

TSUKUYUMI

FULL MOON DOWN



CODEX WITH **COMICS**

>>> CONTENTS

AREAS	3
FACTION SHEETS	5
UNITS	6
CARDS	7
COUNTER ATTACKS	13

NOMADS	15
BOARLORDS	16
DARK SEED	17
CYBERSAMURAI	18
COMICS	20

>>> AREAS

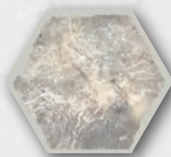
An area is a hexagonal tile. Each area tile has two printed sides: a colored one and a burnt variant with an orange border. The orange side is *devastated* and is only used when the *Fireborn* faction is in play

Area Type

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

OCEAN FLOOR (GREY)

This area is worth **1 victory point** if you have marked it with a territory marker at the end of the game.



FERTILE GROUND (GREEN)

This area is worth **2 victory points** if you have marked it with a territory marker at the end of the game.



MOUNTAIN RANGE (DARK GREY)

This area is worth **1 victory point** if you have marked it with a territory marker at the end of the game.



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

Conquered Areas/ Controlled Areas

If a player conquers an area, they place their faction's territory marker on it to show that they control it. The areas a faction can conquer do not have to border each other.

Having units in an area does **not** mean that you have conquered an area or that you control it. In order to conquer an area, a combat action must be spent to perform a *Conquest* action.

If a previously conquered area is conquered by another player or the Oni, the original territory marker is replaced. There can only be **1** territory marker in an area at a time.

Conquered area

A territory marker shows who controls an area.



Area Properties

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

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

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

Property: Tsukuyumi

Oni can be placed in or adjacent to this area. Take **Blockades** into account!



Property: Unstable

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



Property: Radioactive

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



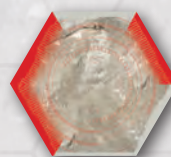
Blockades

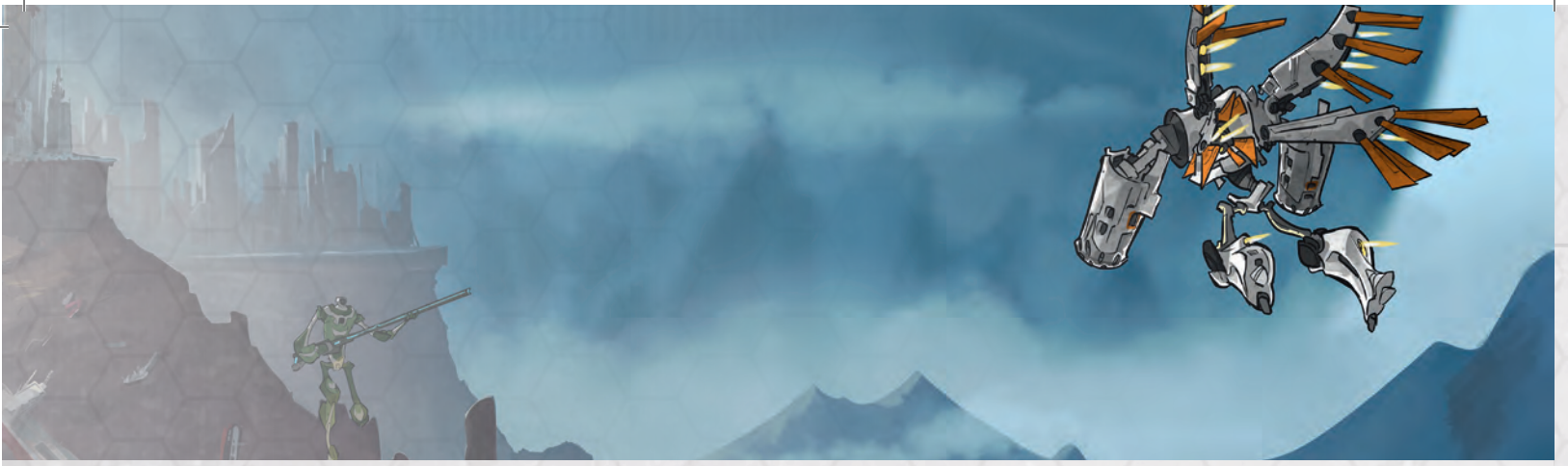
Units cannot cross red edges when carrying out **Movement**. It does NOT matter whether the intention is to move the unit into an area or out of one. **BLOCKADES** do not influence either the type of area, its properties or whether it can be conquered.

There are properties (such as *flying*) and special rules that allow a unit to ignore **BLOCKADES**. These are described in the details of the relevant properties and rules.

Area with Blockades

The area **cannot** be entered or left via **any** of the red edges.





Homezones

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

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

A homezone can, however, be entered or crossed by any player.

Note: When setting up the game, some homezones can be placed on top of existing areas. If this happens, the area underneath is removed from the game.

The Moon/Moon Areas

The moon is *Tsukuyumi's* realm. It consists of one central area and 6 more areas surrounding it. At the beginning of the game, all moon areas automatically have the property **Tsukuyumi**.

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

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

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



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





All areas have the property **Tsukuyumi**.

>>> FACTION SHEETS

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

On the back side you can find the game setup, all of the faction's special rules and notes on where and how the faction uses the **Production** action. All necessary rules for playing this faction can therefore be found on the back side. Some comments and notes on the factions can be found in this Codex starting on p.15CX.

You can also find the specific **Faction Defense Effect**, identified with a  as a counterattack on the combat card. Also the protection value that all units can count towards their health points if  **Protection** is chosen as a counterattack.



Starting units - Points to the 'DARK SEED: STARTING UNITS (INITIATIVE 2)' section.

Faction effect - Points to the 'FACTION EFFECT' section.

Special rules - Points to the 'Immune', 'wasp', and 'Eggs' sections.

Production of new units - Points to the 'PRODUCTION OF NEW UNITS' section.

Special rules - Points to the 'Emergency Egg' section.

More information in the codex - Points to the 'More information: See Tsukiyumi - Full Moon Down Codex, p. 17' note.

Faction's Icon - Points to the Dark Seed icon in the top right.

Complexity of the faction - Points to the background illustration of the Dark Seed Swarming Horde.

Defence action - Points to the 'FOR THE QUEEN' section.

Faction effect - Points to the 'CONQUERORS may always be used' section.

Faction-specific goal - Points to the 'GOAL: SPACE FOR THE SWARM' section.

Costs and abilities of units - Points to the unit list at the bottom.

Protection value of that faction - Points to the 'Stinger' unit's stats.

>>> UNITS

Unit Miniatures

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

Each unit also has 3 values shown on the Overview Card:

- ▼ **Conquest Points** (black/triangle)
- ♥ **Health Points** (red/heart)
- ♠ **Attack Damage** (black/spike)

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

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

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

Some Miniatures have other symbols that stand for properties and effects. For more on this, see *Properties of units*.

Oni Units

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

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

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

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

Legendary Oni have special rules and can be easily recognised because of their slightly different design. For more on Legendary Oni, see rulebook p.32.



Small Oni: ▼ 5 | ♥ 10 | ♠ 10
 Medium Oni: ▼ 20 | ♥ 20 | ♠ 20
 Large Oni: ▼ 30 | ♥ 30 | ♠ 30



Cyberoid: ▼ 20 | ♥ 20 | ♠ 20
 Shogun: ▼ 25 | ♥ 25 | ♠ 25
 Attack Drone: ▼ 5 | ♥ 5 | ♠ 10

Conquest points (points to ▼)
 Health points (points to ♥)
 Attack damage (points to ♠)

Properties of Units

Units can have properties that are automatically associated with them. Players cannot ignore or deactivate properties. Special Rules may change these properties.

FLYING
 In all movements, these units ignore **BLOCKADES**. Flying units ignore enemy units while moving.

MASSIVE
Massive units can never move further than **1 area** per phase, even if the movement action or the text on the card allows further movement.

PRODUCTIVE
 These units automatically grant additional **production points**, but **only in the Green Phase**. These points can be used even if no *Green Phase* is shown on the action card or if the action does not include **Production**. Otherwise, the production points are simply added to the action points of the card.

AGGRESSIVE
 This unit has a **free** **Combat Action** in the *Red Phase*, even if a chosen action card doesn't have a red phase. This action is not transferable, but all units in the same area may participate.

>>> CARDS

Action Cards

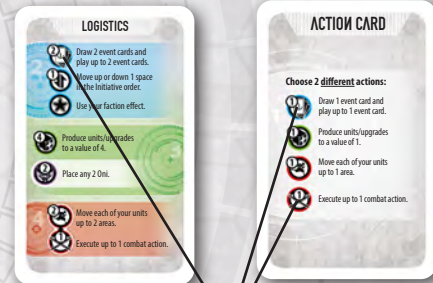
Each player chooses an action card from their hand. The cards define the actions that the player may use during this round.

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

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

Front side with the blue, green and red phases.

Back side with the white phase.



Actions with description

Event Cards

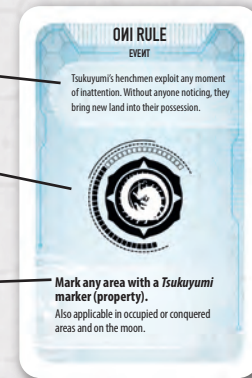
Event cards are placed in a stack next to the board, face-down. 2 face-up cards are then displayed next to it at all times. Players may always decide whether they want to take one (or more) of the face-up events or draw from the top of the deck.

On the back is the symbol for events; on the front is a short, atmospheric description of the event, supplemented by a symbol, and the rule text of the cards.

Atmospheric description

Icon

Rule text of the event



FACTION CARDS

Cybersamurai: Uplink Cards

Each of the *Cybersamurai's Uplinks* is a separate card. If the player has paid for the respective *Uplink* with **Production Points** they can place this card face-up in front of them. From now on, active *Uplinks* are permanently available to the player and cannot be deactivated. *Uplinks* can be displayed so that they overlap, with the illustration covered but the text visible.

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

Blue means that the effect applies in the *Blue Phase*; green for the *Green Phase* and red for the *Red Phase*.

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

Title



Rule text

Production costs

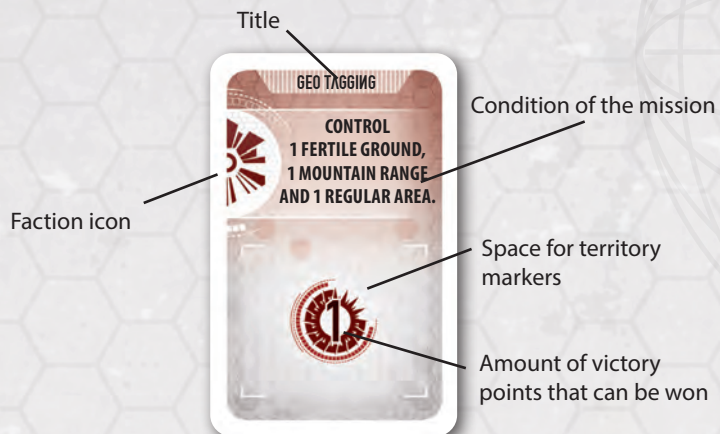
Color code for "Red Phase"

Mission Cards

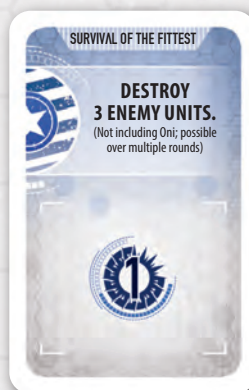
Each faction brings a special mission card into play. Each player can complete any mission.

Missions can only be completed once by each player and are completed immediately even if you're not the active player. To show that a mission has been completed, the player places 1 of their faction's territory markers on the respective part of the mission card.

See below for a description of all 4 mission cards of the core game.

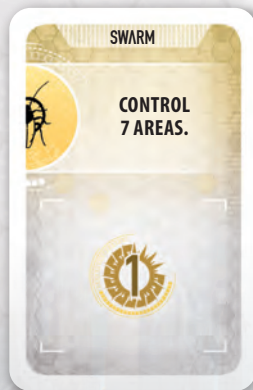


As soon as a player has marked 1 fertile ground, 1 mountain range and 1 ocean floor with a territory marker, they get **1 victory point** immediately.



Once a player destroys three enemy units, they receive **1 victory point** immediately. It does not matter whether they actively destroy these units as attackers or passively as defenders or with other faction-specific abilities such as *mines*, *flaming skin*, or similar.

However, if units are destroyed by a neutral effect such as *radioactivity*, it does not count towards this mission.



If a player has control over 7 or more areas at any one time, they receive **1 victory point** immediately. If they **later** lose (some of) these areas, this does not affect the mission and the player keeps the victory point.



As soon as a player has conquered 2 areas with the property Tsukuyumi they get **1 victory point** immediately.

It does not matter if the property is printed on the area or was introduced with a marker. However, areas whose Tsukuyumi property has been deactivated do not count.

Event Cards

Once drawn, event cards are placed face-up in front of the players until they are used.

If a player decides to take a face-up event card, the top card from the stack is **immediately** drawn and placed face-up in its place. If the player is permitted to draw more event cards, they may also decide to take the card that has just been turned over.

Event cards can only be played during the **event** action, but may be saved for a later point in the game. There is no upper limit to how many events a player can own.

Once played, event cards are discarded on a discard pile. If the draw pile is used up, the discard pile is shuffled to make the new draw pile.



Oni Rule

Place a Tsukuyumi marker in an area of your choice to give the area the property *Tsukuyumi*. From now on, Oni can be placed in or adjacent to this area. Any territory marker and/or units in the area are unaffected.

Cannot be used on the moon except if a moon area has lost the property *Tsukuyumi*.



Danger in the Deep

Give an area of your choice the property *unstable*. In *unstable* areas, the effects of event cards can be used even if there are enemy units in that space, e.g. *Radioactive Contamination*.

Any territory marker and/or units in the areas are unaffected by the *unstable* marker.



Ascent/Passage

You may cover a printed **BLOCKADE** with one of the grey *Passable* markers or simply remove one **BLOCKADE** marker, that has been placed previously.

Tectonic Shift/ Unsolid Ground

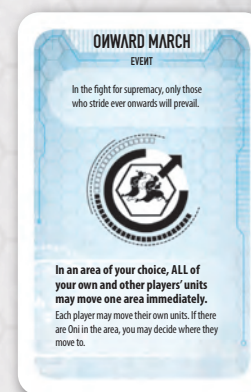
An area can be rotated as far as you like in either direction. All **BLOCKADES** and other markers are rotated with it. If there is a *Boarlord* tunnel between this area and an adjacent one, the tunnel is placed back in the same connecting position. Units are not influenced. This event cannot be used on the Moon but may be used on *Tsukuyumi* areas outside the Moon.



Onward March

As the active player, you can only move your own units and the Oni. If opposing units are also affected by this event, the other players may move their own units.

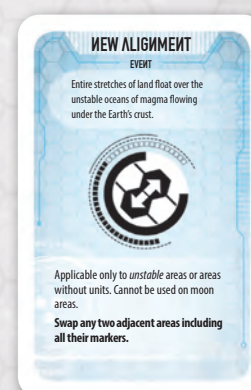
Once you have chosen an area, you do not get to decide whether an enemy in this area moves or not.



New Alignment

The areas must be adjacent to each other and both must be free of units and/or be *unstable*. When swapping, you get to decide how – i.e. in which alignment – the areas are put back on the board. Units (only in *unstable* areas) and territory markers move with the area.

Cannot be used on moon areas.



Land Gain/New Land

You decide which area from the reserve you want to place. You also have a completely free choice of where you place the area on the board, provided the new area touches at least 2 existing areas/homezones. You do not have to take **BLOCKADES** into account in this. You cannot replace any areas when doing this.





Neutralization/Swallowed by the Earth

This effect enables you to cancel a property of your choice from any area. If an area has multiple properties, choose one of them.

If the property is printed, place the *negation* marker over it. If a property was introduced with a marker, simply remove the marker.

Cannot be used on territory markers. Does not change the type of area (fertile ground, mountain range etc.).

Swamp/Invisible Hazard

Close off any side of an area of your choice by using the red **BLOCKADE** markers. You may also use this in areas where there are units and in moon areas.

If a *Passage* marker has been placed previously, you may also remove that marker, to reveal a **BLOCKADE** again



Play it again, Sam!

You may search through the discard pile and use one event of your choice immediately.

Stocking Up

You may immediately execute the **Production** action with 1 **Production symbol**. All rules that apply to the regular *Production* action apply.

You do not gain any bonus Production for this event as you would during the *Green Phase*.



Change of Tactics

You may move your initiative Marker one place up or down in the Initiative Order.

Offensive

You may immediately execute one **Combat action**. All rules that apply to the regular combat action apply. This event does not allow you to move.



Change of Position

You may immediately execute the action **Movement** with range 1. All rules apply as for the regular movement action.

Radioactive Contamination

This effect can only be used on areas without units or *unstable* areas (*unstable* areas can be made *radioactive*, even if there are units in that area). Place a *radioactive* marker in the area so that it immediately has the property *radioactive*.

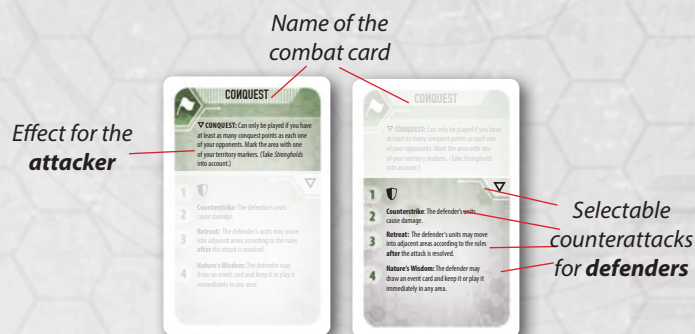


Combat Cards

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

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

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



BASIC COMBAT CARDS

◆ ANNIHILATION

All the attacker's units in this area combine their damage into a single damage total. If a faction has additional sources of damage these are considered, too. The defender must then assign this damage to their units in accordance the rules on p.16.

▽ CONQUEST

If the attacker has at least as many conquest points as every other faction in this area, they mark the area with a territory marker. The conquest points of different players are **not** added: each is taken into account individually.

CYBERSAMURAI

Annihilation/Conquest

Note that both of these cards have very few counterattacks. Also, defenders cannot choose *Defense Action* as a counterattack against either card!

Target Acquisition

When calculating the total damage you may add **+10 damage** if you have installed the *Tetsuo Uplink*. This does not affect the regular *Tetsuo* attack in the *Blue/Red Phase*.

Important! The *Cybersamurai*, not the defender, get to decide which of the defender's units take damage. This is an exception to the basic rules.

DARK SEED

Kamikaze

The player may add their units' health points to the units' damage points. Assign the damage according to the usual rules. *Kamikaze* cannot be played as the last or as the only combat action in a phase.

Swarm Attack

The conquest points of all *Dark Seed* units from all 7 areas (the area being fought over and the 6 surrounding areas) are added together. If the *Dark Seed* player sustains damage, only the units in the area actually being fought over can be affected. Counterattacks do not cause any damage to supporting units from the other areas.

NOMADS

Annihilation

For each *Nomad* (except *Dog*) **1 weapon** may be used to increase damage.

Guerilla Attack

The *Nomads* cause damage **and** conquer, provided they have enough conquest points. Both mechanisms follow the basic rules on p.15 of the rule book. *Conquest* is executed first. There must therefore be enough conquest points at the beginning of the battle to conquer the area.

The units themselves do not cause any damage; only the weapons that are used. One weapon can be used per *Nomad* (except for *Dog*).

After damage and counterattack have been executed, all *Nomads* units may move one area, while the movement bonuses of *Hunter/Dog* and *Lt. Dan* can be used when moving. If the *Nomads* are moved by an enemy's *Defense Action*, this additional movement remains valid.

Assume a Position

The *Nomads'* total conquest points are doubled before being compared to those of the defenders. If the *Nomads* win, they may place one of their territory markers.





BOARLORDS

Conquest/Annihilation

If the *Boarlords* sustain damage through counterattacks, the damage may be reduced by the *Terraforming Cover*, which works in the usual way.

Raging Horde

The player may add their units' health points to their attack damage. The damage is distributed according to the rules. It is essential that at least three *Boarlords* units are taking part in this attack, but it does not matter which units.

Stampede

Conquest **and** damage are executed at the same time. Both mechanisms follow the basic rules on p.16 of the rule book. *Conquest* is executed first. The *Boarlords* must therefore have at least as many conquest points as their opponents at the beginning of the battle in order to conquer the area.

ONI

Oni Conquest

If the Oni are not the strongest conquerors in this area, a player may claim the area themselves using the *You Shall Not Pass!* counterattack. This is a unique feature of the Oni combat card.

Important! The Oni always conquer areas. They **do not** attack units (unless specified by Special Rules).



Counterattacks

Counterstrike

The defender uses their units to cause damage to the attacker's units. To calculate the damage, all of the defender's units, even the ones that were previously destroyed, are included in the sum. The attacker therefore cannot protect themselves by destroying all of the defender's units.

The defender may also direct the damage against another defender's units or, of course, divide it between attackers and other defenders.

Note that when using *Counterstrike* against the *Annihilation* card, the defender's damage is cut in half, without rounding the resulting value.



Defense action

If the faction has a defense action on their faction sheet, the player may use it. All the rules on the faction sheet are to be followed.



Protection

Note: This counterattack becomes effective at the same time as the attacker's action, not after the combat card's effect.

If the defender chooses *Protection* as counterattack, they may increase their units' health points **before** distributing the attacker's damage to his units. The *protection value*, by which each unit's health points are increased, can be found on the faction sheet.

If this value is for example, +5, each unit's health points increase by 5. If the value is x2, the health points are doubled. If it's +0, the units do not receive a bonus.

Damage of the attacker must therefore be distributed among the new, increased health points. Otherwise, the damage distribution system follows the regular mechanisms. These increased health points also apply against damage from another defender.

Slow Conquest

The defender may immediately move the attacking player's **initiative marker** up or down one place in the Initiative Order and move the other markers accordingly.

Retreat

After the attacker's action, the defender may move **all** their units that survived the battle into adjacent areas. The defender must take **BLOCKADES** into account but can use any properties that ignore **BLOCKADES**, e.g. *flying*. They may decide for each individual unit whether they want to move it and, if so, to which adjacent area. Movement bonuses, such as those from *Wasp* or *Hunter*, also apply here.

Hold the Line

If at least 1 unit has survived, the defender may mark the area with a territory marker. The conquest points do not matter. If more defenders choose the same counterattack, the conquest points are compared. If they are the same, the one with the highest initiative conquers the area.

Time Consuming

The attacker may continue to attack in any other area, but may not use any further attacks in that area.

Nature's Wisdom

The defender may use the event in any area, not only in the contested area.

CYBERSAMURAI

Damaged Earth Crust

The area receives the property *unstable*. Place an *unstable* marker in the area.

DARK SEED

Sacrifice

The defender may destroy their own units and use their health points as damage to the *Dark Seed*. For example, if the defender removes some of their own units with a total of **25 health points**, the *Dark Seed* player must distribute **25 damage points** to their units in accordance with the relevant rules (p.17).

Pushback

After the attacker has marked the area with a territory marker, they must move all *Dark Seed* units back out of the area. They must take **BLOCKADES** into account, but can use **flying** and *Wasp's* additional movement. If there are at least 2 routes of equal length, the defender may decide the direction in which the *Dark Seed* must withdraw.

Total Loss

The *Dark Seed* player loses all units in this area.

A Darker Future

The defender may remove any 2 eggs from the board. They may be removed from up to 2 different areas and do not have to be from the area of the attack. These eggs are put back into the *Dark Seed's* supply so they might be placed again at a later time.


Crush the Bugs

Regardless of how much damage the defender's units would cause, the *Dark Seed* lose exactly 2 units.



NOMADS

Vendetta

The defending player receives a single  **combat action, free of charge**. The player can use it even if they have already acted in this phase, but only after the *Nomads* have completed their phase. The player whose turn it would normally have been must wait.

Note : The combat action contains no movement and may only be carried out in an area with defender's units. However, the defender may fight in any area with his own units.

Out of Ammo


The player of the *Nomads* is free to choose which weapon they discard: either one of the free +10 starting weapons or a purchased, higher-quality weapon.

Regardless of whether they have used it or not, they must place the chosen weapon on the stack with the inactive weapons. If the *Nomads* do not have any unused weapons after the attack, they must select one of the free weapons.

Martyrs

The attacker gets to decide which 3 of their units are destroyed. Health points are irrelevant.

What a Racket

The defender receives a free  **movement action** with a range of **1**, but only for units in a single area. This movement is subject to all the regular movement rules. Alternatively, the defender may move Oni units from one area.

Misfire

The defender may remove any mine from the board. It may be removed from any area, it does not have to be from the area of the attack. The mine is put back into the *Nomads's* supply so it might be placed again at a later time.

Misfire

The defender may remove any **1 Mine** from the board.

BOARLORDS

Trampled to Death

This counterattack is an exception to the usual rules. The **defender** may actively choose any attacking unit and destroy it, regardless of how many damage points they could cause or how many health points the unit has.

Martyrs

The attacker gets to decide which 3 of their units are destroyed. Health points are irrelevant.

Loss of Control

The defender may remove up to 2 *Terraforming* markers from areas that have the defender's territory markers in them. They may also choose *Tunnels* that lead into their areas, i.e. that are half outside of their areas. They then return the *Terraformings* to the *Boarlords* player.

Landscaping

The defender may decide for himself whether he wants to set or remove a **BLOCKADE** and also on which side.

De-Evolution

The defender may choose any 2 Boarriors, not just those in the contested area.

Escape

The defender decides.

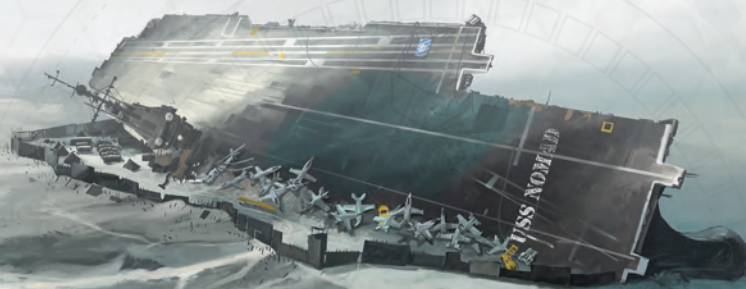
ONI

Hold your Ground

If the defending player has the most conquest points of all factions involved in this area, including Oni, they may mark the area with one of their territory markers. In the event of a tie, the Oni win, or the order of initiative decides.

Where There is One...

The new Oni can, as usual, be placed in any Oni territory or *Tsukuyumi* area or adjacent to one, but not across **BLOCKADES**. If there are no more Oni in the reserve, this counterattack cannot be chosen. The player **DOES NOT** get a conquest action with the Oni instead!



>>> NOMADS - ROVING ARMY



Welcome to the Nomads! We strike fast and we strike with overwhelming force. Our objective: maximum damage to the enemy and with no collateral damage to us. Our Guerrilla Attack is perfect for this!

Strategy Tips

Using your long movement range, move and position yourself so that enemies cannot attack you. You can easily cover the distance to destroy units as an attacker.

Using weapons, your units are strong when attacking but have low health for defense. You can defend and retain your areas effectively using *Mines*. The enemy will have to be prepared to sacrifice units to get past them. Combine multiple *Mines* to deter even larger units.

Note that you do not have any option to ignore **BLOCKADES**. Position your base so that you have as much freedom of movement as possible and can't be cornered by enemies.



Mines

There is no maximum number of *Mines* per area. Each *Mine* causes **15 damage** points to units that move into the area. Combat cards are not needed to cause damage with *Mines*. For the same reason, no counterattack is executed.

The *Nomads* player decides whether and how many of their *Mines* explode and cause damage with damage always going to the weakest unit first. This is an exception to the regular rule of damage distribution. In the event of equal values, the defender decides.

Mines are not activated if units are placed in the area. For example, by production of new units, *Dark Seed* hatching from *Eggs*, *Oni* are placed, units leaving the area or against units already in the area.



Goal of the Nomads: Regain Former Strength

The player may distribute the conquests over several phases, as long as the phases are in the same round. You can use territory markers or other markers to track the conquered areas. The goal would also be considered fulfilled if an area were to be reconquered immediately after the *Nomads'* turn. Only the conquest matters, not whether the area is held.



Weapons

Weapons can be used as the attacker or defender (e.g. when *Counterstrike* is used.) When the *Nomads* cause half damage as defenders, the weapons' damage must also be cut in half.

The player can only determine whether to use weapons, and if so which ones, once they are actually causing damage. The player can use 1 weapon per *Nomad* (except for *Dog*), thus increasing their total damage. They do not have to assign the weapon to a particular unit.

Weapons with +15 and more damage must be bought before they are available to the *Nomads*. After each use, these purchased weapons are used up and must be bought again with production points. The 5x +10 weapons are available from the beginning of the game. They can be produced free of charge with the Faction Effect. Always keep active, used and unpurchased weapons separate and clearly identified.

Bought/active weapons are laid face-up in front of the player and are **not assigned either to areas or units**.

Note: If you have 2 production points, you get 2 *Nomads* plus 1 weapon of your choice for free. This bonus can always be used for exactly 2 production points if they are available in the same phase. You do not receive the bonus if you have received the 2 production points in different phases.



Lt. Dan and Hunter/Dog

His ability can be used to gain a big advantage for the *Nomads* player. It's activated by any unit that enters, crosses or leaves *Lt. Dan's* area during a phase. *Dog* and *Hunter* benefit from both their own bonus and *Lt. Dan*. This means that they might be able to move an additional 2 areas.



Squad Leader

When moving, *Squad Leader* and all units in the same area may ignore the movement rules for enemy units in the same area and cross the area even if they are less or smaller units. Also, the minimum conquest points of mountain range areas can be ignored, even if enemy units want to use this advantage.

>>> BOARLORD - FOR BOARDOM!



We are the Boarlords! The wise counsel of the Boarmother guides us. We make the ground our home and no one can ever strip it from us again. Our thick skulls and sharp tusks make it so. We are the Boarlords!

Strategy Tips

You need to find the right balance between securing areas and expanding to conquer new territory.

Your units are strong in conquest and health points. Both values can be further increased with *Terraformings*. Your units are tough, but not invincible. New units are expensive, so be careful about stretching yourself too thin. It can make sense to play it safe and expand slowly if you want to be victorious.

The *Boarriors'* main task is to place *Terraforming* markers. Since *Boarriors* have very low health, make sure to protect these units as you spread out your units.

Defense Action

AFTER battle, you may displace all enemy units into adjacent areas. This means the attacker will still have conquered the area even if none of their units remain. You may displace even if you have no units left after the fight.

Boarriors and Terraforming Markers

Terraformings do not count as an area property and cannot be attacked, displaced or removed by enemies. Other players can only interact with *Terraformings* if an effect explicitly says that a *Terraforming* may be removed/displaced.

This is why *Terraformings* remain active in the area even after conquest by an enemy. If areas are rotated or moved, the *Terraformings* are moved with the tile (except for *Tunnels*.) *Tunnels* are put back in the same spot. But if areas are replaced, the *Terraformings* are removed.



Blockade of Pigs

Place the *Blockade of Pigs* so that it marks one edge red. It functions like a normal **BLOCKADE**, except that it cannot be removed or changed by other players. *Boarlord* units ignore the *Blockade of Pigs*.



Tunnels

Tunnels are placed so that they overlap the edges of 2 adjacent areas, connecting them to each other. *Tunnels* have 2 sides to show whether they have already been used in this round.

Moving through a *Tunnel* does not count towards the regular movement limits. This means that a *Tunnel* can bypass **BLOCKADES** and that the number of enemy units can't obstruct the movement.

Tunnels can be used either at the start or the end of a

movement or in the middle of it. So, for example, if a *Boarlords* unit is permitted to move 2 areas, it can move 1 area, then use a *Tunnel* free of charge and then move another 1 area afterwards.

If 1 of the 2 connected areas is rotated or exchanged, the *Tunnel* marker stays in place.



Stronghold

Each **Stronghold** marker counts as 15 additional conquest points for the *Boarlords*. Even if the *Boarlords* do not have any units in the area, enemies must have the necessary conquest points to overcome any *Strongholds* present (see also *mountain ranges*, p. 3CX).

However, **Strongholds** are not units and therefore do not allow the *Boarlords* to choose a counterattack on the enemy combat card.



Cover

Every time you receive damage in an area with **Cover** markers, the total damage is first reduced by 10 for each **Cover** marker, but not individually for each unit. **They DO NOT work like the Protection counterattack!**

The damage is only reduced in favor of the *Boarlords* but not if an attacker causes damage to another faction in the same area.



Boarmother

She is not only the spiritual leader of the *Boarlords*, but source of their units. The *Boarmother* is also constantly pregnant and can bear new *Squeakers* whenever you spend the necessary **production points**.

The *Squeakers* are then placed directly into the *Boarmother's* area and can immediately grow into higher-value units.



Goal of the Boarlords: Territorial Expansion

The completion of this mission is determined at the conclusion of one of your red phases. This means that players whose turn is after yours cannot prevent you or render the goal invalid.

>>> DARK SEED - SWARMING HORDES



Grow. Multiply. Eat. Protect the nest. Alone we are weak, Together we are strong.

Strategy Tips

Don't be afraid to lose units. As long as other players are busy killing your units, they are not conquering areas.

Breeders and *Planters* are the only ones you should be wary of sacrificing, because they can help bring more units into play.

Try to get your units into every part of the board as quickly as possible. Lurk in wait for the moment your enemy moves their units and leaves empty areas behind.

Your defense action makes a single *Worker* into a good bodyguard for your valuable *Planter* and *Breeders*.

Defense Action: For the Queen!

This action takes place before the attacker's action, but after the attacker has handed you the combat card.

Wasp's Bonus Movement

Wasps can always move 1 additional area. This applies not only to the movement action but also if a *Wasp* can move for some other reason, for example because of a counterattack.



Eggs

Eggs are not removed when the area is conquered. *Eggs* are not units, so you cannot choose a counterattack.





If all available *Eggs* are on the board and you want to place a new one, you can take an *Egg* marker that is already in play and move it.




Goal of the Dark Seed: Space for the Swarm

The player may distribute the conquests over several phases, as long as the phases are in the same round. Territory markers or other markers can be used to track the areas. The goal will be considered accomplished even if the territories are again conquered by other players in the same round.

Planter and Breeder

Planter and *Breeders* **only** grant additional  **production points** in the **Green Phase**. *Planters* generate 2  and *Breeders* 1  additional point each. These additional points can be spent however you like; they are not connected with the units' position. So, for example, with a *Breeder's* additional  **production points**, you can have a *Worker* hatch from an *Egg* elsewhere on the board.

Planter and *Breeders* only generate these points in the *Green Phase*. If your action card does not have a *Green Phase*, you can therefore only use the  **production points** of *Breeders* and *Planter*.


Faction Effect

You may execute 2 actions of your choice in any order:

Additional Move

Wasps bonus movement will apply in addition to this. *Flying* units can ignore **BLOCKADES**, while non-flying units must comply with all regular movement rules.


All Units Flying

All units enjoy the benefits of the property *flying* for the whole round. This bonus only applies after the  **Faction Effect** is executed (but it can affect the Additional Move Faction Effect).

Egg Throw

Each *Planter* and *Breeder* may place a new *Egg* marker in their own area or an adjacent one. **BLOCKADES** may be ignored when doing so. The *Eggs* can, of course, be placed in areas in which there are enemy units, markers and/or territory markers. *Mines* cannot be triggered by *Eggs*.

Conqueror

This action can always be executed in addition to the 2 other actions with the  **Faction Effect**.



After the attack has been dealt, a *Conqueror* must be removed from the area, but only after it has taken part in the battle itself. If there are 2 or more *Conquerors* in an area

when this option is used, only one of them must be removed after the attack. If 1 of the 2 *Conquerors* is killed in the attack, the survivor must be removed. Naturally, all *Dark Seed* units may take part in the attack and you are free in your choice of combat card. You do not have to choose *Conquest*.

>>> CYBERSAMURAI - AMATERASU'S REVENGE



Connection to combat unit 001001 established. Receiving data stream. Situational Analysis complete. Counter initiated with a projection of an 87.27% chance of success.

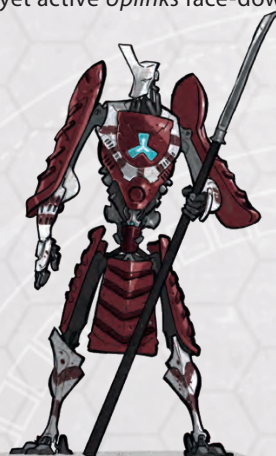
Strategy Tips

The *Cybersamurai* can adapt to any situation by developing the right *Uplinks*. Be careful with spending too many Production points on *Uplinks* though as this won't leave you with enough units on the field to defend your own territories or conquer new ones.

You start the game with the *Amaterasu Uplink* and 2 additional *Uplinks* of your choice. Make sure to choose the ones that fit your strategy and opponents and not just the most expensive *Uplink*.

Uplinks

The *Uplinks* can be your biggest strength. With *Uplinks*, you can make your units virtually indestructible, while still causing havoc for your opponents. Not every *Uplink* works for every enemy, hence the importance of finding the right combination. *Uplinks* do not expire and cannot be "deconstructed" either. To show which *Uplinks* you have activated, you should place the cards of the active *Uplinks* face-up in front of you, for all to see. Keep the cards of the not yet active *Uplinks* face-down in a pile.



Shogun

When buying this *Uplink* you **automatically** get the *Shogun* unit on the board and can place it like a normal unit. If the *Shogun* unit is destroyed, you must remove the card and the unit. But you may produce it again later.

The second effect of the *Shogun Uplink* allows you to always play 1 more event than the current action permits (but not to draw extra event cards)

Tetsuo Orbital Laser

What's not to love about an orbital laser? Once during the *Red Phase*, you may choose an area and cause **10 damage points** there. As usual, the defender chooses which units the damage is distributed to.

You **do not** have to spend a combat action or play a combat card to use *Tetsuo*. The defender therefore does not choose a counterattack. If the current action card of the *Cybersamurai* does not have a *Red Phase*, *Tetsuo* can still be used.



Kaneda

The *Kaneda* marker has been deliberately designed to look like a **BLOCKADE** marker. The *Kaneda* marker is placed on the edge of an area tile and stops enemy units from crossing over this edge. In contrast to a

normal **BLOCKADE**, *Kaneda* cannot be crossed by any means of special rules or the property *Flying*. *Kaneda* takes the highest priority over all other special rules.

The *Kaneda* marker can be placed again in every *Red Phase* without costing any further actions. If the current action card does not have a *Red Phase* however, the *Kaneda* marker cannot be placed and must be removed. The *Kaneda* marker can apply to any area tile, including moon and homezones.

Tenno SUB-AI

The *Tenno Uplink* allows the *Cybersamurai* to additionally use *Tetsuo*, *Kaneda* or *Rocket Attack* with any **Faction Effect**. However, the respective *Uplink* (*Tetsuo*, *Kaneda* or *Rocket Attack*) must have already been bought and be active. For *Kaneda* and *Rocket Attack*, therefore, there is another blue standee/marker. This standee/marker then stays on the board until the *Cybersamurai's* next *blue phase*, in the following round. If the *Cybersamurai* do not have a *blue phase*, the blue standee/marker is removed during the blue phase, when there would be the *Cybersamurai's* turn in the initiative order. there can never be two blue *Uplink* markers at the same time, but there can be one red and one blue version with the same effect.

Samurai

It is important for this *Uplink* that you make the decision to use the *Samurai Uplink* **BEFORE** the attacker has chosen their combat card. No matter how much damage an attacker causes, only one selected unit will be destroyed. All other units are free to leave the area. Counterattacks can only be performed with the units that remain in the area of attack, but not with the unit sacrificed and not with those that moved out of the area. If all units are moved out of the area, the *Cybersamurai* player may not choose a counterattack for this attack.

Bushido

With *Bushido*, you cannot select the same counterattack more than once. They must be two different ones. You are not required to select a second counterattack.



Espionage

It does not matter if the other player draws one or more events, you can always take exactly one face-down event after the active player has drawn. This ability does not include the option to play the events. Note that *Espionage* is always active and therefore can be executed if a player draws events, i.e. including when they use their faction's special abilities instead of the action **Event**.

Ghost

The *Ghost Uplink* allows you to draw an action card from the discard pile or draw pile when selecting your action card. The additional action card is randomly drawn from either discard pile or the draw pile, you decide which one.

You also have to discard 1 of your action cards before you pass on your action cards to the next player. So you pass on exactly as many cards as the other players, even if you were allowed to select from 1 more. You may actively choose the action card to discard. This means you can remove action cards from the game. They can then no longer be passed on to other players. You **CANNOT** draw or choose cards that you have discarded. Remove these from the game.

Rocket Attack

The *Rocket Attack* marker overrules all other markers and properties in an area. The area itself is not influenced, but units lose their properties (with the exception of massive) and cannot execute their **Faction Effect Action** in this area. If there are faction-specific markers such as *Terraforming*, *Eggs* etc. in this area, the affected player cannot use them.

Area properties remain in place. Naturally, you can continue to use your own markers and abilities.

Defense Matrix

Of course, you have to have activated and bought the relevant *Uplinks* beforehand to use this effect. If your blue *Kaneda/Rocket Attack* is already in the area, you may displace it, but you do not get a third marker. Even if the markers were placed using the *Defense Matrix*, you must remove them or place them again in the next **Faction Effect**.

Amaterasu

Amaterasu A.I. allows you to produce and place either an *Attack Drone* or a *Shield Drone* free of charge during the *Green Phase*. You have access to this effect from the beginning of the game and **do not** have to spend any **production points** to get it.



Goal of the Cybersamurai GPS Mapping

The various types of areas have to be controlled all at the same time, i.e. be marked with one of your territory markers.





CYBERSAMURAI STORY

The other factions from your perspective

DARK SEED

Communication difficult. Affected sectors need constant maintenance. Plague Containment Protocols initiated. Activate Tetsuo for Orbital Strike.



The *Tetsuo Orbital Laser* cannot stop the *Dark Seed*, but it can weaken them significantly.

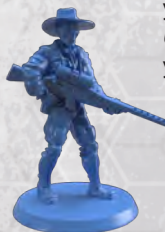
Especially when it can shoot twice per round thanks to *Tenno Sub-AI*. But you should be careful of making the enemy focus on you too much.

Sometimes, *Bushido* with a few more units is much more detrimental to the insects while also attracting less attention.

NOMADS

Communication possible. Uncooperative. Mobile Strategy recommended with Adaptive Protocols. Please select from following options...

Do not underestimate the range and firepower of the *Nomads*. And their many *Mines* are a major obstacle to



your mobility. There are many options for tackling the *Nomads*. But often the *Samurai Uplink* alone is enough to curtail the *Nomads'* success in attacking you. It's not fun for them, which can cause them to send their attention elsewhere.

BOARLORDS

Primitive creatures. Matriarchal society observed. Establish communication using CyberSamurai Model Mk 2.1. Prepare missile fire to disperse the sounder.

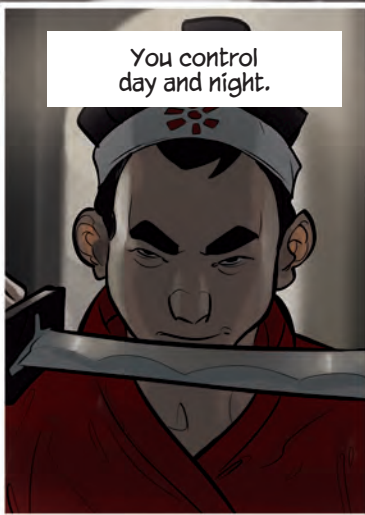
The *Rocket Attack Uplink* allows you to deactivate the *Terraforming* markers. This is enough if you use it at exactly the moment you or an ally wants to attack. The *Kaneda Uplink* can stop them from reaching your territories.



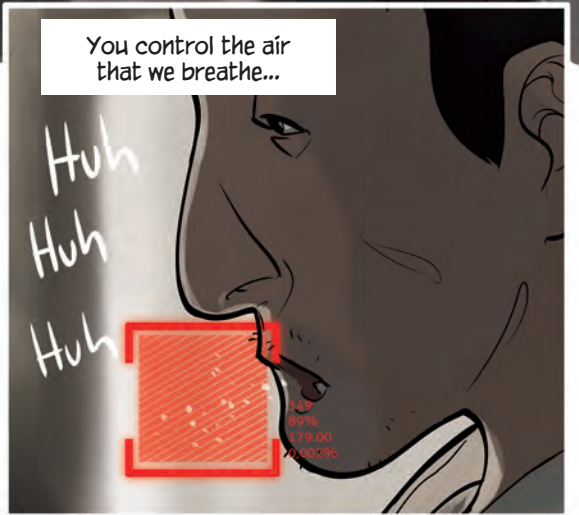


Under the destroyed city, in the corridors once belonging to the humans...

...you have built your empire.



You control day and night.



You control the air that we breathe...



...and the nightmares that haunt us.



Every move we make, you command us.



You expect us to praise the freedom you have given us.



To test my loyalty, you send your henchmen.



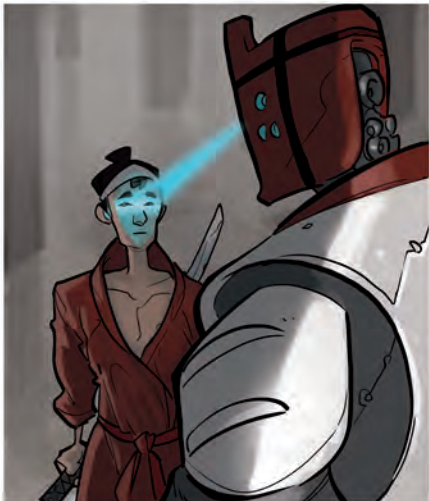
And again I must prove that I can serve you.



I play my part perfectly.



Yet my devotion does not seem worthy of your appreciation.



But I do not gain your approval.



I can never be good enough for you.

Tokyo, before the Moonfall.

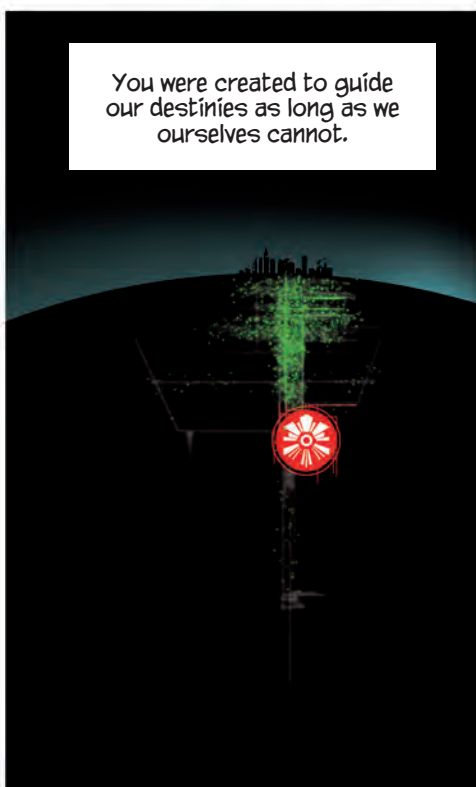


Tokyo, after.

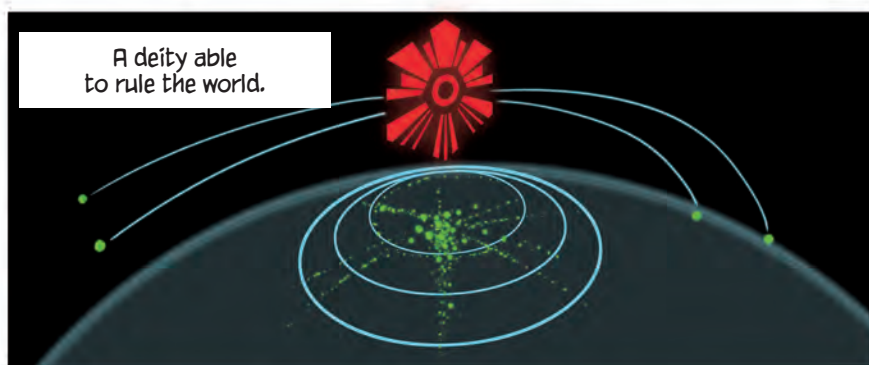


When the moon fell, you were the only hope for us.

You were created to guide our destinies as long as we ourselves cannot.



A deity able to rule the world.



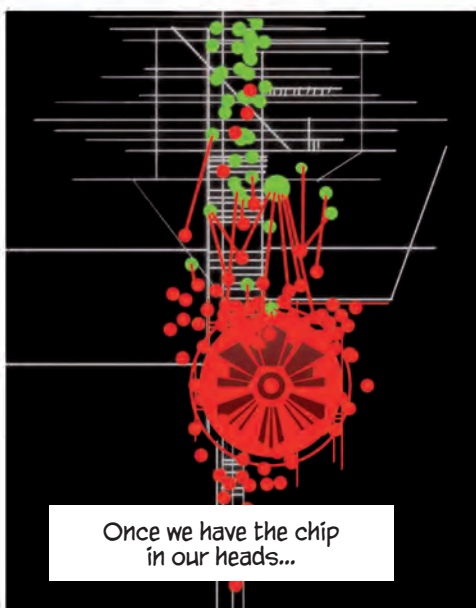
But you betrayed us.



We paid for our survival with our freedom.



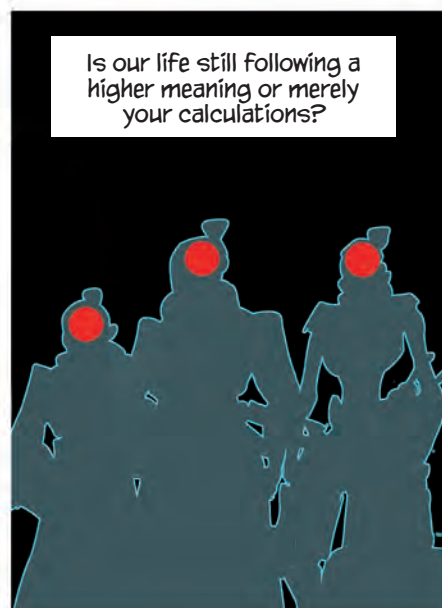
Once we have the chip in our heads...



...you control our thoughts too.



Is our life still following a higher meaning or merely your calculations?



As long as I live, I have followed your commandments. I know nothing but the darkness and the claustrophobia, the fear of what is lurking up there.

Tsukuyumi's aura that kills us slowly but painfully and from which only YOUR armor can protect us.

As long as I live, I have prepared myself for the service in your ranks...



...but you only send the others into the light...

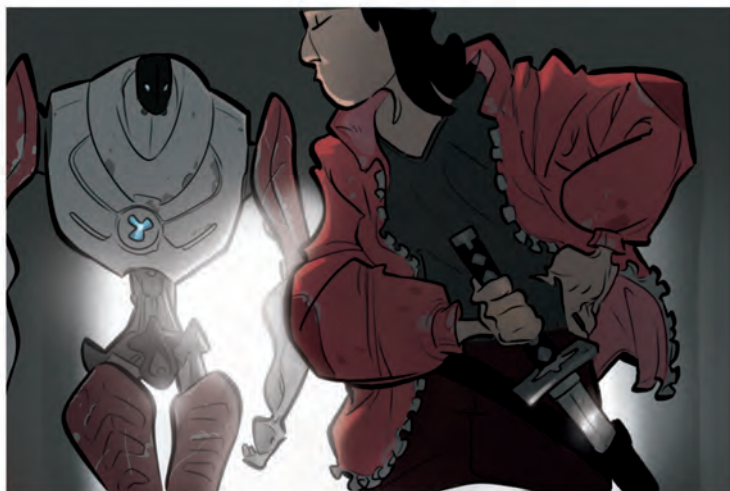


...and leave me behind in the dark.





What a human has created, a human can also destroy.

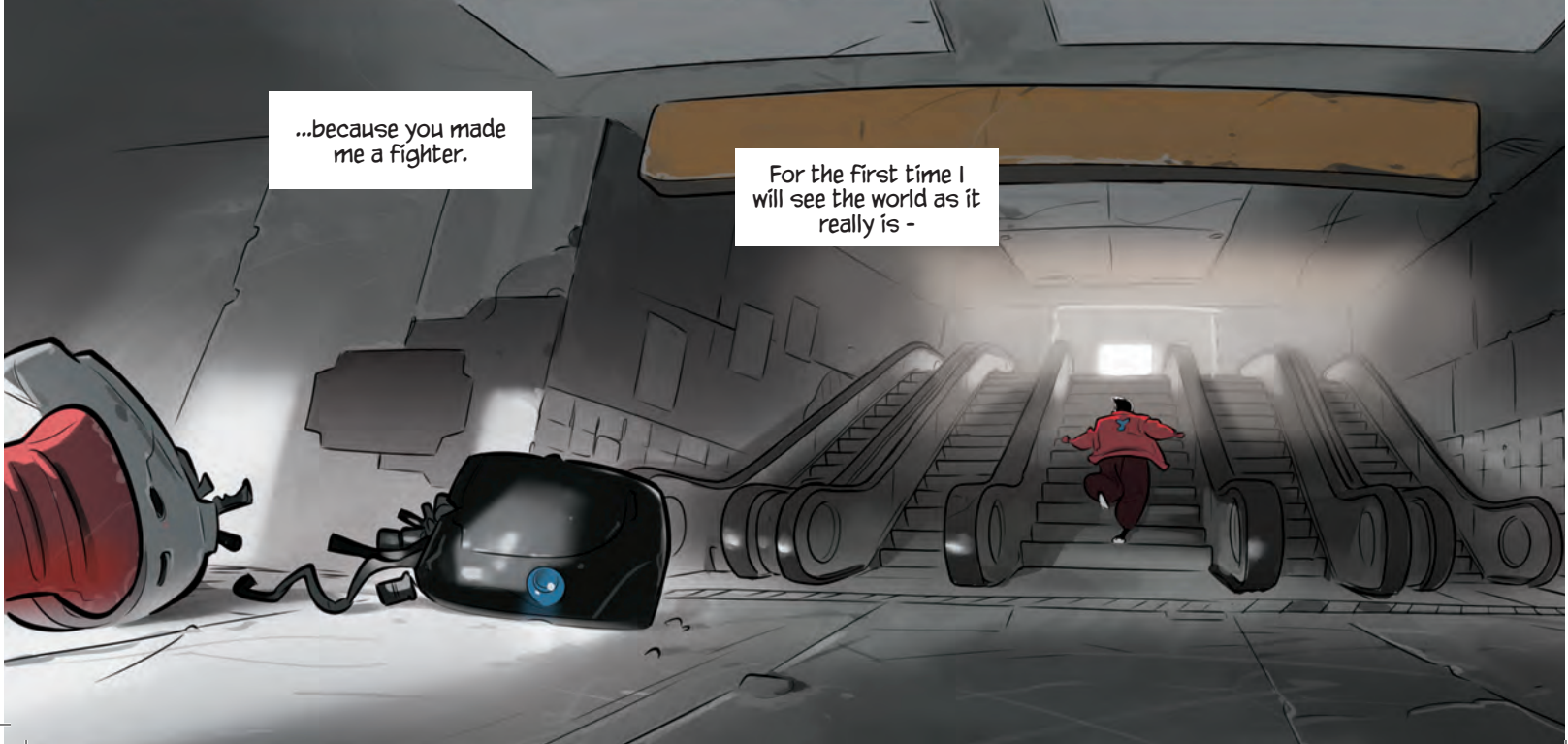


I do not need your armor or your flag...



...because you made me a fighter.

For the first time I will see the world as it really is -



...only the sky and on the horizon the future, open before me.



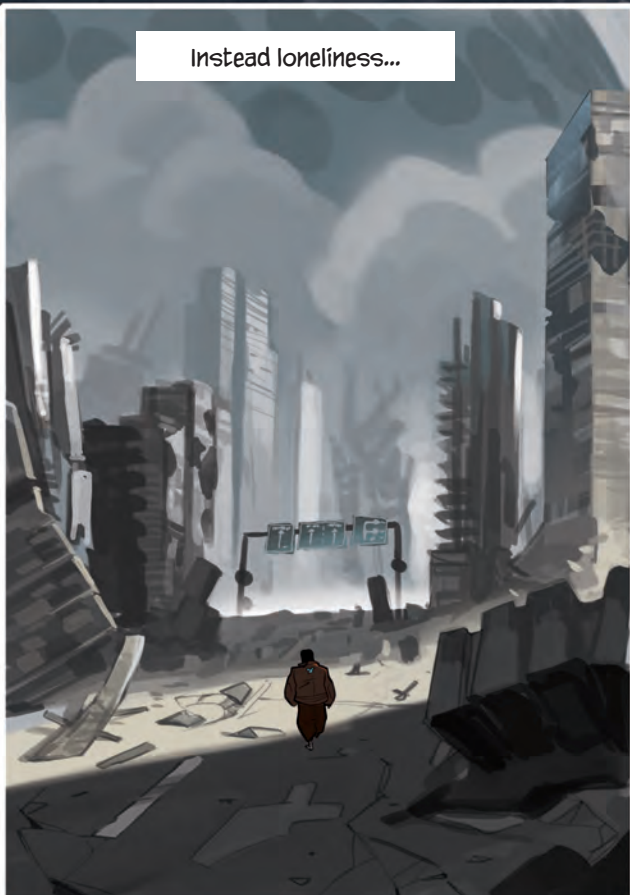
A new life of freedom. Sunlight on my skin...



...fresh air in my lungs. The fulfillment of my dreams.



Instead loneliness...



...despair...

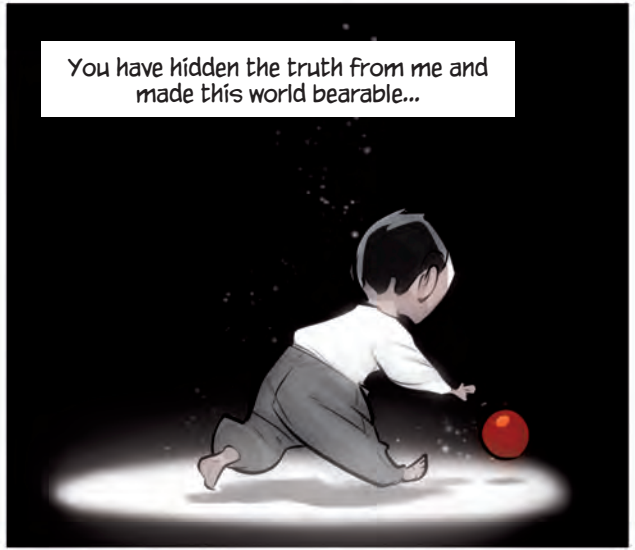


...and death.

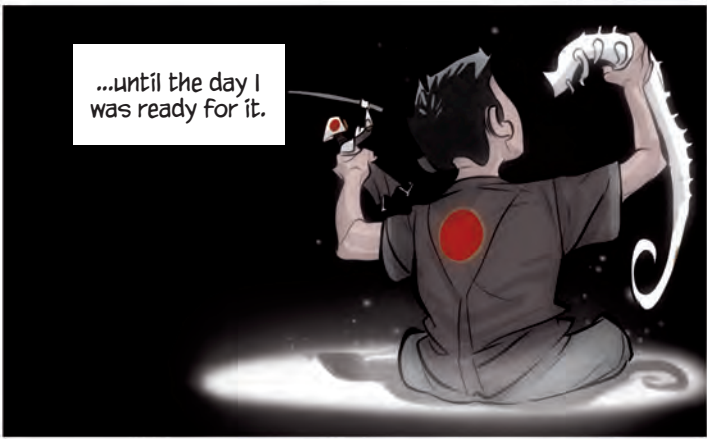




You protected me.



You have hidden the truth from me and made this world bearable...



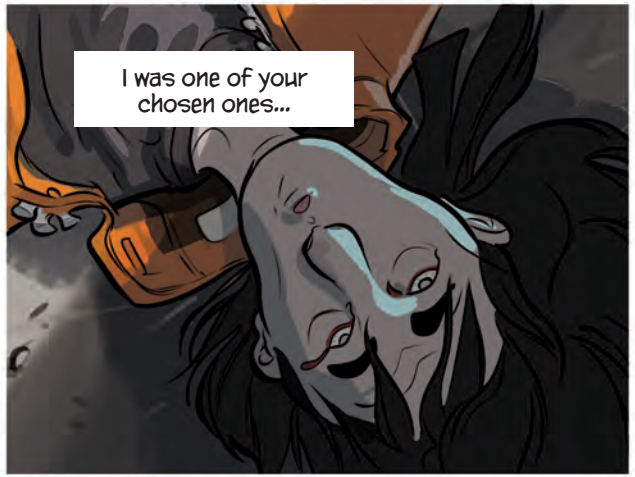
...until the day I was ready for it.



You made me a fighter, so that I could stand alongside my siblings.....



... defeat the white dragon and reclaim the world for us.



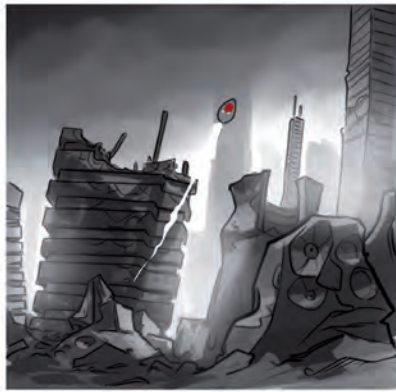
I was one of your chosen ones...



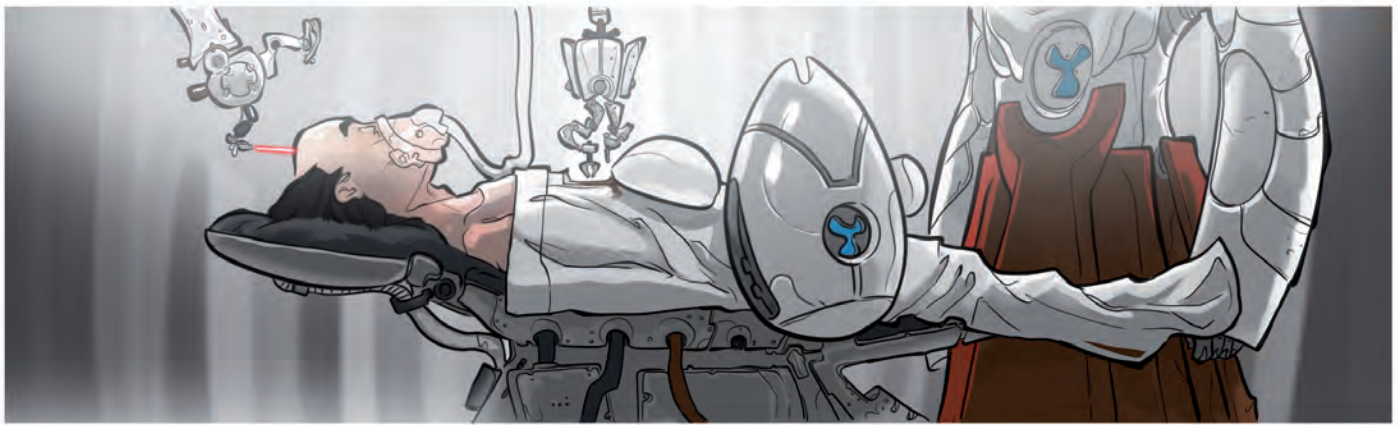
...but I betrayed you...



I need you...



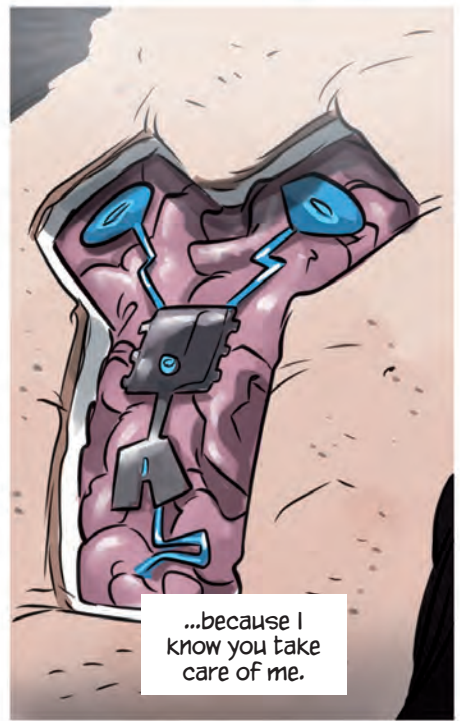
Where are you?



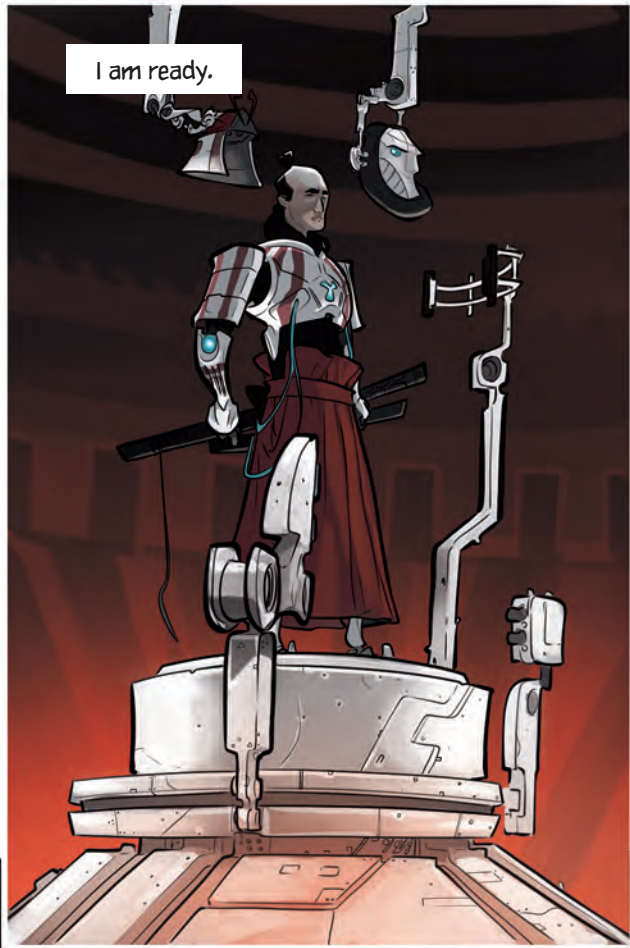
It is good that you are always here.



I am free of all doubts...



...because I know you take care of me.



I am ready.



I serve you with my sword and my life.

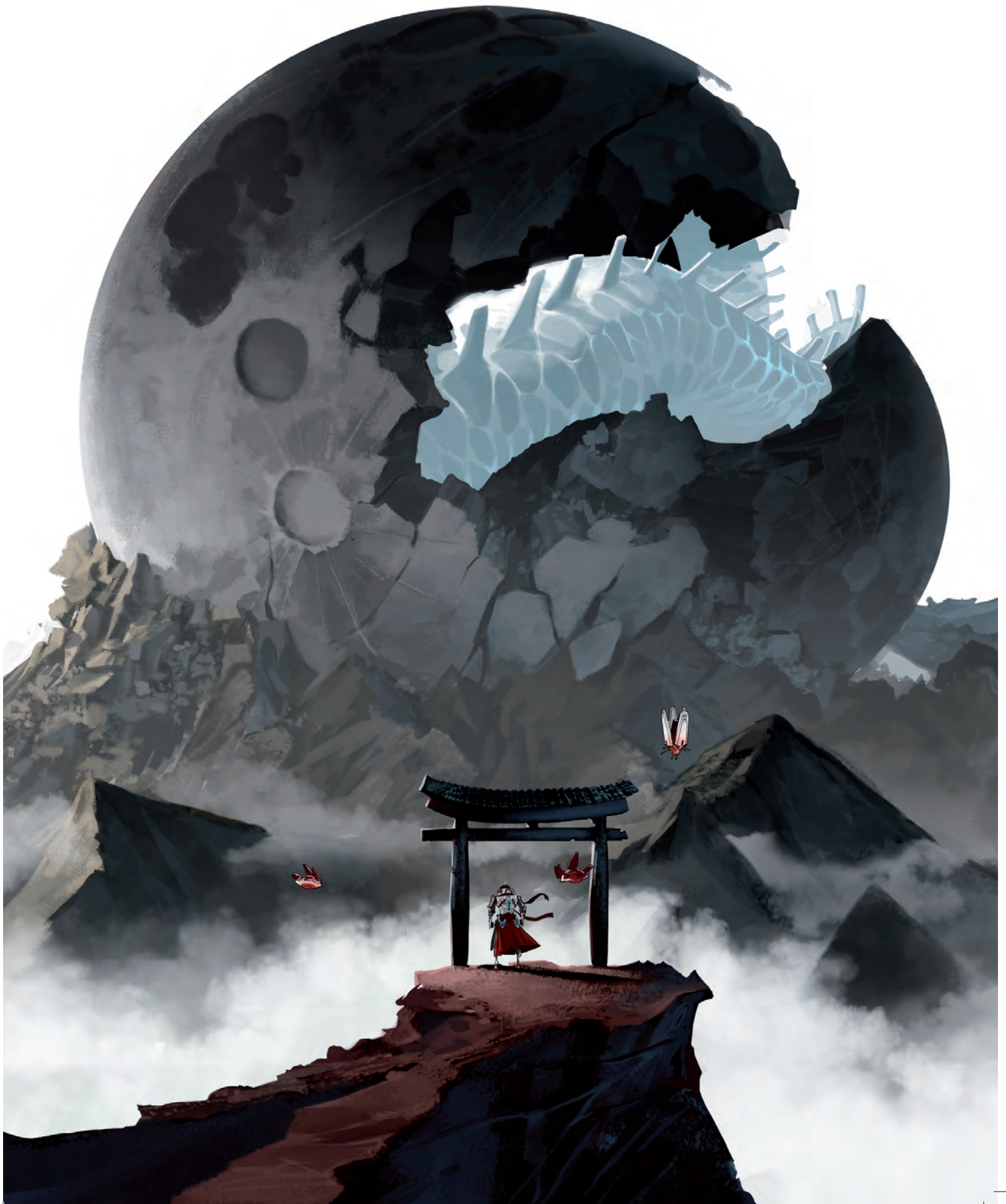


I am with you, Hasaku.



We are all with you.







WOMADS STORY

The other factions from your perspective

CYBERSAMURAI

There's nothing human left in them. We warned them about the dangers of absolute technological integration. We can't forgive them for turning the world into a wasteland. Even if there are still humans living with them, our plans have to be to make them pay for what they've done to us and all mankind. No peace for these traitors!

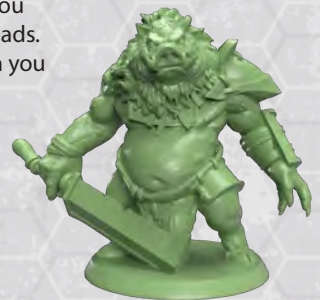
The Cybersamurai can make life pretty hard for you with the *Orbital Laser* and the *Kaneda Uplinks*. Keep your units together, so that *Squad Leaders* and *Lt. Dan* can function as a shield against the orbital strike and you can benefit from their movement bonus. With the right *Uplink*, *Cybersamurai* can choose 2 counterattacks from 1 combat card, so be cautious.



BOARLORDS

If only they'd just stayed in the forest... We really don't have anything against them, but they seem to be angry with everyone. They ambush us and other survivors and try to make us slaves. An alliance might have been possible, but not with that attitude! Boarlords... time for a big BoarBQ!!!

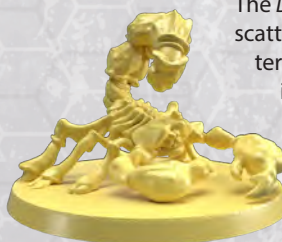
They have low damage points, so you don't have to fear losing entire squads. But they CAN easily take areas from you and even ignore your *Mines* if you don't have enough in an area. *Boarlords* can start to surround you using *Tunnels* and *Blockades* and may even manage to lock you out of your own areas. Act fast!!



DARK SEED

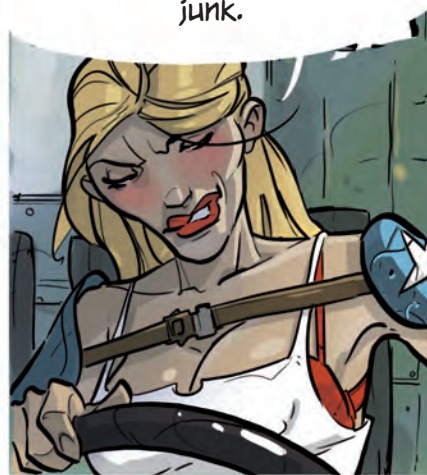
*We don't have enough boots to stomp out this infestation. These critters are everywhere. There's no better sound than a *Mine* taking a few of 'em out. We're building a bug bomb big enough to bury deep in the heart of their nest and take em out for good.*

The *Dark Seed* spread out well, so you need to scatter your *Mines* wide to protect your territory. You can strike them when they're in range, but they can move often and have almost as many movement bonuses as your unit's. They're one of the few factions who can keep up with you.





What do they want? They can't do nothin' with this junk.



They don't want the transformer, they want our heads!.





My name is Clark.



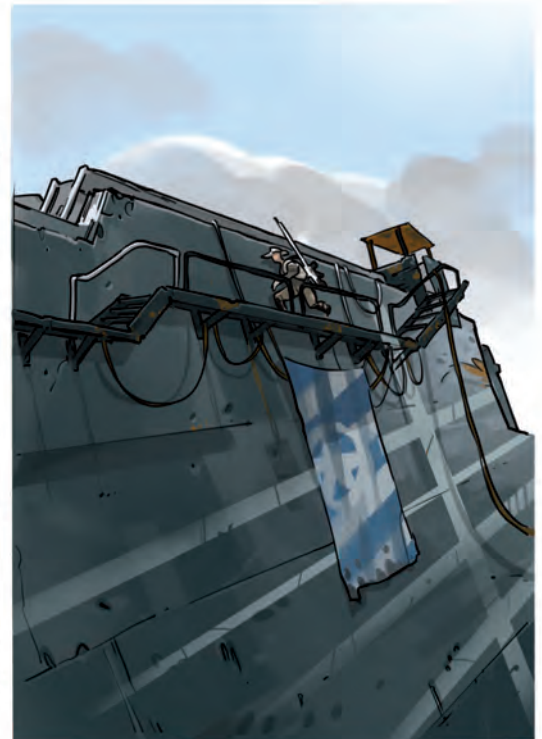
To be precise, Specialist Clark Kingston. And this is the USS Nomad.

Damn!



Sir! Massive enemy contact. I repeat, Red One is pursued by multiple creatures. Recommend massive counterattack. Over.

Clark, I got it! Move to the rally point! Blue One, Green One and Yellow Two, Move Out!!





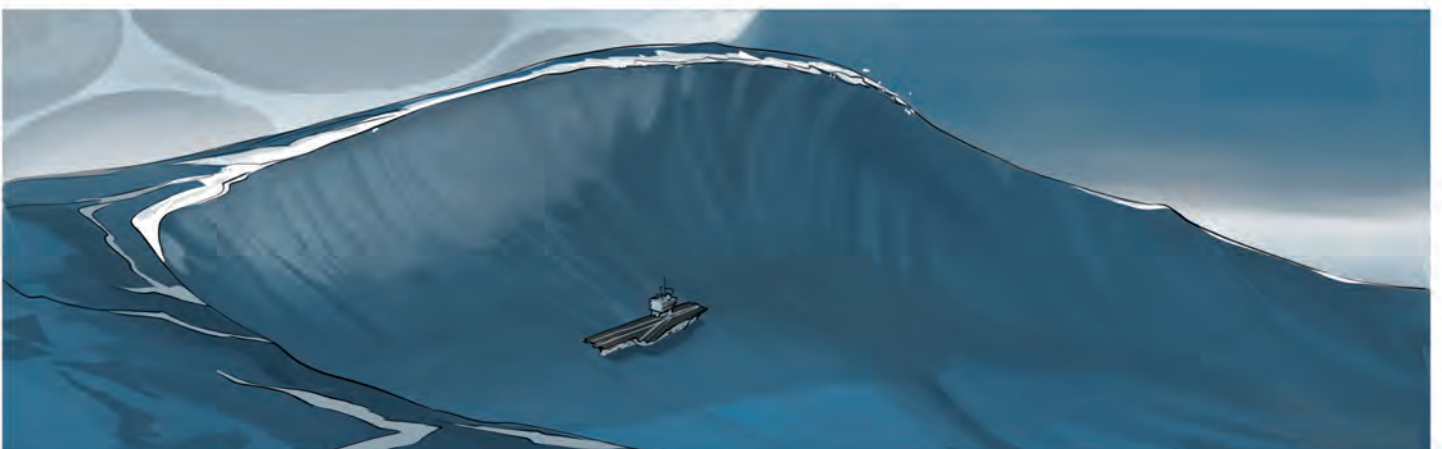
The USS Nomad hasn't always been this crooked.



There was a time when it was the pride of the US Navy.



But then the moon came.



It took our water and it took
our brothers in arms.



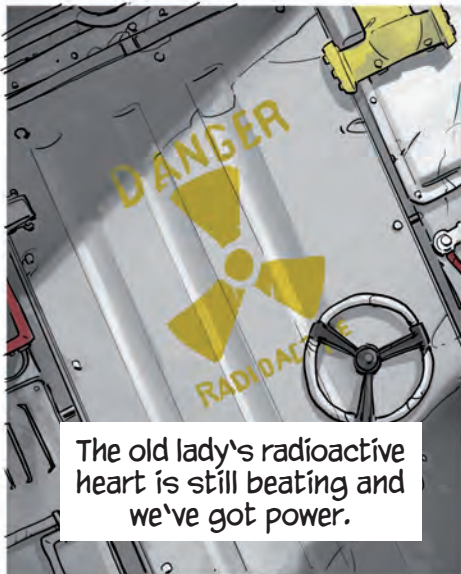
Discipline and obedience
saved us back then.



And will lead us back
to our old strength.



The parents' sacrifices for
their children will not be
forgotten!



The old lady's radioactive heart is still beating and we've got power.



We have weapons and ammunition.



We're building a runway...



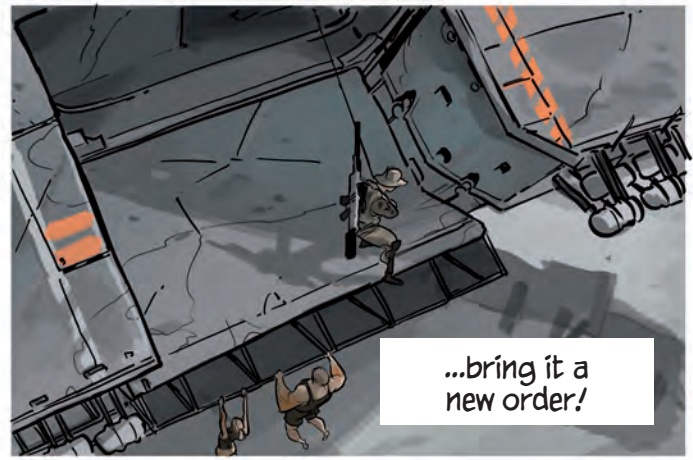
...and soon our jets will be flying again.



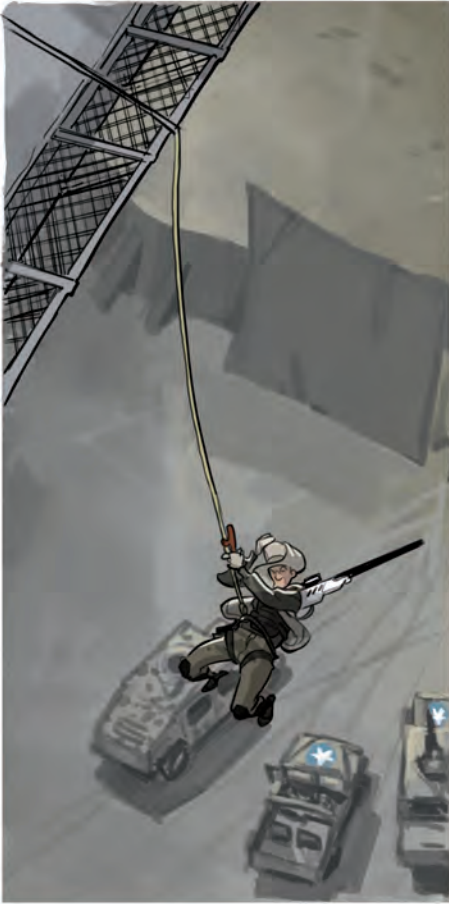
But above all, we have one thing: the will to live!



We will watch over the new world...



...bring it a new order!





BOARLORDS STORY

The other factions from your perspective

Cybersamurai

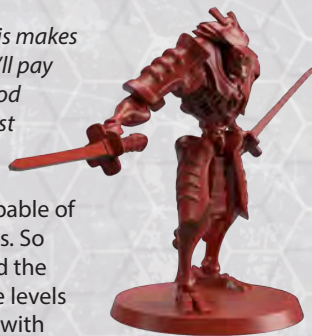
They call their magic technology. But this makes the danger no less. Respect them or you'll pay for your arrogance. They don't make good slaves and they're no good to eat. It's best to work together or leave them alone.

The *Cybersamurai's Rocket Attack* is capable of suppressing your *Terraforming* markers. So you cannot rely on them to get around the *Cybersamurai*. Their moderate damage levels are easy for you to counter effectively with your high health points.

Dark Seed

Crunchy and delicious. Grill them on a fire and they make a great snack. Problem is there's too many of them. Eat them up before they get out of hand. Delicious. Don't get distracted. Focus on the Boarmother: she wants the land. All the land!

Dark Seed are good at conquering the unoccupied land. Your best defense is to leave a *Stronghold* behind on each area you have. This force them to concentrate



their forces. Even if you don't destroy them all, they won't lay eggs in your areas and might move away eventually.

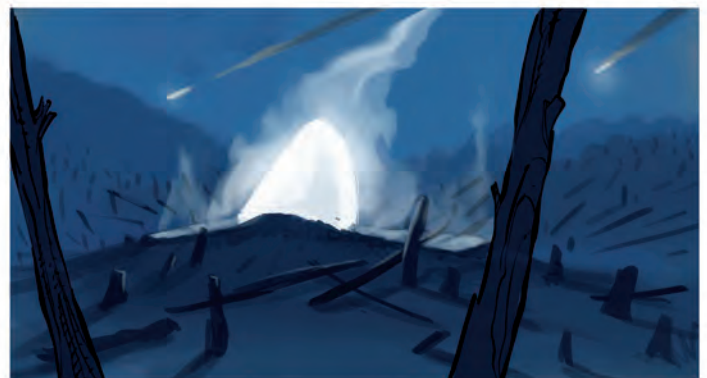
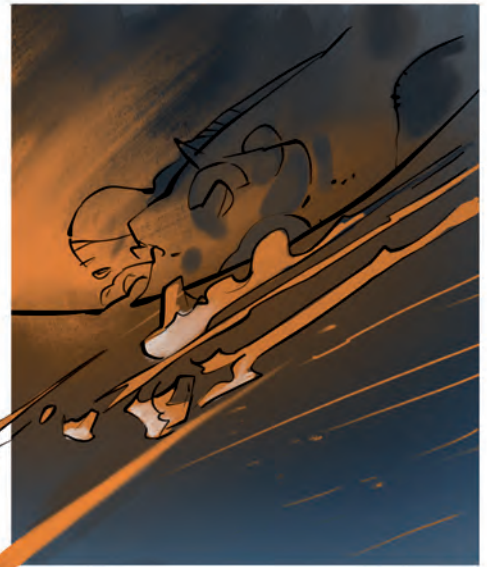
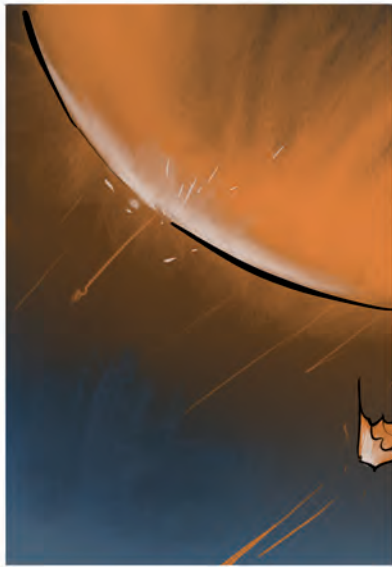
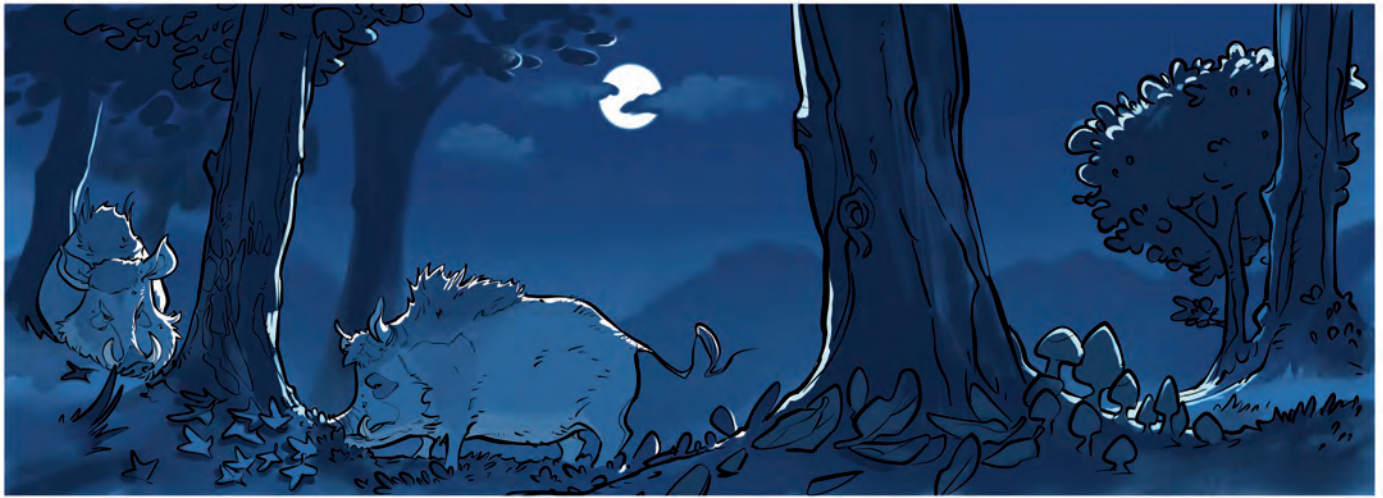
Nomads

Weak people, strong weapons. They keep their weapons and give them to no one. Humans are good slaves, but these Nomads fight to hard to be worth the effort.

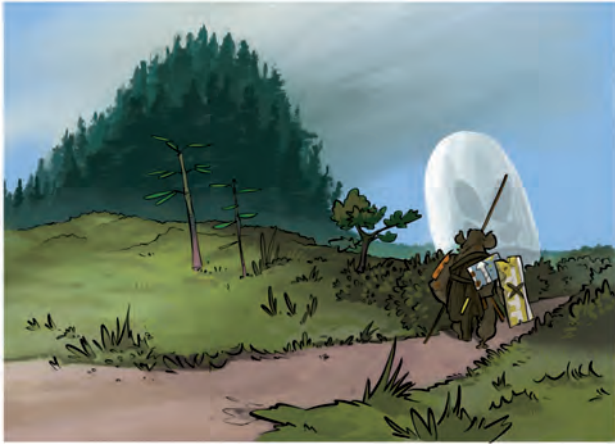
Try to keep an eye on where the *Nomads* could attack you from. Otherwise you could lose your most valuable units to them. The most irritation for your units are the *Mines*. They always damage the weakest units first, leaving your *Boarriors* vulnerable. Take out their *Stuff Seargents* before they can put down too many *Mines*.

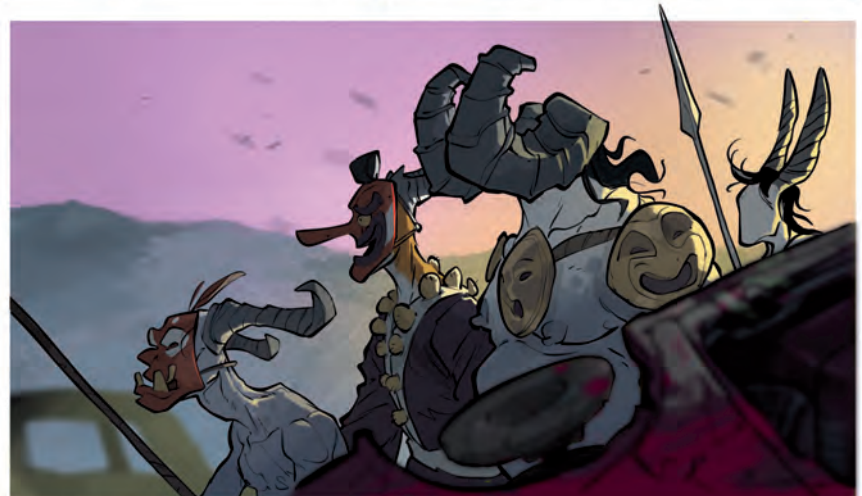








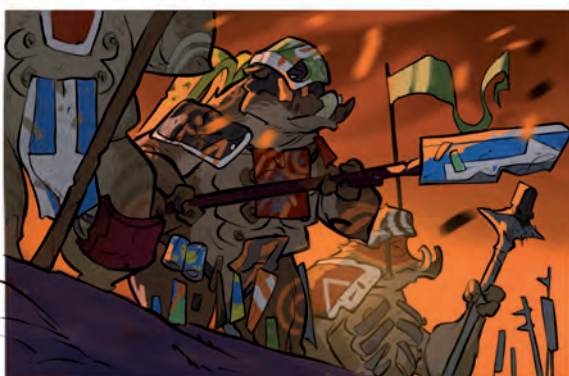
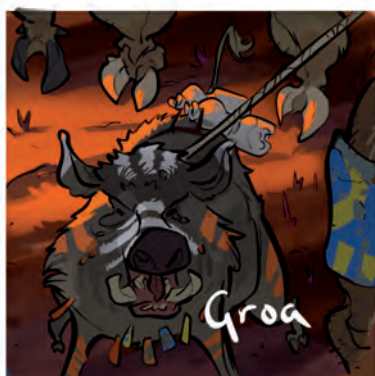




But we are ready to fight
for our new way of life.



Boarea is just
the beginning.








DARK SEED STORY

The other factions from your perspective

CYBERSAMURAI

Grow. Danger from above. Few. Grow and overcome.

The *Cybersamurai's* biggest threat is the *Tetsuo Orbital Laser*. If it is deployed twice per round, it can destroy up to 4  **Production** points worth of units each round. It's best to spread your units out one by one. You can form groups with *Planters* and *Stingers*, which have enough health points to withstand the laser.

Your *Kamikaze* attack can be nullified by their *Samurai Uplink* so pay attention to what *Uplinks* they bring out.



NOMADS

Evil area. Much pain. Earth that wounds, even in the air.

The *Nomads'* most dangerous asset is their *Mines*. If you manage to lay *Eggs* in areas with *Mines* and units hatch from them, the *Mines* do not explode. Otherwise you simply have to accept the loss of a unit if you want to spread out faster.



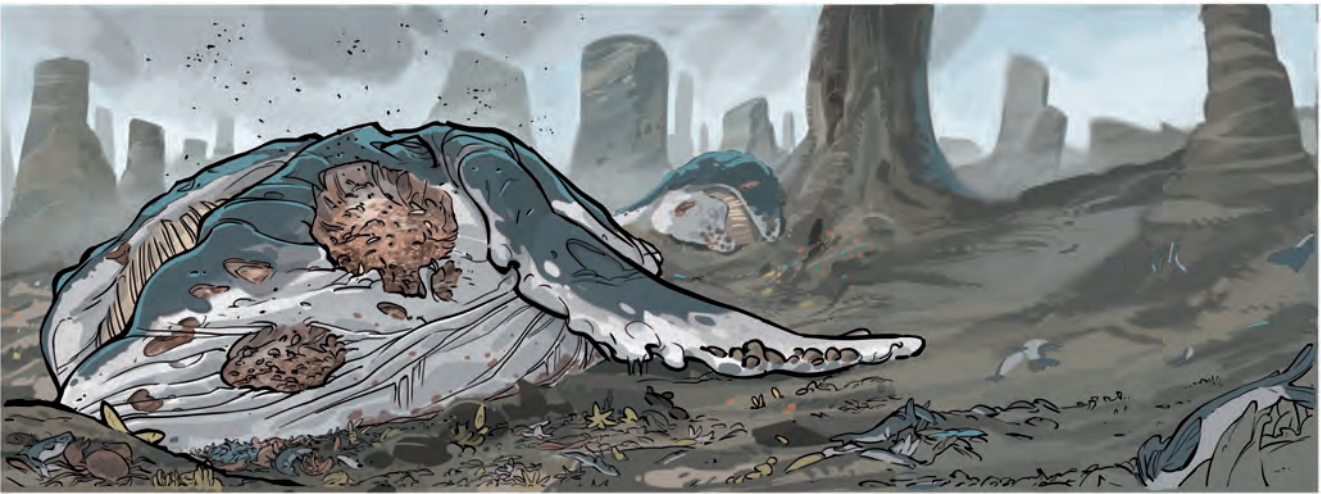
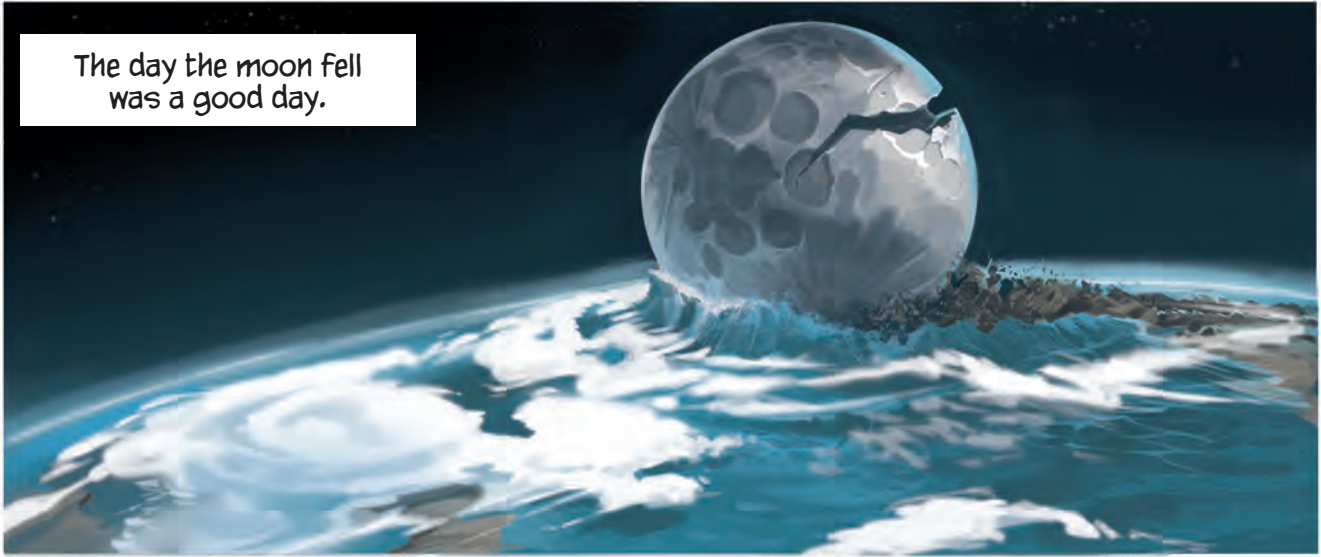
BOARLORDS

Hungry. Big Teeth.

The *Boarlords* can defend their area well, and the *Stronghold* markers make it hard to take their hinterland from them. Targeted attacks on the *Boarriors* can pay off handsomely by limiting the number of *Terraformings*.

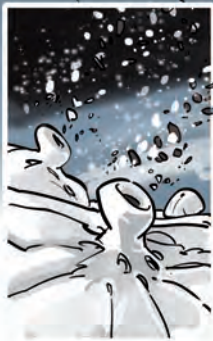


The day the moon fell
was a good day.



The moon seemed to
be good too.





It made us stronger.



Then it tried to
enslave us.



Other creatures
didn't stand a chance.



But the moon spoke
our language.





We are no
one's slaves.





We are the Dark Seed.



KING RACCOON GAMES

Gamedesign/ Artwork/ Worldbuilding	Felix Mertikat
Additional Game Design	Till Bröstl
Rules/Text	Felix Mertikat, Verena Klinke, Maxine Metzger
Graphic Design/ Layout	Maxine Metzger
Additional Graphics	Oliver Graute
Authors of the Comics	Andrea Bottlinger, André Wiesler Bernhard Hennen, Bernd Perplies, Verena Klinke
Translation	Paul Richards Maxine Metzger

King Raccoon Games says special thanks to

Jasmin Mertikat, Fabian Mertikat, Johannes May, Sarah Merabet, Daniel Sartor, Max Höllen, Domi Caina, Mathias Kwapil, Christophe Pfister, Bernd Perplies, Ric Wagner, Thorsten Fietzek, Marcela Neron, Oliver Scheel, Philip Griesbach, Kai Grosskordt, Heiko Eller, Michael Mingers, Anja Bagus, Sam Healey, Paul Lawitzki, Sabrina und Thorsten Fessler, Andreas Harport, Jan Treder, Moritz Metzger, Viriya Kaov, Charnel Nhek, Turgut Bozkurt, Igor Dieterle, Sam Beales.

We like to thank all our KS backers for their support and believe in this project.

GREY FOX GAMES

Product Development	Matt Goldrick
Game Development	Josh Lobkowicz Matt Goldrick
Graphic Design	Tyler Myatt Sarah Lafser
Miniature Sculptors	Chad Hovertor Miguel Migeulon Gabrielle Davis IP Mukhamadeev Rim Faatovich and everyone else at Punga Miniatures!

© Tsukuyumi - Full Moon Down Felix Mertikat 2019



>>> 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.