

TSUKUYUMI

FULL MOON DOWN



RULES



>>> 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 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 mobilised 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!

For more background story and the histories of the factions battling for survival and domination, see the Codex from p.20 onwards.

>>> INTRODUCTION

WHY ARE THERE TWO RULEBOOKS?

The TSUKUYUMI rules of play are divided into two books so that you have quick access to the information you need when playing the game. This book 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 concise summary of all the essentials.

The other rulebook or "Codex" contains definitions, explanations and detailed gameplay advice, along with descriptions of all the game material. It also includes an index and all the information about the factions and their background stories, as well as their backstory comics.

References to texts in the Codex are suffixed with the initials CX after the page number, e.g. p.16CX.

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** 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.

WINNING THE GAME

The winner is the player who finishes the game with the most **victory points** and asserts their dominance in this new era.

Players are awarded victory points for **conquering areas**, **achieving missions** and **fulfilling their factions' goal**.

At the end of each round, the player controlling **the Moon** is awarded **1 victory point**. Points for all other areas are awarded at the end of the game. (See *Victory Points*, p. 22)

END OF GAME

TSUKUYUMI ends after the **4th round**. The winner is the player who has earned the **most victory points**.

>>> GAME MATERIAL



37 Area Tiles (double-sided)



37 Action Cards



1 Victory Point Board



3 Moon Tile Pieces



55 Markers

15 Unstable, 15 Radioactive,
10 Negation, 15 Tsukuyumi



1 Oni Combat Card,
2 Legendary Oni Cards



2 Round Markers for Initiative Board

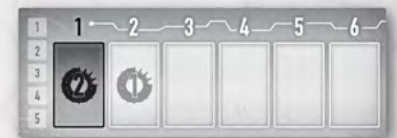


13 Blockade/Passage (double-sided)



21 Oni Miniatures

9 Small Oni,
7 Medium Oni, 5 Large Oni



Initiative Board



4 Homezones (double-sided)

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



20 Event Cards



25 Faction Cards

4 Nomads Combat Cards, 3 Cybersamurai Combat Cards,
10 Uplink Cards (Cybersamurai), 4 Boarlords Combat Cards,
4 Dark Seed Combat Cards



4 Faction Sheets (double-sided)
1 Nomads, 1 Dark Seed, 1 Boarlords,
1 Cybersamurai



4 x 5 Stats Sheets
(4 Oni Sheets)



4 Initiative Markers
One per faction



4 Mission Cards
One per faction



130 Territory Markers
26 per faction +26 Oni



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



12 Weapon Markers
5 Pistols (+10), 5 MG (+15),
2 Grenade (+25)



20 Mines Markers



35 Terraforming Markers
10 Tunnel, 10 Cover,
10 Stronghold, 5 Blockade



38 Dark Seed Miniatures
2 Stinger, 1 Planter, 3 Conqueror,
8 Warrior, 15 Worker, 3 Breeder, 6 Wasp



25 Egg Markers



4 Cybersamurai Markers
2 Rocket Attack,
2 Kaneda



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



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

>>> QUICK START RULES

To ease you into the game, we recommend that you just read this rulebook to begin with and have a quick go at the first round. Ignore all the special rules for now and just learn the basic mechanisms of the game.

From the second rulebook (Codex), you only need to read:

Faction sheets (p.5CX)

Homezones (p.4CX)

Units (p.6CX)

Skip the rest for the time being, i.e. the area types and the special rules for areas. After your first round, all the other mechanisms and explanations will very quickly make sense and you can add them to the game.

We recommend you leave out the first white phase in the first round and go straight to the blue phase of the game.

OVERVIEW OF GAMEPLAY

In *Tsukuyumi* you play four rounds in total, all the time trying to score as many victory points as possible by conquering areas and fulfilling goals and missions. You also have to produce units and move them across the board to conquer areas and/or attack units. In *Tsukuyumi – Full Moon Down*, an attacker must always decide if they want to either conquer an area **OR** attack opposing units.

At the beginning of the game, each player is randomly dealt 6 action cards. They choose 1 of these for the current round and pass the rest to the player on their left. At the beginning of each new round, a new action card is selected from the remaining cards, and then forwarded to the player on the left, so that they may select from these cards in the next round.

Action cards determine the actions possible in a round and are each unique in the combination of actions and special effects they describe. Each action card is included only once in the deck and is placed on a discard pile after use.

The players take turns in order of their initiative, starting with the player at Position 1. A phase is complete when all players have completely finished their turn; the next phase then starts again with the player at the top of the initiative.

Every round begins with the **White Phase**, where players can use 2 actions of their choice. In the following **Blue Phase**, the players may use event cards, move up or down in the initiative order and carry out their faction effect. In the **Green Phase**, players may produce and place new units. The neutral Oni are also placed and moved. The final phase in the round is the **Red Phase**, in which the players move their units and carry out combat actions with which they can conquer areas and/or destroy enemy units.

In battle, the attacker must use a combat action and may then carry out an attack with all units of an area. To do this, he selects one of his faction's combat cards, executes its effect, and then hands the card over to the defender. The defender then selects a counterattack of this combat card, as a cost for the attack, so to speak.

GOLDEN RULE

Faction rules always overwrite **card effects!**

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

>>> DEFINITIONS

Event

Event cards allow the player to carry out actions such as influencing the board, adding or removing markers, etc. There are no negative events for the active player.

Area Properties

Area properties are represented by symbols printed on the area tiles. The basic game includes the area properties **radioactivity**, **unstable** and **Tsukuyumi** area.

Blockades

BLOCKADES can appear as markers or as a printed red edge. **BLOCKADES** prevent both moving through with units and placing Oni units over them.

Adjacent Area

An adjacent area is any area that borders onto one of the six edges of another area.

Marker

A marker is a moveable game component that is **PLACED FLAT** on an area. This includes the territory markers of the different factions and the **BLOCKADE** markers, as well as faction-specific ones such as the *Terraforming* markers of the *Boatlords*, the *Dark Seed's Egg* markers and the *Nomads' Mine* markers.

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 their attack. Potential enemies may then choose a counterattack from this combat card, but do not play a combat card of their own. See p.14

>>> GAME SETUP

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 the remaining **Oni** next to the board within easy reach of all players.

Note: We recommend 18 Oni in total for experienced players and more for easier games.

2

Board

Place all the area tiles randomly or based on scenarios (p.21). Area tiles have two sides. In the core game you only use the coloured side without the orange border. The devastated side is only used with the **FIREBORN** faction (expansion).

The number of players defines the number of area tiles to be laid out in addition to the moon:

2 Players	10 area tiles
3 Players	21 area tiles
4 Players	28 area tiles
5 Players	35 area tiles (<i>Expansion</i>)
6 Players	42 area tiles (<i>Expansion</i>)

3

Marker Reserve

Place all the neutral markers next to the board: **Radioactivity**, **Tsukuyumi**, **Blockade**, **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 in a discard pile. They will no longer be needed in this game.





6 Choosing a Faction (S. 9)

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

Each player only has as many units etc. as their faction has in game material. If all material is already placed on the board, no more can be produced.

(In the core game) you may choose from:

- Cybersamurai
- Dark Seed
- Nomads
- Boarlords



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: 1, 2, 3, etc.

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
10. Boarlords



8 Stats Sheets

All players hand one of their overview cards to each of their opponents and the remainder are put back in the box. The player will also receive one overview card from each of their opponents.

Further information on game setup:

Each player completes steps 9 to 12 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.

9 Placing the Homezone

Place your faction's homezone. For the complete rules on homezones, see p.4CX. The following rules apply when placing your home area.

- The homezone must be placed **at the edge of the board**.
- Some factions have **special rules on placing their homezones** and others do not have a homezone at all. If this is the case, you will find the rules on the faction sheet.

Freely positionable Homezones

In the core game, the homezone of the *Dark Seed* may be positioned anywhere, i.e. including on top of an area tile that has already been placed, unless another faction has already placed its territory marker there. You cannot place them on any **Moon areas**.

If an area tile that is already on the board is replaced by a homezone, the area tile is removed from the game. The original area properties no longer apply.

The homezones (of the core game) are:

Cybersamurai	Otomo Core
Dark Seed	The Nest (<i>freely positionable</i>)
Nomads	USS Nomad
Boarlords	Boarea

■ Permitted positions for homezones.

⊘ These areas can not be used as Dark Seed homezones.

⬡ These areas can be used as Dark Seed homezone areas.



10 Determine Starting Areas

Each player marks **3 areas** with their faction's territory markers in order to determine their starting areas.

- Each starting area must border either onto **the player's homezone** or **another of their starting areas**.
- You can 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.
- If an area has already been marked with an **opponent's territory marker**, you cannot choose it as a starting area. **Other markers** such as *Eggs*, *Mines*, etc. do **not** prevent you from marking the space 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. Only if B2 was marked, B1 could be marked.

11 Starting Units

Players distribute their starting units across their homezone and/or starting areas however they like.

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

12 Missions and Goals

Note: Leave this out in your first game.

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.

For more on goals and missions, see p.20.

13 Combat Cards & Special Material

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

Some factions also have special cards, such as unit cards or other special material like *Terraformings*, *Weapons*, *Eggs*, *Mines*, etc.

To find out how to use these materials, see the respective faction sheet. For more on this, see p.5CX.



CYBERSAMURAI ①

The *Cybersamurai* are a high-tech military force. Led by the artificially intelligent being *Amaterasu*, they develop new technologies designed to foil the plans of their adversaries. They can, for instance, block lines of approach and shut down units using targeted orbital lasers. The *Cybersamurai* can counter any plan.



DARK SEED ②

The board is teeming with this unstoppable swarm of insects. There is no escaping them. What their units lack in robustness, they make up for in numbers. When insects die, they always leave eggs behind and a new cohort of the swarm hatches out. Winning a battle against the *Dark Seed* never keeps them at bay for long.



NOMADS ⑧

For the *Nomads*, high-speed guerrilla warfare is the strategy of choice. With their weapons they can wreak destruction on a large scale, and led by *Lt. Dan*, they can move faster across the board than any other faction. Their *Stuff Sergeants* lay mines to safeguard key positions.



BOARLORDS ⑬

These highly evolved descendants of wild boars shape the land according to their desires. They entrench themselves in defended positions and build tunnels to connect areas with each other. The *Boarlords* slowly but steadily build up impenetrable strongholds. Their tenacious units are able to capture more and more areas.



>>> ROUND OF PLAY

Each round consists of three steps:

>> 1. Select

Each player selects 1 of their action cards. The action symbols on the card show which actions the player may execute during the round.

>> 2. Execute

In the order of the initiative, units are produced, areas are conquered and/or enemies are battled.

>> 3. Score

If the agreed number of rounds has been played, the game ends and the winner is announced (see **ENDING THE GAME**, p. 20).

If the game is not over, an intermediate score is calculated. Each player informs the others of their current victory points. The new round begins by choosing a new action card.

SEQUENCE

The initiative board indicates the order in which the players play out the actions in a phase. A phase is always begun by the player in 1st place and ended by the player in last place.

Once a player has finished their turn during a phase, their initiative marker is turned over (from dark to light or from light to dark). Once all players' markers have finally been turned over, the phase is finished.

At the start and end of a phase, ALL initiative markers must show the same side. It does not matter if all are dark or all are light.

1. SELECT ACTION CARD

Each player selects one of their action cards. The icons on the action cards indicate which actions the player may perform during the round. All players reveal the selected card at the same time and then lay it face up in front of them.

The remaining action cards are dealt face down to the player on the left.

These have no function in the current round, but are used again at the beginning of the next round to select the action card.

2. EXECUTE

Each phase is played in the order of the **initiative markers**. Always carry out all **desired** or **obligatory actions** of a phase before proceeding to the next phase (see diagram).

The execution starts with 1. white, followed by 2. blue, 3. green and 4. red. The *White Phase* can be found on the back of the action cards and is the same on each card.

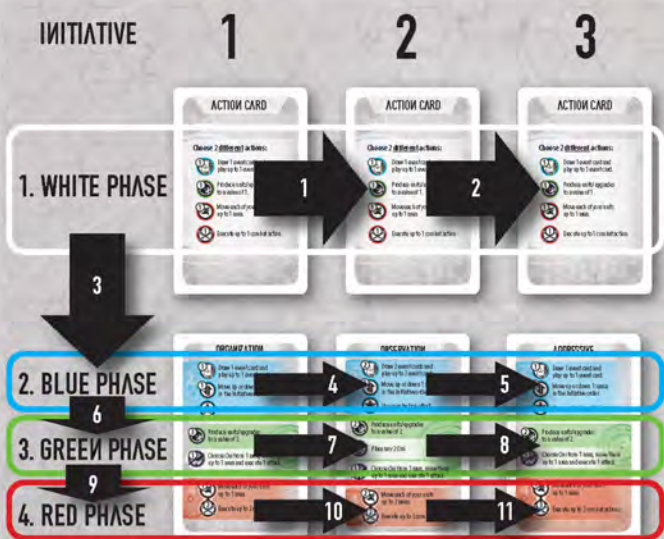
The actions of a phase can be played in any order. **IMPORTANT:** **Movement** must be played before **Combat** in the *Red Phase*. Once a combat card has been played, units may no longer move regularly, even if they still have movement left. **Exception:** Special rules.

All actions are optional and do not have to be executed. The player may at any time refrain from using one or more actions on his action card. A player may also only use parts of an action (quantity) e.g. play only 2 events even though the action allows to play 3. **IMPORTANT:** **Oni Conquest** and **Oni Placement** HAVE TO BE executed.

Each player first performs all (desired) actions of the phase on his action card before it is the next player's turn.

No action symbols can be kept for a later round or turns. Unused action symbols expire.

Once all players have completed all desired actions on their action cards, the action cards are discarded and removed from play. Only then new action cards are selected.



1. WHITE PHASE: All players may perform two of the listed actions in order of initiative. It has to be two different actions.



2. BLUE/GREEN/RED PHASE:

All players perform their blue, green and red phase actions. If a certain phase is not printed on the action card, the player may not use any actions during this phase. He does not participate in this entire phase and his initiative marker is reversed without action.

Exception: If units grant actions for a phase, they may still be used even when an action card doesn't grant that phase itself. Use only the units' action in this case.

Quantities

If actions specify a number in a circle, this is the quantity in which the action may be executed. For example, a "2" next to the **Combat** symbol means, the player may execute 2 combat actions. A "2" next to the **Movement** means that all units may move up to 2 areas, etc. For more on this, see p.12ff.

3. SCORING

Important! If you have reached the end of the 4th round, it is time for the final scoring (see END OF THE GAME, p.20).

Only a very small number of points are awarded in the scoring phase. This phase is really about giving an overview of how many points each player would have if the game were now over. You should therefore count all victory points, as described on p.19 (final scoring), and announce each player's score so far.

Only the following victory points are awarded in the scoring phase:

MOON

If a player controls the centre of the moon at the end of the round (he has a territory marker in it), he may now place 1 territory marker on the victory point board during the scoring phase. This territory marker counts as one victory point at the end of the game.

ACHIEVING YOUR FACTION GOAL/MISSION

If a faction goal requires the time *at the end of a Red Phase*, this takes place before this phase.

The player may place as many territory markers on the victory point board as the goal grants victory points. These territory markers count as victory points at the end of the game.



>>> ACTIONS



The actions of a phase may be played in any order!

EXCEPTION: movement before combat!



All actions are optional and do not have to be executed!

EXCEPTION: the action *Placing Oni/Oni Conquest* **MUST** be executed!

FACTION EFFECT



This action can be used differently by each player, depending on their faction. On their faction sheet each player will find an explanation marked with **Faction Effect**, which is the faction-specific action.

Example: During the Nomads can produce all free weapons used and either lay down a mine with each Stuff Sergeant or be immune to radioactivity for one round.

CHANGING THE INITIATIVE



The player climbs up or down the specified number of places in the **order of initiative** and may place his initiative marker further up or down. The displaced player's/all displaced players' initiative marker is moved in direction 1 or 6. The order of the other players to each other must not change.

Make sure that the player turns their marker directly to the other side to indicate that it was his turn! Of course he can still play his other actions of the active phase, even if his marker is already reversed.

They are then followed by the player with the highest active marker.



Example: Marcela (Boarlords) has finished her blue phase and has already turned her marker to the dark side. Till (Nomads) however may change his initiative by 1 place, so that he pushes Marcela's Marker to place 2 and puts his marker in the first place instead. Kai (Dark Seed) has the next active marker in the game after the end of Till's action and becomes the next active player. Regina (Cybersamurai) finishes the round in 4th place.

Example 2: If Till (Nomads) had climbed down in the initiative, Marcela (Boarlords) would have remained unchanged at 1. place instead, but Kai would have risen to second place. Again, he has the highest active marker in the game, so it is his turn next. Only in the next phase the order changes and it actually is Kai's turn before Till's, because he now has second place.

DRAWING AND PLAYING EVENTS (p.9 CX)



The player can draw (x) event cards. These can be chosen either from the face-down pile in the stack or from cards already turned face-up.

Additionally the player may play (x) event cards. These can be either the event cards just drawn or cards collected in earlier rounds.

Example: Jasmin can 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 after it 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.

PRODUCTION



The player may bring in new units, weapons, equipment, upgrades, etc. 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: 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 . Activate an Uplink for 1 by playing it face up in front of him.

RULES ON PRODUCTION

The following rules generally apply during production:

- 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.
- If a faction has an exception to this rule, you will find this information on the respective faction sheet.
- Unused production points expire at the end of the action.
- 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.

PLACING ONI



This action must be used if it is listed on the action card!

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

New Oni are placed **in or adjacent to Oni areas or Tsukuyumi areas** according to the rules. Blockades must be taken into account! For further explanations see **NEW ONI PLACEMENT**, p. 17.

Example: Benni must place 2 Oni. He selects 2 Medium Oni and places 1 of them on the Moon. He places the second one next to an area conquered by the Oni.

ONI CONQUEST



This action must be used if it is listed on the action card!

The player selects any number of Oni units in one **single area**. The player must conquer this area or an adjacent one with these Oni. Use the **Oni Conquest combat card** for this. To attack an adjacent area, the player may first move the Oni 1 area. Blockades must be considered when doing so, unless the Oni unit chosen is flying. The selected Oni can also be divided up and moved into different areas.

For further explanations, see THE ONI, Movement and Combat for Oni, p.17.

Example: It's Kai's turn to control the Oni. He selects an area with 4 Oni. He leaves 1 of them where it is and moves each of the other 3 to a different adjacent area. Finally, he lets 1 of them execute a **conquest** before placing an Oni territory marker in the conquered area.

MOVEMENT (p.13)



The player may move each of their units on the board to adjacent areas. If the value of the action is "2", each unit may move up to two areas. Consider **BLOCKADES**.



You may always move all, i.e. every unit, regardless of whether they are in the same or in different areas. You may move all your units independently of each other, move them less far or even leave them in place.



Example: Rolf is allowed to move each unit up to two areas. He leaves two of them in place and moves three more units by one area. He moves his remaining units two areas.

COMBAT ACTION (p.14)



The player may execute one combat action per (x) in an area with their own units in order to **conquer the area** (with or without enemy units in it) or to **attack enemy units** (also Oni). They can choose from their faction-specific combat cards. The exact effect of the card is explained in the text on the card.

Any number of combat actions may be performed per area, as long as one action is spent for each attack. For further explanations see COMBAT (p.15).

Example: Till has a total of 2  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.

Even if units move several areas, they enter each area individually one after the other. Effects and enemy units must therefore be taken into account in all individual areas through which a unit passes on its way. **Units with the flying characteristic can ignore BLOCKADES and may move past them.**



1. Units in the area A3 can move into any adjacent areas except B1, because there is a Blockade in the way.

2. Area A1 can only be entered and/or left from/to A3.

3. A unit in A4 can not move via B2 to reach B4 because B2 is not part of the board.

>> RULES OF ENGAGEMENT

Moving through area tiles with enemy units

If you ever want to move your own units THROUGH areas with enemy units in the area this rule applies. This does not have any effect if a player wants to either only enter OR leave an area. This rule only applies if units move 2 or more areas within one movement action in one single phase. Units may split up after they have passed through an area with enemy units - so they may add their strength for this very comparison even if they start and/or end in different areas.

To pass through enemy units, your units must be equal or higher in strength. To determine the strength of your group, count as follows: **small units** with a triangular shaped base count as strength 1, **medium sized units** with a round shaped base count as strength 2 and **big units** with a rectangular shaped base count as strength 4. Count the total strength of your units and compare it with the total strength of enemy units. If your units have equal or more total strength than any enemy then your units may move through the area tile.

If there are enemy units from different players and/or Oni, they all are compared individually. Please note: this strength value has no other purpose in the game than defining if units may pass through areas occupied by enemy units.

>>> MOVEMENT

Reminder: A player may move each unit independently of the other units. They may move them less than the maximum distance or even leave them where they are. It does not matter if all the units are in the same area or if they are in different areas.

Fundamental Rules of Movement

Units can **not be moved over BLOCKADES (red sides)** from either side. Units can **never leave the board**, even if they have enough movement to bridge/fly over a "gap" (B2).




SMALL UNIT
Triangle Base
Strength 1

MEDIUM UNIT
Circle Base
Strength 2

BIG UNIT
Rectangle Base
Strength 4

>>> COMBAT

To **conquer areas** or **cause damage to enemy units** you have to execute combat actions (p.13)

Each combat action uses up 1  from the action card.

The attacker can either **CONQUER AN AREA** or **ATTACK ENEMY UNITS** or use any special faction combat card. Only a small number of combat cards allow both at the same time.

As the **active player**, you are automatically the **attacker in your own battles**.

If you are **attacked** or involved in a battle, you are automatically the **defender**.

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

In order to execute a **combat action**, the attacker plays a combat card of their choice and follows the instructions on it. The effect of the card is **automatically executed in its entirety** unless the attacker does not want to use it or only wants to use parts of it.

If there are defenders present, each of them awaits the attacker's action, then chooses a counterattack from this card as the cost for the active player afterwards.

COMBAT CARDS

Combat cards represent special attacks of the factions, with which they conquer territories, attack units, or carry out special attacks. Some combat cards can only be used if enemy units are in the same area, others if no enemies are present.

When and how a card may be used can be found on the respective combat card.

Each faction has one combat card, which may only be used **once per round**. All other combat cards can be used as often as you like and are not spent. They are always returned to the attacker. Combat cards cannot be swapped.

For a more detailed description of combat cards, see p.11CX.



CARD TYPES



Annihilation



Special Attack



Conquest



Once per Round (Special)

SEQUENCE OF A BATTLE



Attack

The attacker chooses a combat card of his faction and executes its attack effect. The effect takes place in any case and cannot be prevented or influenced by the defender.

Counterattack (p.13-14CX)

If enemies are in the same area, all defenders may choose one counterattack of the combat card each. If there is no defender, **no counterattack is chosen**.

If there are several defenders because more than one player has units in the contested area, the defenders choose their respective counterattacks in initiative order, it may also be the same counterattack.

Note: There are counterattacks that take place either before or at the same time as the effect of the battle card. You can find a list of all counterattacks on p.13-14CX.

Casualties from all sides are only removed at the very end of the battle, after all effects and counterattacks have been implemented in full, especially if the defender wants to inflict damage as counter-attack.

Counterattacks take place even if all of the defender's units have been destroyed in that very attack.

A counterattack can also be used against another defender, e.g. damage to units.

You can find a list of all counterattacks with explanations on p. 13-14CX.

Example: Two players are involved as defenders in a battle. Each chooses a counterattack: Markus chooses **Counterstrike** as his counterattack and causes 30 damage points to the attacker, costing them 2 units. Sabrina chooses **Retreat** and moves her (surviving) units out of the area.



Only the attacker plays a combat card!

The defender chooses a counterattack from THAT selected combat card.

The active player may attack the same area as many times as they like, provided they can afford one combat action each!

The action **MOVEMENT** can only be executed BEFORE the first combat action (assuming the player is able to execute this action). Once combat cards have been played, units CAN NO LONGER move unless a special rule allows them to.

CONQUERING AREAS: CONQUEST

If a battle card allows **Conquest**, the mechanics follow these rules:

A **Conquest** is necessary to mark an area with a territory marker and to receive the associated victory points at the end of the game. If there is already an enemy territory marker in the area, it must be replaced after a successful conquest and returned to its owner. There can only be 1 territory marker in an area at any time.

Essential for conquest is the **conquest value** of the deployed units (the number most left on the stats sheet indicated with a ▽). If the sum of all conquest points is equal to or greater than that of the 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: mountains). If at the time of a conquest there is already an enemy territory marker in this area, you return this territory marker to its owner. He has lost the area and no longer controls it.

If there are no enemy units in an area, the effect **CONQUEST** automatically leads to conquest of the unoccupied area. No counterattack is played.

If there is one or more defenders, the attacker only conquers the area if their units have as many or more conquest points as the defenders individually. The defenders do **not add up** their conquest points.

ATTACKING UNITS: ANNIHILATION

If a combat card, a special rule or one faction effect allows to **CAUSE DAMAGE** or **ANNIHILATION** the mechanics always follow these rules:

ANNIHILATION can only be used in areas where enemy units are 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 points from all eligible sources of a player are added up and added as total damage to the opposing units.

An area can never be conquered or an enemy territory marker can never be removed through annihilation.



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**.



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.

Multiple Player Units in the Same Battle

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 he is 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.

Deciding on Affected Units

The player affected by the damage may determine which of his units will suffer the damage points. They do not have to choose a unit that would be destroyed by this, but may also choose one that can "absorb" the damage, i.e. has more health points than they suffer damage (see **Health Points**). This way you can hide weaker units behind tougher units.

Once the defender has determined a unit, **all damage points** must first be applied **in full** to that unit. **Damage cannot be split** onto several units **beforehand**.

Damage to Units: Health Points

When damage points are equal to or higher than a unit's health points, the unit is destroyed and must be removed. If there are any damage points left, the defender must select another unit to take the remaining damage, and so on.

If the damage/remaining damage is less than the health of a unit, the remaining damage expires. It is not saved or distributed to weaker units.

Destroyed Units

Destroyed units are removed from the board. The **production action** can be used to bring these units back into the game an unlimited number of times.



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. He will be destroyed. She must now select another unit to take the remaining 10 damage points. Since the 10 damage points are below both The Boarmother (25) and The Boarguard (20) health points, the rest of the damage is ignored.



Maxine (Nomads) has two units to choose from to take 10 damage points. She chooses Lt. Dan with 15 health points, of course, so that nothing happens and the damage lapses without effect.

DIAGRAM OF DAMAGE ASSIGNMENT



>>> THE ONI



Oni are controlled exclusively by the players and are a neutral faction. New Oni units are placed on the board through the **Placing Oni** action. Oni units always move and attack during the **Oni Conquest**.

Players Control the Oni

The Oni are entirely moved and controlled by the players. Even if the action cards dictate placement or conquests, the players themselves decide where and which Oni are used.

One thing has to be taken into account: a player's faction abilities are irrelevant when that player is controlling the Oni! Oni can not use any attacks, special abilities, properties, protection values or defence effects associated with factions. They have their own combat card. NOTE: If Oni would gain Victory Points or fulfill a mission/goal the controlling player will NOT gain profit from any benefits.

Placing Oni



The active player must place the specified number (x) of Oni units from the supply on the board.

All Oni are "worth" the same and can therefore be chosen and placed at any time. The player is completely free to choose which Oni they would like to place and where to place them. There are no restrictions in choosing Oni.

Oni may be placed in areas with the **Tsukuyumi** property or in **Oni territories**. They may also be placed adjacent to areas with the **Tsukuyumi** property or to **Oni territories**. When placing new Oni, **BLOCKADES** must be taken into account. An adjacent placement is not possible if there is a **BLOCKADE** in the way.

If several Oni units have to be placed, they may be distributed to different area tiles.

If there are no more Oni in the reserve, you have to execute the action **Oni Conquest** instead. If you can place at least 1 Oni, no Oni conquest will be executed. The combat action may only be used once, even if several Oni should have been placed. This effect is not triggered by the counterattack **5 | Where there is one...** in the **Oni Conquest** combat card.

Oni Conquest



The active player **MUST** execute **Conquest** with Oni units.

To do this, they select any number of Oni from a single area. **They may move them one area.** Afterwards, **Oni Conquest** must be executed.

The movement does not have to be carried out.

When moving (see *Move Oni*) the Oni may be split, but after that the player may conquer only one area. They may decide whether to conquer one of the areas Oni were just moved to or the original area as long as there is at least one previously activated Oni in it.

Fighting with Oni units follows the regular rules of combat and ALL Oni in the area (whether they have already been there or have just been moved there) take part in this conquest as attackers (see *Combat Action p.15ff*).

Oni do not conquer moon areas or areas with the property *Tsukuyumi*, unless they contain players' territory markers (i.e. they were previously conquered by players). Oni will not conquer areas with Oni territory markers in them.

If a player cannot move a single Oni so that he may perform a legal conquest, they may move up to three Oni (of their choice)

by one area instead and end their action.

Move Oni

The active player may move every Oni in their chosen area into an adjacent area, but must take Blockades into account. Oni can be moved into both occupied and unoccupied areas.

Important: The Oni movement is an additional action and does **not** depend on the movement action and range of the controlling player!

If there are several Oni in the area selected by the active player, the player may divide them during the movement and move them into different areas.

Movement of Oni units is subject to the same rules as movement of players' units. Some scenarios and effects can influence the movement range for Oni; these also follow all applicable movement rules.

Oni as Attacker

The Oni have their own combat card **ONI CONQUEST**, which must be used. Defenders choose their counterattacks from this card.

If the area under attack contains players' units, **EACH** of these players chooses **THEIR OWN** counterattack, in the order of the initiative.

If Oni units suffer damage, the active player decides how the damage is assigned to the different Oni units in the same way as they would do with their own units.

Players may also use Oni to attack their own territories and then select a counterattack on the Oni combat card as usual when their own units are present. If Oni score VP or missions/goals nothing happens.

Oni as Defender

If Oni units are attacked or if Oni are in an area that is attacked by a player, the Oni also choose a counterattack. To determine their counterattack, the attacker gives their combat card to the player in the last place of the initiative. If it is the player themselves, they give the combat card to the player in the second to last place of the initiative.

This player then chooses the **counterattack for the Oni**. The counterattack is executed with the values of the Oni involved. If a counterattack is describing an effect that cannot be applied to the Oni, this counter cannot be selected.



Important! Oni can **NOT CHOOSE** the counterattack **Defense Action** and **Protection**.

Destroy Oni

If Oni are destroyed or removed by damage or other effects, they are always returned to the Oni reserve. They can come back into play in future placings at any time.

If you want to count destroyed Oni, for example to complete missions or goals, you can use the Oni territory markers as counting markers and put them back when the goal/mission has been completed.



Oni are immune to radioactivity!

Oni Areas



In TSUKUYUMI there are three types of areas that correlate particularly with the Oni: Moon areas, Oni territories and areas with the property *Tsukuyumi*. The complete moon automatically has the property *Tsukuyumi* from the beginning of the game.

Events can also give other areas the *Tsukuyumi* property. However, *Tsukuyumi* areas never count as Oni territories, when it comes to the definition of Oni Territories.

Moon areas and other *Tsukuyumi* areas can lose the property *Tsukuyumi* through events.

Oni territories are clearly identifiable by a **territory marker** and were therefore conquered by the Oni.

Note: When players conquer Oni territories, they exchange the territory marker as usual. However, when players conquer *Tsukuyumi* areas, the *Tsukuyumi* property remains the same, as with radioactive areas. Therefore, the moon areas can be conquered regularly, but retain the property *Tsukuyumi*.

Legendary Oni

Some Oni bear ancient and honorable names and have special abilities that take precedence over the general rules. Unless otherwise stated, when placing Oni, players may also place available, legendary Oni of their choice. But: there can only be one legendary Oni on the board at a time. Their special rules then take effect immediately and automatically.

If these legendary Oni are destroyed or otherwise taken off the board, their special rules no longer apply, but of course you can place them again later on.

You can find all the legendary Oni of the core box in the Codex on p.55CXf.

Legendary Oni are optional and all players should agree on their use.





>>> VICTORY POINTS



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

INSTANT 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, he places the respective number of victory points on the board.

Immediate victory points are obtained as follows:

MOON



If a player controls the centre of the moon at the end of a round (they have a territory marker in it), they may place 1 territory marker on the victory point board during the **scoring phase** of a round. This territory marker counts as 1 victory point at the end of the game.

MISSION



Once a player fulfills the condition of a mission, they may place a territory marker on the mission card. This territory marker counts as one victory point at the end of the game. (See *Missions*, p.23)

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 as two additional victory points at the end of the game. (See p.23)

DESTROY FIREBORN (FIREBORN EXPANSION)



Whoever destroys a *Fireborn* unit is granted one victory point. Place a territory marker on the victory point board. This does not give Points if killed by/with Oni or an event card.

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 area controlled by a player is worth 1 victory point. An area is considered controlled if it contains a territory marker. Units themselves do not control areas. Moon areas are also scored here.

CONTROLLED FERTILE GROUND



See *Controlled Areas*, except that these areas are worth 2 victory points each instead of 1.

INITIATIVE PLACEMENT



The player who takes first place in the initiative at the end of the game receives 2 additional victory points, the player who takes second place receives 1 additional victory point.

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.

>>> GOALS & MISSIONS

In addition to conquering territories, players can earn victory points for the final score at any time by completing missions and 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



Each faction brings a public mission into play, which **every player can fulfil at any time**. The completion of each mission is indicated on the mission card.

As soon as a player completes a mission, he puts one of his territory markers on the card. These victory points will be counted for the final score.

Each player can score the victory points for the completion of a mission only once, even if they could complete it several times. Even missions that have already been completed by another player may still be completed. The player simply adds their territory marker to the card.



Faction-specific Goals

Unlike missions, the goals are faction-specific and can only be fulfilled by the respective 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.



Victory point board with territory markers as victory points

>>> END OF GAME

At the end of the red phase of the 4th round, the game ends with the last scoring phase: the final score.

Final Score

Add up all victory points at the end of the game, i.e. all controlled areas, fertile ground, 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.

Alternative Game Modes

Shorter or Longer Game

Players can also 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 a fixed number of victory points that has been agreed on at the beginning of the game (e.g. 15, 20, 25 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 victory points.

>>> SCENARIOS

Scenarios describe a given setup of the board that changes the regular rules for the game setup. Some scenarios require special area tiles and goal cards, which must be selected before being laid out. Grey area tiles are random or arbitrarily selected tiles, and do not represent a specific area type.

All special rules that apply to a particular scenario are explained next to the scenario setup.

>>> EXPLORATION

Area Tiles
21/28/35

Special Rules

- No faction-specific goals
- Only use the exact number of fertile ground tiles (green) shown in the diagram. The rest will not be used.

Spreading out fast will bring us victory. Our explorers test the trails and our army then takes the land. We've already seen our enemies, but we simply have to be quicker or strike hard before they take what is ours.



>>> CONTROL

Area Tiles
21

Special Rules

- Each player must start in one of the area clusters. You cannot place your homezone adjacent to the moon.
- Only use the exact number of fertile ground tiles (green) shown in the diagram.

We must determine what lies behind this mountain range: new land or new enemies? In any case, sitting around doesn't help us. If this is our fate, then we meet it now. We will prove ourselves and, if necessary, wipe out our opponents if they challenge us and threaten to take our land.



>>> PACIFIC STANDOFF

Area Tiles
21

Special Rules

- Each player must place their homezone at A, B, or C.
- The space marked with (X) must stay free of homezones.

Resources are becoming scarce. Soon, winter is coming and beside us there are two rivals who also hope to profit from the scarce reserves.

Waiting and bunkering could be a possibility, but if we misjudge, this could be our end...





4 PLAYERS



>> SPOILED EARTH

Area Tiles

28

Special Rules

- Take into account that you cannot fly/jump over the holes!
- Homezones can not be placed into the holes (X)

The earth's crust has disintegrated in many places, huge cracks and holes open up, in many places the interior of the earth protrudes. The little land that can still be utilised becomes all the more valuable and our opponents have recognised this opportunity for themselves. If we don't show courage now, we may not be here tomorrow.

4/5 PLAYERS



>> THE CANYON

Area Tiles

28/35

Special Rules

- none

There is only one way: to the moon. We have discovered the entrance of the canyon, the trail the dragon has left when it landed on earth. The edges of the canyon are miles above us, it's either backwards or forwards, but it cannot be avoided. We must devote all our strength to what lies ahead.

5 PLAYERS



>> FULL MOON DOWN

Area Tiles

35

Special Rules

- 2 x radioactive areas, 4 x fertile ground

It's a battle for supremacy in the world after the Moonfall. The ocean floor has risen and we are not the only ones who have come here. On the horizon we can already see the enemies, they are making their way to the moon or taking possession of land here in the plain. If we are to survive, we must act now. Now we must prove our strength and get as much land under our control as possible!

>>> 2 PLAYER

Tsukuyumi - Full Moon Down can be played with two players, by making use of the special 2 Player cards included in the game. Each faction has their own 2 victory cards that indicate the conditions that need to be met in order to earn victory points. Moreover, the 2 Player modus requires special action cards, which are also included.



Goal of the Game

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

Victory Points

A faction can only earn victory points through the conditions on the victory cards. Goals, missions, fertile ground, moon centre, faction-specific sources (e.g. combat card *A Place of Peace*, destroying a *Fireborn*, etc.) **do not earn victory points** unless a victory card allows this.

GAME SETUP

1. Each player chooses a faction of his choice and takes the two victory cards of his faction.
2. Place the moon and place an Oni on each moon area.
3. 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 player with the lowest initiative. Every new area must at least touch one existing area tile.
4. In initiative order, place your homezone, your starting lineup and mark a single starting area with a territory marker.
5. Take **ONLY** the action cards of the 2 Player Version, shuffle them and give each player 6 cards.
6. Lay out the event cards, neutral markers, Oni and the initiative board, as well as the victory point board as usual.

Notice: No mission cards or goals are used!

You are now ready to play.

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>>> CONTENT



1 Skybound Combat Card, 8 Legendary Oni Cards



10 Epic Event Cards



9 Legendary Oni Minis -
1 Abyssal, 1 Dark Observer, 1 Skybound, 3 Three Shadows,
1 Gambler, 1 Merchant, 1 Ronin



12 Starting Advantages



8 Alternative Goals



3 Oni Missions



40 Faction Event cards



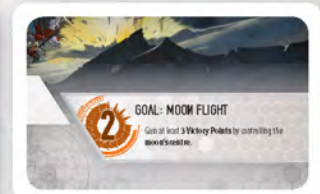
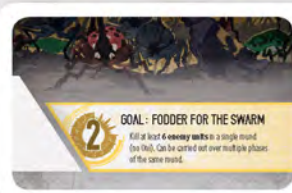
6 Oni Power Cards



8 Mascots
One for each faction



1 Defiler Oni



>>> MODULES

Players may select any number of modules (one, none or you can pick and choose) and integrate them into their game. All modules can also be combined with each other.

1 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.

Use

Each player may decide for themselves whether they want to fulfil the regular or the alternative goal of their faction in this game. Only one goal can be chosen and can't be changed once the game has started.

2 STARTING ADVANTAGES

Set up

Shuffle all starting advantage cards and then deal each player a face down card after selecting their faction, and before setting up the remainder of the game.

Use

Each player may use the advantage of their card when setting up the game and their faction. Each card is unique, so each player gets their own advantage. If an advantage has no effect for a faction, the player may draw a new card. After use the starting advantages are discarded. They are only used once at the beginning of the game.



A player may choose not to make use of a starting advantage.

3 EPIC EVENTS

Set up

Shuffle all epic events, then shuffle (*number of players + 1*) epic events cards into the regular event cards, face down without looking at the cards

Use

While the face of an epic event card is red, the back of the card cannot be distinguished from the regular events cards.

If a player draws or turns over an epic event, the epic event must be played immediately (cannot be kept in the players hand). The currently active player then executes the action as its listed on the card.

Attention! Epic events drastically change the game play and can make the game more unpredictable.



4 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.

Each faction event can only be used once per game.



5 MASCOTS

Set up

The mascot is placed as part of the starting units for free at the beginning of the game. This follows all normal unit placement rules.

Use

If the mascot is still alive at the end of the game, the player receives 1 VP. Once a mascot has been destroyed, it cannot come back into play.

Rules

Mascots cannot use combat actions/combat cards on their own.



6 ONI POWER CARDS

Set up

Shuffle the *Oni Power Card* stack and place it next to the Oni supply.

Use

At the beginning of each round, before all players choose their action card, draw an *Oni Power Card* and place it face-up on the top of the draw pile.

The effect of the card applies to the entire current round and applies to every player. There is only ever one Oni Power Card in play. The old card is placed under the draw pile after use.

When *Power Cards* change the values, properties, or behavior of Oni. They always replace exactly the rule they influence and leave all other rules as they can be found in the basic rules on page 17.



7 ONI MISSIONS

Set up

Lay out all three Oni missions in addition to the regular missions.


Use


All three missions must be completed with Oni units. The player must use the actions *Placing Oni* and *Oni Combat Action* to fulfil these missions.


Once the condition is met, the player receives the victory point by removing the mission card from the display and placing it face down in front of them. Only the **FIRST** player to complete an Oni mission gets the victory points. The mission can no longer be fulfilled by other players.





>>> ALTERNATIVE GOALS DETAILED EXPLANATION


 **Whale School**
Area types and properties are irrelevant to the number of controlled areas. Only the territory markers count. Note that all four units, *Whale King* and *Young Whales*, must be in the same area. It does not have to be an area controlled by you.


 **Devastation**
Only the number of devastated areas count. The type of area or whether you or any other player has territory markers in it does not matter.


 **Fodder for the Swarm**
You can use your territory markers to count the number of destroyed units. The losses of the *Dark Seed* don't matter. The phase in which the destruction took place don't matter, as long as all units were destroyed in the same round.

 **Conquest**
The areas do not have to be connected, they only have to contain *Nomads* territory markers.

 **Wide Land**
The *Beasts* do not have to be in the same area. It is sufficient if they are located in areas where the *Children of the Lion's* territory markers are located.

 **Target Finder**
If a mission is removed from play before scoring, it no longer counts towards achieving this goal. Therefore, this goal is a bigger risk in a 3-player game.

 **Holy Ritual**
To fulfill this goal, all four *Boarriors* and six *Boarmaidens* must be produced and placed on the board. Any

 **Moon Flight**
Controlling the center of the moon brings 1 VP every round and 1 VP at the end of the game. Therefore, you have to control the center of the moon at the end of three rounds. If *Kampfgruppe 03* receives the third victory point only after the final score, this is still considered a fulfilled goal, even if it would actually be after the game.

>>> STARTING ADVANTAGES DETAILED EXPLANATION

Advanced Position
Use this ability before the first player executes their *White Phase*. Your units must follow all movement rules and their own movement properties, but may of course benefit from any faction or unit based movement bonuses.

Scout
Use this ability when you place your homezone. If you cover an area, remove the original area tile from the game. Units and/or markers in this area will be placed at the same location in the new area.

Rich Harvest
Execute production before the game, but place your units according to the rules for your starting units.

Jack of all Trades
As always, you may not use any action twice.

Precious Land
Place a territory marker on the victory point board at the start of the game.

Spread Out
Mark an additional area with a territory marker.

All skills and starting conditions related to starting areas include this additional area, e.g. for placing your starting units. If you have no starting areas, place a territory marker on the victory point board at the beginning of the game.

Rise to Power
This is done **BEFORE** the game, so that you may place your homezone, etc. at an earlier time!

Intelligence
Draw the cards from the face-down draw pile. You do not have to choose the event action to play these events.

>>> EVENT CARDS DETAILED EXPLANATION


The following event card is already described in the Codex of the core box, and will not be explained here again:

Danger in the Deep follows the same rules as **Unstable**

Oil/Storm

All units in this area, including the active player's own units, are not allowed to move again until the next *White Phase*. Units may move in, but may not move through this area. This effect also affects *flying* units.

Glacier Melt

The area that receives the marker is arbitrary. The reference to *riverlands* means that the additional  **production symbol** can only be used in the *Green Phase*. This has no influence on the victory points of the area.

Slag Lake/Sulphur Geysers

It does not matter if the area is unoccupied or not. The area must be *unstable* to receive the *toxic* marker.

>>> EPIC EVENTS DETAILED EXPLANATION

Gain of Power

The *Tsukuyumi* property does not remove any territory markers. After placing the *Tsukuyumi* marker, the area is still controlled by the same faction as before but new Oni can now be placed there or in adjacent areas.

Land Emerges

It is legal for the new area to touch the board with only a **BLOCKADE**. The new areas must be placed in an open space and must not cover existing areas.

Surprised by the Storm

The change in the initiative only takes effect on the next phase, i.e. when all markers have been turned to the same side.

The Ground Breaks Away

Even though *unstable* areas are always considered unoccupied, these areas may not be removed with this event if there are units in them.

It is possible through this epic event to create gaps in the board. Markers on the removed areas are returned to the supply of the respective faction.

Dragon Blood

You cannot get multiple victory points through this event. It's best to place a territory marker next to this event if it has been fulfilled by a player.

Earthquake

The areas may be rotated as desired. Note that homezones are immune to this effect.

Liquid Magma

A player may also rotate the same area that a player had already rotated before them. Units and markers remain in the rotated areas and rotate with them.

Attention! *Tunnels* remain in their original location.

Rockfall

By placing the **BLOCKADE** markers, units can be enclosed or delimited. If there are not enough **BLOCKADE** markers in stock, you can only place as many **BLOCKADE** markers as there are left.

Shifting Frontiers

If the homezone is moved, it may not cover another area tile at the new location. You are only allowed to move the homezone the space of one area away. Units and markers are moved as well. **BLOCKADES** may be ignored when moving the territory markers. If territory markers are already in these areas, territory markers may not be moved into them.

Nature on the Move

As always, epic events must also be played out. Wait until all regular events have been played in initiative order. A player who draws an epic event here must continue to draw and play event cards until he draws a non-epic event.

Put away all other epic events while drawing and executing the indicated events.

Only after all requested regular events are drawn and executed, shuffle back all epic events drawn.

Short note: "Nature on the Move" does not trigger other epic events!



>>> FACTION EVENTS

DETAILED EXPLANATION



CYBERSAMURAI

Digital Mimicry

You may use it to copy your own event card as well as another player's, but not faction or epic events. Note that with *Digital Mimicry* you only act after the actual event. The copied event cards do not stack.



Update 2.1

The event only increases the initiative by 1 if the *Cybersamurai* are in second place in the initiative order, but otherwise always by two places.

Solar Laser

It's sometimes better to save this one for the right time. This does not give you an additional use of the *Tetsuo* laser. The event does not have to be used next time *Tetsuo* is used. .

Combat Analysis

Even if one action can be executed twice, actions must always be used after one another. If you select *Production* twice, these points do not add up to 2  **production points** but always have to be used as two individual  **production points**.

Raider Drone Update

These free attacks refer exclusively to the use of the combat card *Conquest*. All units in an area still join the fight when a battle is initiated. Not just the *Shield Drones*.

If there are several *Shield Drones* in an area, several combat actions may be used there, but one after the other. If, after a fight, there are no *Shield Drones* left, their attacks expire. The additional combat actions are not mandatory.



DARK SEED

Old Seed

It does not matter whether the areas belong to you, whether they are connected or whether there are already units in them, etc. The areas are freely selectable. Homezones do not count as areas - so *Egg* markers may not be placed there.

The Queen Travels

If there is already an area at the new location remove territory markers, place the homezone and then place all other markers (*Mines*, *Eggs*, **BLOCKADES**, etc.), as well as units again in the same place on the homezone.




A "hole" at the original place of the homezone is not closed. Remove the area tile, should there still be one. Homezones of other factions may not be covered by this event.

If the *Fireborn* destroyed your homezone, you may turn it back to the regular side. The *Fireborn* lose the 3 VP for devastating your homezone but may of course devastate it again.

Pioneers for the Nest

Each *Conqueror* may only be used once to initiate a battle, but the unit does not need to be removed in this one round.

Food for the Queen

The *Dark Seed* must spend these  **production points** immediately at the end of the round and may not combine them with other faction bonuses. The player may spend the  **production points** as they choose and according to the rules (of the *Dark Seed*). Each destroyed enemy unit is worth exactly 1  **production points**.

Full Nest

An *Egg* marker may be used as often as desired in this round to place new units in this area. The *Egg* markers are not removed at the end of the round.



BOARLORDS

Burrowing for the Mother

Each *Boarrior* may place 3 *Terraforming markers* in this round. *Terraformings* are still piece limited, so you may not substitute one marker for another.

From the Depths

You can use *Tunnels* with any number of units as often as you like.

Rich Harvest

Only the *Strongholds* currently in play count, regardless of their location. If there is an odd number, the number is rounded up. The *Squeakers* are placed according to current (*Boarlords*) rules.

Deep Trenches

This card should be visible for all to see until the end of the round, so that the other players are aware of the effect. All other rules for *Terraformings* and *Strongholds* in particular, continue to apply.

For Mother!

The increased movement range applies during the whole round, i.e. in all phases of the round. If the *Boarmaidens* may move through other events, counterattacks or special rules, this additional movement range also applies.



NOMADS

Secret Operations

The areas do not have to be controlled by you and can also contain units. The area selection is arbitrary. Homezones may not be chosen because they do not count as areas for events. Note that the *Mines* cannot be used to attack units that have already been placed!

All Guns Blazing!

At least one *Nomad* must be involved in the fight to be allowed to use *weapons* at all. Note that only exactly one additional *weapon* may be used in total, and not +1 per *Nomad*!

Reload!

The effect of this event is only valid for the duration of a fight. The *Nomads* may still be forced to discard weapon markers by counterattacks on the *Nomads'* combat cards.

Perimeter Defense

Opponents who are already in the areas remain in the area. They may leave the area if they do not enter any of the two affected areas. However, it is still possible to place units in these areas, for example using the *Egg* markers of the *Dark Seed*.

Offroad Training

The amount of enemy units do not matter as you move through the area. However, the amount of *Nomads'* units are still valid for enemy units when they move.



KAMPFGRUPPE 03

Major Rearmament

This event means no counterattack may be selected for the combat card *Chase*.

Hermetic Seal

If *Erzengel/Beowulf* lose their immunity against radioactivity e.g. by the counterattack of *Ragnarök*, this faction event would still make them immune to *radioactivity*.

Combat Tactics

If you cannot move in the Initiative Order by 2 places, you are only allowed to move up or down by 1.

The Great Hunt

The additional combat action follows all normal rules for combat actions. Put this faction event face up in front of you until it has been used.

Holy Mission

You can, of course, decide in which round you play this event, but if you do not reach the goal in this round, the bonus expires. Note, that you must have played the event **BEFORE** you fulfil your goal.



CHILDREN OF THE LION

Newly Discovered Land

If you have both *Beasts* in play, you may freely decide which one you are going to use the additional action with. You may place the area even if you already used one of the two other special abilities.

Savage Soul

The increased movement range also applies if the units only move **THROUGH** the area of the *Giraffe*, not just **WITH** the *Giraffe*.

Kingdom

At the new location, the area tile must touch at least one other area tile with an edge and may not cover any other area. Homezones are not affected by this event. All markers, e.g. territory markers or *Egg* markers are also moved.

Ancestral Homeland

This card should be left visible to all players when played to note the effect. Count all areas as your territories that have your territory markers in them. Other players' faction effects expire when they are in your areas.

Good Training

The *Beasts* have their full printed values, take part in fights, fight by themselves and are allowed to move. If you don't have them under control of your *Beastmasters* at the beginning of the next round, the regular rules apply.



SENTINELS

The *Sentinels* do not have **FACTION EVENTS**.



LORDS OF THE LOST SEA

Aggressive Displacement

Units destroyed by this damage, will be destroyed in the area where the fight takes place. Note that this effect applies to every *Displacement* of the entire round.

Massive Displacement

This faction event will not trigger a fight! No combat card is played and no counterattack can be selected. Through this event, each enemy unit may only be moved exactly one area, even if another whale could displace it also.

Migration

To be allowed to move 2 areas, you still have to have the corresponding movement action for it.

Whale Rider

Any use of *A Place of Peace* still requires a combat action. The *Lords of the Lost Sea* will not receive any additional attacks, but may use the *once per round* combat card twice this round.

The Will of Nature

Events already played remain valid. In addition to normal events, faction events may no longer be played. You are also affected by this event effect. The effect lasts the entire round.




FIREBORN

A Wave of Destruction

For this additional *Devastation*, a regular battle is triggered in which all units of the area participate. Counterattacks are selected as usual. You may use any of your *Fireborn* in play, but note that you don't get any movement for free!

Dominant Growth

This card cancels the normal rule of choosing to grow *Fireborn* or place new *Fireborn*. You may use both at the same time, as long as you have enough  **production symbols** to do so. The card is valid for the whole round, i.e. in all phases of the round.

Surprisingly Agile

Ignoring the property *massive* only applies to those *Fireborn* who are *massive*. This faction event has no effect on non-*massive Fireborn*.

Top of the Food Chain

Any use of *Overwhelm* still requires a separate combat action. The *Fireborn* do not get an additional attack, but are allowed to use the *once per round* combat card twice this round.

Crown of Creation

The effect of this card is not applied retroactively and only applies after the event has been played. *Fireborn* who were killed before this faction event was played still bring victory points.

>>> ONI POWER CARDS

Agility

In this round, the controlling player may move all *Small Oni* one area further than their action card dictates. Normal movement rules apply.

At Full Power

This damage will be used almost exclusively in counterattacks with the *Counterstrike* action. If Oni may cause damage by other means, this additional damage must nevertheless be taken into account.

Strong Defensive

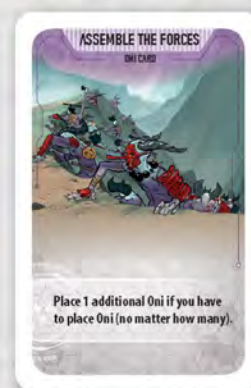
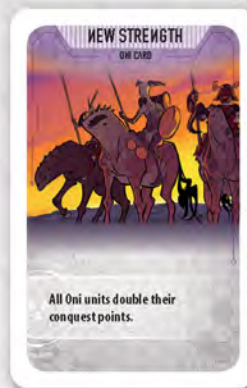
The player who chooses for the Oni may choose a second counterattack and also execute it with the Oni or apply it to the attacker.

New Strength

The doubled conquest points are awarded to the Oni as both attacker and defender. So if an Oni normally has 10 conquest points, it has 20 points for all concerns in this round.

Assemble the Forces

If the player is allowed to place 2 Oni, they place 3 instead. Note that it is always exactly one more Oni per player NOT per action. If several players place Oni, each player must place an additional one.



Revenge of the Oni

In this round, the Oni do not conquer areas, but attack players' units. The active player must move Oni so that they can attack at least one unit at the end of the movement. This includes their own units, following the shortest possible distance.

If this is not possible, they must instead move the Oni as far as possible towards units.

To allow the defender(s) to select counterattacks, use the *Oni Conquest* combat card, but do not place an Oni territory marker, but cause damage according to the applicable rules with **their** respective damage values. The controlling player decides which player(s) will be attacked. They may divide the damage as usual. The defenders then choose a counterattack from the *Oni Conquest* combat card.

Again: if they kill a Fireborn, no Victory Points are granted.

>>> ONI MISSION CARDS



Of course, the center of the moon must have been conquered beforehand by a player, because *Tsukuyumi* areas may only be conquered by Oni if they have a player's territory marker.

The mission can only be fulfilled with the action *Oni Conquest*, but not with a counterattack or special abilities.

Once a player has completed the mission, they immediately take the card.



The Oni only has to enter your homezone.

The Oni must be moved into your own homezone by the action *Oni movement*. If a player moves an Oni to a foreign homezone, the mission is not fulfilled.

Once a player has completed the mission, they immediately take the card.



You will automatically fulfill this mission if you are the first to conquer an area that has a common border with another player's homezone.

The area is marked as usual with an Oni territory marker, not with one of your own. The mission can only be fulfilled with the action *Oni Conquest* and not with a counterattack or special abilities.

Once a player has completed the mission, they immediately take the card.

>>> LEGENDARY ONI



Abyssal

The Abyssal is one of the primordial evils of this world. There are only a few vague rumours about him, but this makes him no less dangerous. He plundered and torched villages in ancient days before Tsukuyumi was banished to the moon. Legends from this time warn of him. He was born from Tsukuyumi's darkest dreams.

His master's banishment only filled the Abyssal's soul with more hate and fury. He unleashes brutal violence when conquering in Tsukuyumi's name. He knows the land, has no fear of resistance and forces all adversaries to capitulate. Be afraid. Once the Abyssal is born, the days of humanity's freedom are counted.

Initial Placement

Abyssal can only be placed on a moon area.

Special ability: Additional attack

If the *Abyssal* is in play, every player must, in the *Green Phase*, execute an additional attack with it and all other Oni in the same area as the *Abyssal*. As always, the active player may move the *Abyssal* and any other Oni in its area beforehand, but the Oni must not be split up.

If a player's action card does not have a *Green Phase*, the player does **not** have to execute this additional attack.

If the *Abyssal* cannot move to a conquerable area, the attack is not possible. Instead, the active player must move him towards such an area.



Dark Observer

Tsukuyumi's right hand and executioner. The scourge of humanity. She has many names. With stoic calm she leads the Oni armies into battle. They fight for her with such coordination, such passion, it almost seems that the lowly Oni follow the Dark Observer and not the white dragon. Instead of enlarging Tsukuyumi's influence, they hunt down everything that moves. They kill and devour their prey. If an enemy blunders in her direction, her servants throw themselves in their path. As if led by an invisible hand, giving their lives for their mistress if necessary. She wears carved wooden likenesses of her victims on her belt as trophies. Whether she's an ancient terror or a new nemesis, none can say. Once in her clutches, no one escapes.

Initial Placement

Dark Observer must be placed on a moon area.

Special ability: Hunting Party

In an attack, *Dark Observer* and all Oni in the same area cause damage instead of conquering the area. Use the combat card **Oni Conquest** to choose the counterattack, but instead of conquering the area, cause damage with the Oni units as an action of the attacker. The active player decides if they want to divide up the damage points between multiple enemies.

Only *Dark Observer* and any Oni in the same area as her follow this special rule; all other Oni execute conquests as usual.

Special ability: Defend the Mistress

If the Oni sustain damage, *Dark Observer* can only be assigned damage if there are no other Oni left in the area.



The Skybound

The beating of gigantic wings at dawn are the only warning of this ancient Oni. It is said that when this creature rises, there is famine, destruction and fire soon to follow. Even the Oni fear him. He lives in the sky, lurks in the sun's rays and hunts at night. The Skybound destroyed whole villages with his fire breath, leaving only ruins and rubble behind. He is one of the highest generals in Tsukuyumi's army - the true son of the dragon. A dragon who returned to the dark side of his father. He is the chosen one who will reunite the dragons under his reign, who will make the Earth burn for the highest God.

Placement

There is no special rule for placement.

Special rules

While using Skybound you always only use his "Skybound" **combat card** instead of the regular Oni combat card. The affected area is then *devastated* and is flipped to the back side accordingly.



The Defiler

Unlike other Oni, the Defiler has a body swollen far past its capability to move. It has become firmly anchored to the moon with its tentacles. Nobody knows its name. Despite its size, few people have ever seen it. It draws all life from its surroundings, becoming stronger, almost immortal, and leaving behind only a barren wasteland. Its power to direct the Oni hordes makes it one of the highest of Tsukuyumi's Daimyos. Its presence weakens its enemies. A fog of pheromones lies over the land and keeps even the strongest of its enemies far from this cursed place.

Placement

The *Defiler* must always be placed on the center of the moon.

Special rules

As long as the *Defiler* is in play, all *Oni* and *Tsukuyumi* areas are **unconquerable** for players.

The *Defiler* must be destroyed twice to be removed from the board. Once it's been destroyed, the tile is flipped to show this. Once it is destroyed again, it's removed from the board.



Three Shadows

The *Three Shadows* are Oni of modern times. They use the art of deception and treachery to serve their needs. Peering from the shadows, they lead their siblings down the paths of shadows to their victims. They know the ways of the unseen world and know how to travel them unharmed. These *Lords of Darkness* lead the Oni to places and paths that no opposing general would watch out for. The *Three Shadows* transform your own home into a base of evil. You'll need eyes in the back of your head to know if the shadow is watching you.

Placement

Place all three Miniatures in any three areas. They do not have to be placed in *Tsukuyumi* areas.

Special rules

New Oni may be placed in areas with or adjacent to one of the *Three Shadows*, even if they are not *Tsukuyumi* areas.



Gambler


She rules over one of humanity's last cities, though few know her real name. Wearing a mask to be able to communicate with people. Even though she was no fighter, her weapons remained just as deadly: gambling, booze and lust. People would normally fear an Oni that walks among them, but when she offers a passionate escape from what lay outside the city walls, it's easy to turn a blind eye. She does not fear her subjects. She surrounds herself with the worst of the worst — smugglers, gamblers, bodyguards, fortune hunters. Broken fingers don't hold weapons.

Placement

Place the *Gambler* in any homezone together with 3 medium Oni.

Special rules

If the *Gambler* is part of combat (regardless if in an Oni attack or a player's) the active player has to roll for the Gambler. Roll 1D6 (not included) and resolve the effect after the attack action.

- 1 Active player loses half of his/her units in that area (own choice).
- 2 Active player loses one unit in that area (his/her choice).
- 3 The player to your right gets to draw and play an event.
- 4 Mark any area as Tsukuyumi.
- 5 Place two of the largest available Oni in that area.
- 6 You get to produce units/upgrades worth 2  **production points**.




Merchant

He is not new to the ranks of the Oni. Merchant arose when the first concept of money was invented. Even though he knew not of the white dragon in the moon, he called the first coin of white ivory a "Dragon". People longed for it and started doing all the things Merchant asked them to do to get more. It was he who ushered in one of the most destructive forces of mankind: Greed. In its name, there was murder, death and destruction. Even if Merchant himself never raised a weapon, he killed more people than the dragon lord and all of the Oni put together. As he would say, "All for the favor of the White Dragon Lord".

Placement

Place the *Merchant Oni* in center tile of the Moon tile.

Special rules

If the *Merchant Oni* is destroyed, the faction destroying it gets to produce units/upgrades worth 1  **production point** immediately.



Ronin

The Ronin is actually a set of Siamese twins: one a tactical genius, the other one the perfect hunter. They were never part of any army, but lone wanderers and hunters. Roaming the landscapes, they chased their prey. People, monsters, sentinels or even small Kami would fear the Hunt.

With the return of their father, the dragon has called for order and made them a leader. He wants other Oni to learn their craft and strength, their abilities and speed. They now lead a team of skilled hunters, eliminating the threats that seek to fight their Great Lord.

The Ronin silently hope for that one day when they again can roam the barren landscapes on their own — truly becoming what they already are called: Ronin. Soldiers of no lord. No man's men.

Placement

Place the Ronin in a fertile ground tile on the map. If there are no fertile ground tiles on the map, replace one of the existing tiles with a fertile ground tile. Place one Medium Oni in each remaining fertile ground tile on the map

Special rules

If the Ronin is activated with the Oni attack action, the Ronin and all other Oni in the same area tile can move an additional area.

BEHIND THE MASK

Since the fall of the Moon, the Oni have been stirring. They confront anyone who attempts to reach Tsukuyumi and battling any force that tries to destroy the Kami. Even in the oldest legends, the Oni appear as "Tsukuyumi's shadow", tormenting humanity since the banishment of the Kami. The ancient chronicles of the Marduk Order speculate about the Oni's connection to a "sky dragon". Kampfgruppe 03 was probably the first enemy to offer resistance to the Oni after the Moonfall. But they were unaware that their oldest archives held information on this seemingly new enemy. For the crimes of the Oni have been reported since the times of Amaterasu: murdering men, abducting women and children.

The Oni seem filled with rage against all creation: they know only destruction and have never built anything that lasts. But it is not just ancient evil that stirs. Since the fall of the Moon, new Oni have just kept on coming. To the scientists of the Cybersamurai, they are human beings, mutated by Tsukuyumi's pheromones. To others, they're faceless, invincible horrors, dealing death silently. But all who have faced them agree that the Oni have become the eyes and ears, as well as the claws and teeth, of the dragon. Impassive but deadly, they defend the fallen Moon and execute their master's orders on the battlefield. Even death cannot stop them: they always return from the beyond — though once it took centuries for them to reappear.

Lower Oni resemble masked, pale humans; their true face has become that of Tsukuyumi, with only a blank, white skull left behind the mask. Over the course of its existence, an Oni distances itself ever further from anything human. Its actions are increasingly determined by the dragon himself. But not every person loses all aspects of their human nature. Some keep the core of their true self and can become Tsukuyumi's most important lieutenants.

The Oni that resemble monsters from ancient legends, that stand out from the mass, are the ones you need to be most wary of. Their abilities are as unique as their masks.

Recently, Tsukuyumi's enemies have been obliged to fight not just the Oni but also the dragon's human followers.

The Nomads in particular have been excelling in this, as has Kampfgruppe 03, which has deleted the term "collateral damage" from its dictionary. There has been a recent upsurge in cults that preach Tsukuyumi's return and await his reawakening. Their devotees long to become Oni themselves: Filled with the "life that hears Tsukuyumi's blessing", they undertake the hazardous journey to the fallen Moon to present themselves as sacrificial offerings in the hope of a new life as Oni — in the service of the dragon. This is a sacrifice that Kampfgruppe 03 would like to prevent — by whatever means necessary...

>>> OVERVIEW

TYPE OF AREA



OCEANFLOOR
No special characteristics.




FERTILE GROUND
Is worth 2 victory points for the player who has marked it with a territory marker at the end of the game.



MOUNTAIN RANGE
Attackers need at least x conquest points to be able to conquer the area. Defenders get x as a bonus on conquest points.



RIVERLAND (EXPANSION: AFTER THE MOONFALL)
Grants the player who controls it one additional  production point in the *Green Phase*.



DEVASTATED LAND (FIREBORN EXPANSION)
This area is no longer worth any victory points.

MOTION EFFECTS



BLOCKADE
The area cannot be left/entered in this direction.

VICTORY POINTS

INSTANT VICTORY POINTS



MOON
If a player controls the moon centre at the end of a round, they immediately receive 1 victory point.



MISSIONS
Once a player fulfills the conditions of a mission, they immediately receive 1 victory point.



FACTION-SPECIFIC GOALS
Once a player meets the conditions of their faction goal, they immediately receive 2 victory points.



DESTROYING FIREBORN (FIREBORN EXPANSION)
Destroying a *Fireborn* unit instantly earns 1 victory point each.



OTHER SOURCES
Some factions allow you to gain victory points in other ways. (See faction sheets)

VICTORY POINTS AT THE END OF THE GAME



CONTROLLED AREAS
Each area controlled by a player is worth 1 victory point.



CONTROLLED FERTILE GROUND
Each fertile ground controlled by a player is worth 2 victory points instead.



INITIATIVE PLACEMENT
The player who takes first place in the initiative order at the end of the game receives 2 additional victory points, the player who takes second place receives 1 additional victory point.

AREA PROPERTIES



RADIOACTIVE
All units in this area will be destroyed at the end of a round.



UNSTABLE
All events may be played in this area, even if it is occupied.



TSUKUYUMI AREA
Oni can be placed in and adjacent to this area.



TOXIC (EXPANSION: AFTER THE MOONFALL)
This area is worth no victory points.

PROPERTIES OF UNITS




FLYING
Ignore motion effects and enemy units when moving.



MASSIVE
The movement range **per phase** is always exactly 1, even if an action card would allow more.



PRODUCTIVE
This unit grants an additional  production point in the *Green Phase*.

ONE ROUND

1. CHOOSE ACTION CARD
Each player selects a single card and then passes all remaining cards to the player on their left.

2. EXECUTE

1 WHITE PHASE

2 BLUE PHASE

3 GREEN PHASE

4 RED PHASE

Each phase is completed before a new phase begins.
The order in which the actions of each phase are used is arbitrary.
Exception: movement **BEFORE** attack.
Actions do not have to be used.
Exception: Oni actions must be played.

3. TAKING SCORE
The player who controls the moon centre at the end of the round gets 1 victory point.

At the end of the round, each player counts his victory points and announces his (preliminary) score.