



Setup

Players setup secretly from one another.
The first player to complete the setup becomes the first player and so on.

Warrior placements

- Place in any hex, except for on a blue hole, vulcano, chasm or ocean.
- May be placed in fortresses (place the warrior hidden underneath the fortress).

Fortress placements

- Placed at least 6 hexes apart (5 spaces in between).
- Place on any hex, except for in or adjacent to blue holes or ocean.
- May not be placed on a water hex if completely surrounded by water.

Sequence of play

Player order is determined by the order in which players complete their setup (first player to complete their setup goes first).

On your turn you perform actions with your warriors.
Each warrior may only perform each action once. You may perform actions with warriors in any order you wish.

Possible actions

- Move
- Close combat
- Weapon(s)

An action must be fully completed before starting another (exceptions: group attack and hit in movement).

Capturing a fortress

Whenever you capture an enemy fortress, flip the fortress so that the resource value is facing up.

Recover eliminated warrior

The first time you conquer an enemy fortress you may recover an eliminated warrior. The warrior that can be recovered depends on the resource value of the fortress.

- Resource value 3 - Dominant caste or lower
- Resource value 2 - Intermediate caste or lower
- Resource value 1 - Infantry caste

How to win?

If you begin your turn with control of fortresses with a combined total of 12 or more resource points, you immediately win the game.

Warriors

There are 5 types of warriors:

- Master
- Dominant caste (fortress 3)
- First intermediate caste (fortress 2 or 3)
- Second intermediate caste (fortress 2 or 3)
- Infantry caste (fortress 1, 2 or 3)

(Listed from top to bottom on your reference sheet)

Ability - Fly

May fly over everything except for oceans. Spending 1 MP for each hex. Moving through a blue hole still costs 3 MP, but moving over it costs 1 MP.

Warriors with flying and ranged attacks ignore obstacles when attacking.

Ability - Jump

Jumps one or two hexes in any direction, the second hex can be in a different direction from the first. Each hex moved cost 1 MP. Can jump once per turn.

- Can't jump over or land on a mountain, iced mountain, volcano, wood, fortress and ocean.
- Otherwise can jump over everything, including obstacle counters and warriors.
- Can't land on a chasm.
- Can't jump from a blocked blue hole or water hex.

Ability - Transport

The warrior that wants to be transported must move on top of the transporter. The transporter can then transport it with its movement characteristics. It's not possible to enter a fortress whilst overlayed.

To move on top of a transporter costs 1 MP (regardless of terrain).
It's not possible to move down and up on another transport in the same turn.

When attacked, the opponent must choose one warrior to attack.

When defending, both flip their power tokens together.
When attacking, may attack different targets.