | ♥ 10 | ♠ 10
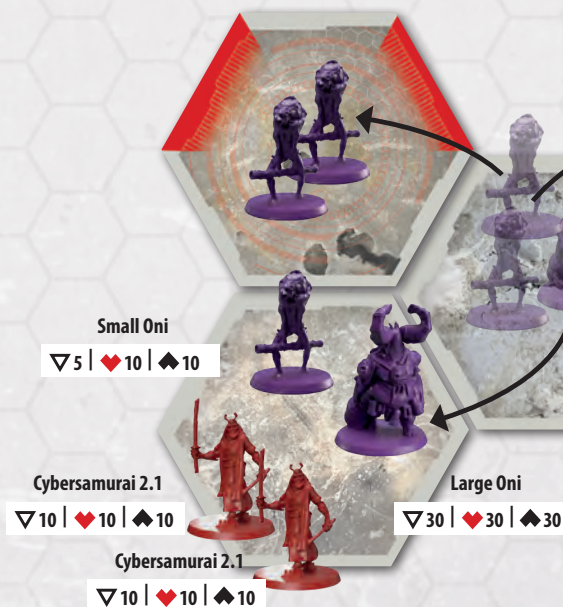
Large Oni
▽ 30 | ♥ 30 | ♠ 30

Example of an Oni Conquest

Example: It is Kai's turn to control the Oni. He chooses a Large Oni in an area with a total of four Oni.

He moves the Large Oni into the adjacent area to the left, distributes two other Small Oni each to another adjacent area and leaves one Small Oni in the origin area.

Finally, he lets the Large Oni carry out an Oni conquest and places an Oni territory marker in the corresponding area, because the total conquest value of the Oni ▽ 35 (30+5) in this area is higher than that of the Cybersamurai ▽ 20 (10+10).

>>> VICTORY POINTS ★

Players can receive victory points in different ways. We distinguish between two types of victory points: the **dark permanent** victory points and the **light** victory points at the **end of the game**.

PERMANENT VICTORY POINTS

Such victory points are collected in the form of territory markers on the victory point board. Once a player has fulfilled a condition, they place the respective number of victory points on the board. These victory points are counted at the end of the game but differ from the other kind of victory points, as they are permanent and can't be taken away.

Permanent victory points are obtained as follows:

CENTER OF THE MOON

If a player *controls (see p.15)* the center of the moon at the end of any round, they place 1 territory marker on the victory point board during the **scoring phase** of that round. This marker counts **1 victory point** at the end of the game.

MISSION CARDS

Once a player fulfills the condition of a mission, they place a territory marker on the mission card. This territory marker counts **1 victory point** at the end of the game. (*See Missions, p.29*)

FACTION-SPECIFIC GOAL

As soon as a player meets the condition of his faction-specific goal, they may place two territory markers on the victory point board. These territory markers count **2 victory points** at the end of the game. (*See p.29*)

VICTORY POINTS AT THE END OF THE GAME

These victory points are not counted until the end of the game in the final score. They are not marked on the victory point board, but are points in the making. In the scoring phase, these are therefore only "counted" for the sake of the current overview. These points never add up over several rounds, so that only the final score at the end of the game is actually counted.

CONTROLLED AREAS

Each *controlled* area is worth **1 victory point** *(see p.15)*.

CONTROLLED FERTILE GROUND

Each *controlled* *fertile ground* is worth **2 victory points** instead of 1.

INITIATIVE PLACEMENT

The player who is 1st place on the initiative board receives **2 additional victory points**, while the player who is 2nd receives **1 victory point** at the end of the game.

OTHER SOURCES

Some factions allow you to gain victory points in other ways. The **victory points** from these faction-specific sources are also taken into account either immediately or at the end of the game.
These informations are found on the respective faction sheet or game material.

>>> GOALS & MISSIONS

In addition to conquering territories, players can earn victory points for the final score at any time by completing missions and/or their faction-specific goal. The public missions depend on the factions involved in the game. At the beginning of the game, the goals and missions should be read out loud.

Missions

GEO TAGGING

CONTROL
1 FERTILE GROUND,
1 MOUNTAIN RANGE
AND 1 REGULAR AREA.

Each faction brings a public mission into play. Each player can complete any mission.

Missions can only be completed once by each player and are completed immediately even if you're not the active player.

Once fullfilled place a faction territory marker on the respective part of the mission card to indicate that it has been fullfilled by the corresponding player. These victory points will be counted for the final score.

Missions that have been completed by one player may still be completed by other players, too.

Faction-specific Goals

Unlike missions, goals are faction-specific and can only be fulfilled by the associated player. Each player can only fulfil their goal once.

As soon as they have fulfilled their goal, they place the respective number of territory markers **on the victory point board.**


GOAL: GPS MAPPING

Control an area of each type (mountain range, fertile ground, Tsukuyumi area and regular area).

Victory point board with territory markers as victory points.

Fullfilling Conditions

There are some basic concepts for fullfilling conditions of Missions and Goals. Each Mission may reference specific concepts not referenced below so be sure to check them in the corresponding codex for complete understanding.

Control: You must *control* the indicated number of areas at the same time. They can have been conquered over several rounds or be controlled by *burrow*.

Conquer: If a mission/goals demands "conquer" a player must actively conquer these areas. Moving territory markers or occupying with *burrow* does not count! In almost all cases this means that players have to make use of the *Conquest* card of their faction!

Enemy units vs. Oni units: There is a difference between Oni units and enemy units when it comes to missions and goals. Oni units are neutral units. If a mission, card or goal refers to enemy units, it means units from other factions. This does not include Oni units and vice versa.

Have/Own: As soon as a player meets the exact demanded situation such missions/goals are fullfilled.

Destroy: This is achieved by dealing *Damage* to enemy units e.g. with the *Annihilation* combat card or by dealing *Passive Damage* e.g. through *Mines*. Neutral effects like *Radioactivity* do not qualify for destroy.

>>> END OF GAME

After you've completely finished your 4th round, the game ends with the last scoring phase: the **final scoring**.

Final Scoring

Add up all victory points at the end of the game, i.e. all controlled areas, *fertile grounds*, as well as the initiative placement and other sources of victory points. Then add all instant victory points from the victory point board and mission cards.

The player with the most victory points wins. In the event of a tie, the player who is placed higher in the initiative wins.
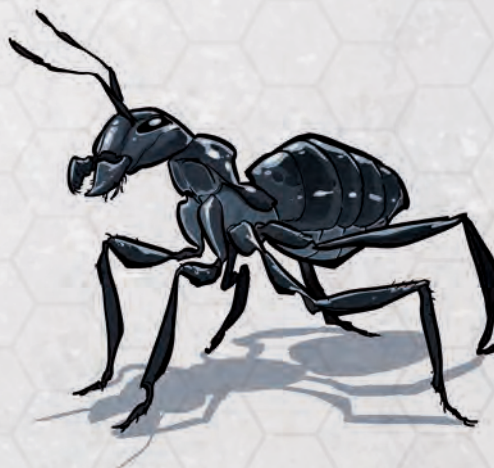
>>> MODULES

The following rules refer to modules you can add to your regular games. These modules are represented by cards or additionall minis coming with most factions.

In your group, all players must agree on using one or more modules. Either all players use modules or none!

ABSOLUTE INITIATIVE (by Tobias Hertel)

In this game mode Initiative becomes more strategic with more chance to plan ahead.

Change: Players can lower Initiative to the physical end of the Initiative track. So gaps might appear between initiative markers. Those gaps are not closed automatically. Initiative Markers are only "replaced" and push when directly landing on an occupied space. Note: In a game of 6 this rule has no effect!

Example: If *Nomads* decend they would occupy space 5 and only if descending to 6 would replace and push upwards *Boarlords*.

FACTION EVENTS

Set up
Each player receives all of their faction events, shuffles them and places them face-down next to their faction sheet.

Use
When a player uses the **Draw/Play Event action**, they may choose to draw and play a faction event instead of a regular event. All faction events are always an advantage for the player. Faction events can only be drawn/played through the **Draw/Play Event action,** never as a counterattack or through the event card *Play it again, Sam!*.

Faction events are removed from the game after use (unlike regular events that are *just* discarded and can be re-shuffled)

LEADERS

Set up
Each player takes all of the leader cards belonging to their faction. Before setting up the homezone and starting units, each player individually selects 1 of the leaders in secret. After all players have selected, they reveal their choice. Put the unchosen leaders back into the box.

Continue setting up the game and modify if a leader has an effect on the setup.

Use
Leaders affect the game in three different ways:

• one leader grants a new permanent ability or skill a player may use throughout the whole game.

• one leader adds an additional personal goal that only that player can accomplish and earn VP for. This goal is in addition to the regular goal.

• one leader modifies the setup and has no further effect on the game unless specified otherwise.

Leaders cannot be attacked or affected by other players or any rule. If a leader has a negative effect on opponents it must be followed, but positive effects of their own leader can weaken those effects.

Example: *Prince of Whales* (Lords of the lost Seas Exp. Forces of Nature) demands, that ever other player starts with -2 starting areas. *General Myerscough* (Nomads) allows a player to start with +1 starting areas. So the Nomads have to reduce the number of starting areas by -1 only.
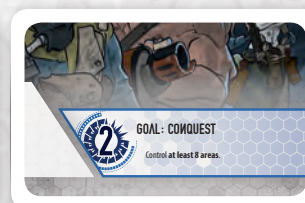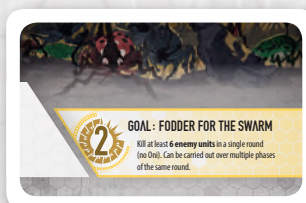
ALTERNATIVE GOALS

Set up
Each player receives the alternative goal of their faction before the game is set up. The *Jade Sentinels* do not have an alternative goal, as their goal is essential to their factions's mechanic and cannot be changed. Other players still can use alternative goals in a game with *Jade Sentinels*.

Use
In the first white phase every player chooses in thier turn to either use the regular or the alternative goal. After that selection is done, it cannot be changed later.

ALTERNATIVE GAME MODES

Shorter or Longer Game
Players can agree on a **Fast Game** with 3 rounds (approx. 2h) or an **Epic Game** with 5 rounds (4h+).

Supremacy
As soon as one of the players has reached 15 VP the game ends immediately. This player is automatically the winner.

Note that *victory points at the end of the game* must of course also be taken into account here. You win as soon as you have the necessary amount of **total** victory points.

MASCOTS

Set up
Each player takes their own mascot and places it as part of the starting units for free at the beginning of the game. This follows all normal unit placement rules.

Use
Each mascot has the stats **0|5|0**.

If the mascot is still alive at the end of the game, a player **receives 1 VP** in addition to its other victory points.

Once a mascot has been destroyed, it cannot come back into play and the 1 VP is lost.

Mascots **cannot use** combat actions/combat cards on their own, they do not posses faction-specific special rules, e.g. no victory points are awarded for destroying the *Fireborn* mascot and mascots can not use faction-specific counterattacks or defence actions.

Note: In each box' codex you'll find an illustration of each Mascot and to which faction it belongs to.

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