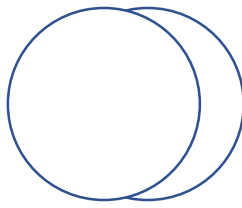


Reserve



STRATEGIES

0: Shields Up * Action

Place a Defend token on any number of characters on your team.

1: Aegis * Immediate

Play when a character would be eliminated. They are not eliminated.

2: Cascade * Action

Two eligible characters on your team take the Move action. After both have moved, choose two characters that are adjacent to one or both of the characters that moved. Each one is Pushed.

3: Revival * Immediate

In this Round, when a minion on your team would be eliminated, you can choose to eliminate a different minion on your team instead.

4: Distant Prod * Action

Choose two characters. They are Pushed in an (orthogonal) direction of your choice.

5: Wounds for the Wound God * Immediate

In this Round, all attacks from your characters do +1 Damage.

LEADER * H 4 S 5

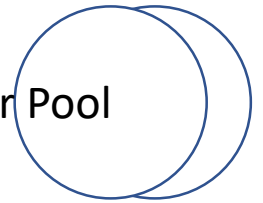
SUMMON * H 3 S 5

MINION * H 2 S 4

SUMMON RULES

You may place a summon in an empty space of your choice orthogonally adjacent to an Anchor tile. If none exist, place in an empty tile on an edge row or column.

Character Pool



The Hollow Moon

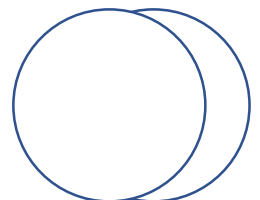
Your Claim

Unclaimed Objectives

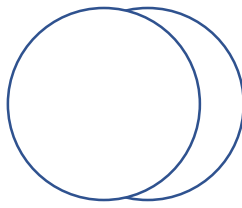
Objective Deck



Discard



Reserve



STRATEGIES

0: Revenge * Action

Once this Strategy is revealed, each time one of your characters is eliminated, remove a token from a character of your choice (ally or enemy).

1: Fell Wind * Action

Move every character on the board one square in the same direction, if they are able to move into that square.

2: Dodgy * Action

Once this Strategy is revealed, at the end of any turn in which an enemy character has Charged, you may select a character you control and move that character one square.

3: Coordinated Blow * Immediate

An attack of your choice has a final Damage score equal to the number of characters you have in play at the moment.

4: Cleave * Immediate

In this Round, at the end of any turn in which a character of yours eliminates a character, you can remove a token from a character of your choice (ally or enemy).

5: Archers * Immediate

In this Round, your minions can make Ranged Attacks, range 3.

LEADER * H 5 S 3

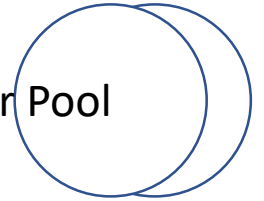
SUMMON * H 3 S 2

MINION * H 3 S 3

SUMMON RULES

You may place a summon in an empty space of your choice adjacent to two allies. If none exist, place in an empty tile in your nearest row.

Character Pool



The Rusted Sun

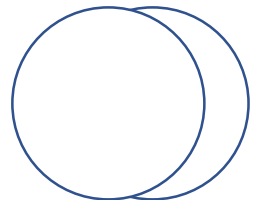
Your Claim

Unclaimed Objectives

Objective Deck



Discard



Tracker

Round 1		Round 2		Round 3	
Turn 1 Player 1	Turn 1 Player 2	Turn 1 Player 2	Turn 1 Player 1	Turn 1 Player 1	Turn 1 Player 2
Turn 2 Player 1	Turn 2 Player 2	Turn 2 Player 2	Turn 2 Player 1	Turn 2 Player 1	Turn 2 Player 2
Turn 3 Player 1	Turn 3 Player 2	Turn 3 Player 2	Turn 3 Player 1	Turn 3 Player 1	Turn 3 Player 2
Turn 4 Player 1	Turn 4 Player 2	Turn 4 Player 2	Turn 4 Player 1	Turn 4 Player 1	Turn 4 Player 2

Actions

Action	Must not have ...	Do ...	Take token ...
Character Moves	<ul style="list-style-type: none"> ● Move ● Charge ● Defend 	Move spaces up to Speed	● Move
Character Attack	<ul style="list-style-type: none"> ● Attack ● Charge ● Defend 	Remove ● Defend OR test Elimination	● Attack
Character Shoves	<ul style="list-style-type: none"> ● Attack ● Charge ● Defend 	Remove ● Defend OR Push (then can Step Forward if no ● Move token already)	● Attack + ● Move if Steps Forward
Character Charges	<ul style="list-style-type: none"> ● Charge ● Defend 	Move, then Attack or Shove	Take ● Charge token
Character Defends	<ul style="list-style-type: none"> ● Charge ● Defend 	--	Take ● Defend token
Swap Objectives	Draw 3 Objective cards, keep 3 total		
Use Strategy	Spend the relevant coin to perform Strategy		
Summon	Place Summon as specified, then can Move, Attack, Shove, Charge or Defend with it immediately		

Testing Elimination

If total Damage exceeds the target character's Health, they are eliminated:

1 Damage for **every enemy orthogonally adjacent** to the target character, including the attacking character

+1 Damage if the attacking character is a **leader**

+1 Damage for **every token** on the target character

+1 Damage if the square that the target would move into if Pushed is **an Obstacle or an enemy character**