# BREAK

OFFICIAL RULEBOOK

Rudolf Veselý

GOAL OF THE GAME

In BREAK, you take the role of the leader of a nation. Your task is to defeat the other nation you are facing. **Take turns** to defeat all of the opponent's troops and secure the win.
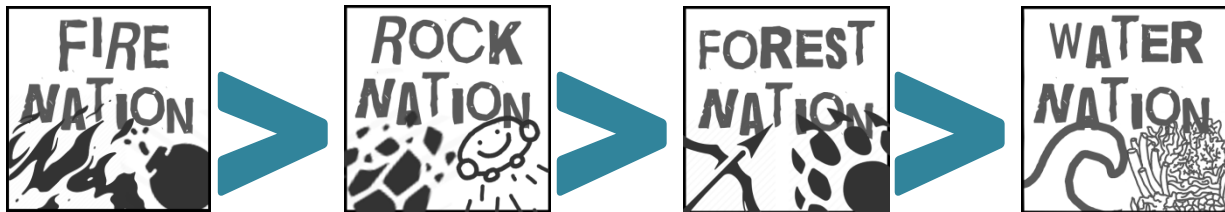
GAME SETUP

At the start of the game each player chooses a nation to play with and lays out its **starting troops** on the board in the three first rows.

The player with the lower **starting priority** can make final adjustments and the other player starts.


PLAYER 1

PLAYER 2

STARTING PRIORITY

FIRE NATION > ROCK NATION > FOREST NATION > WATER NATION
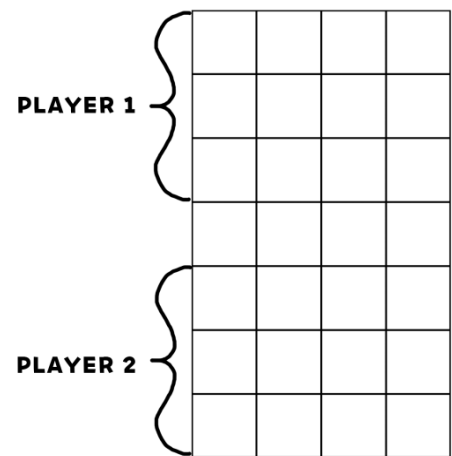
GAME TURN

A player can do 2 actions during a turn. **MOVE** and **CAST**. These actions can be used whenever and in any order during a turn.

MOVE

During a turn a player has 2 **heavy** moves with which **any card** can be moved and 2 **nimble** moves that can only be used by the cards with the ⇛ symbol. You can use as many moves as you need and **whenever** you want. You can move a single card **multiple times**. To move a card, place it on an **adjacent[1] unoccupied[2]** tile (not diagonal). You can also move it on a tile with an enemy troop. This **initiates combat**.

CAST

During a turn you can use your utility cards. You can use **as many** as you want and **whenever** you want. Some utility cards require a mage 🎩 or an archer ◈ to be cast. If you used a utility card you can flip it over to see that it has been used. All used utilities (except consumable Ⓒ ones) **recharge** at the start of your next turn and can be used again.

COMBAT
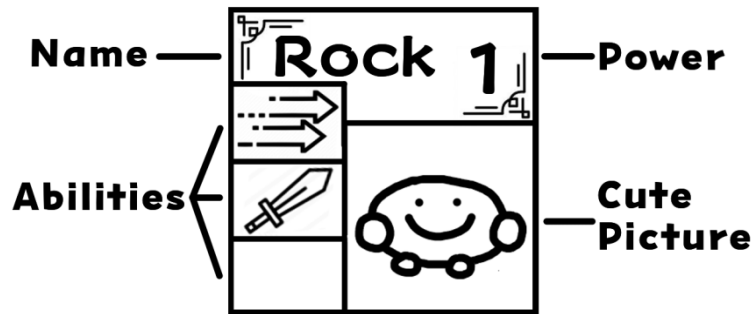
A card's **power** represents both its **health** and **damage**.

After moving to a tile with an enemy, combat starts. Both yours and the enemy's troop attack at the same time. Simply subtract the power of the enemy troop from the power of your troop (This goes both ways and at the same time). If a card survived the attack and suffered damage, place **red tokens** on it to indicate lost health. If both cards survived, place the attacker back to the tile it attacked from. (Otherwise stay on the tile that you moved to). Combat is heavily influenced by abilities of cards. (See icon explanation)

END OF THE GAME

If a player manages to defeat all of the enemy's troops he **wins**! If the last combat left no victor (both troops died) the player with the lower starting priority wins.

ROCK NATION

Complexity ★☆☆☆☆ **Spell casting** ★☆☆☆☆

Attack ★★★★☆ **Defense** ★★★☆☆

Mountains move at your behest to wage swift and merciless war. Deadly and unpredictable, nothing can stop a rockslide once it gains momentum. Crush your foes under your mighty form, or crumble to dust trying.
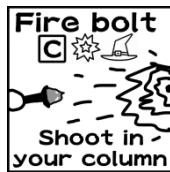
## Basic Setup: (can be rearranged)
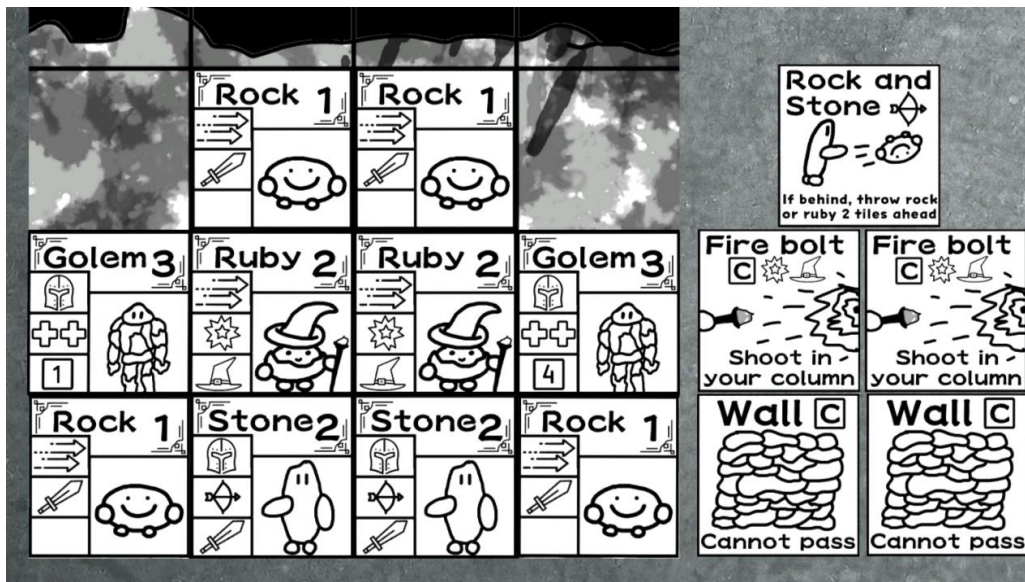
Mechanics:

Can also be moved into a golem to sacrifice itself and heal the golem for 1hp

Rock and Stone

Can be used by "Stone" when directly below a rock or a ruby. Throws rock or ruby **2 tiles ahead** from starting position of the rock or the ruby. **Can** be thrown over blocked[3] and occupied tiles. Cannot land on a blocked tile.

Fire bolt

Shoot a fire bolt in your column. Hits first troop (also friendly) and explodes on impact dealing 1 **thorns damage**[4] to the troop hit and its adjacent tiles. Must hit a troop (cannot be shot at a blocked tile)

Wall
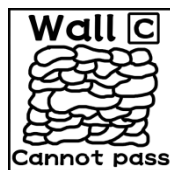
Can be placed on an **empty[5] tile anywhere** on the board and destructed (for free) on your turn. When placed, place 2 tokens on it, indicating its lifespan. Remove 1 token on the start of your turn (starting next turn). When removing the last token, **remove the wall**. Once removed, it cannot be played again. No troop can be places on a tile with a wall. You cannot shoot through walls. You can place (or destruct) both walls on the same turn.

FOREST NATION

Complexity ★★★★☆ **Spell casting** ★★★☆☆

Attack ★★★☆☆ **Defense** ★★☆☆☆

You are a warden of the forest and a friend to all of nature. Stalk your prey, rain down arrows from afar and fool your foes with woodland trickery. Make them regret trespassing upon your lands.

Basic Setup: (can be rearranged)
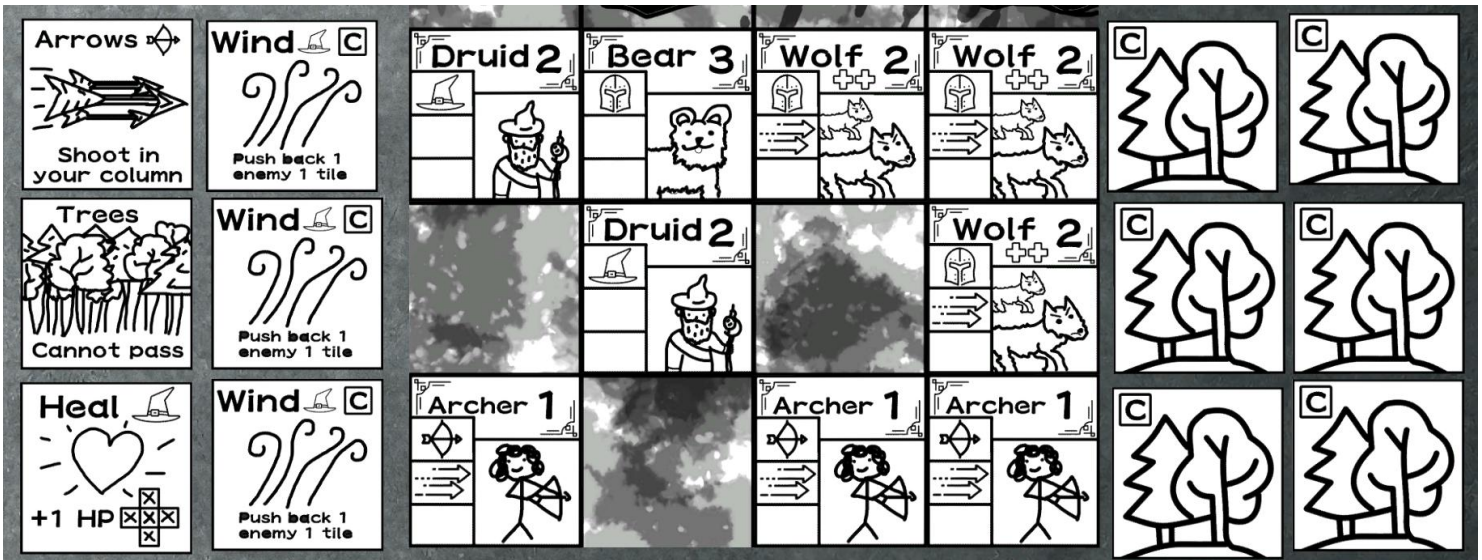
Mechanics:

Traps can be placed on an **unobstructed**[6] tile with your troop on it below the troop (you can mark it with a green token). The enemy **doesn't know** what exact trap you placed. They are triggered once the enemy troop steps on it. When there's combat on a tile with a trap, the **combat resolves first**. If the enemy survived the combat, only then is the trap triggered.

Rogue 2

When triggered, it **attacks before** the combat starts (dealing 2dmg). You can also jump out of the trap (flip the trap over to its rogue side) at the **cost of 1 heavy move**. If the rogue engages in combat during **your turn**, it also attacks before the combat starts.

Snare
Immobilized
-1HP
Destroy with:
1 move

When triggered, it immobilizes the troop that stepped on it and deals **1 thorns damage** to it. The target cannot move until the snare is destroyed with **1 troop move**[7]

Leaves
"rustling"

Leaves do **nothing**. It is a card to trick your enemy
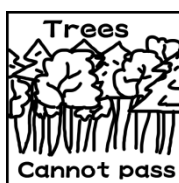
Trees
Cannot pass

You can place the trees on any **empty tile adjacent to any of your troops**. Can be placed **or** taken back to your hand on your turn (cannot do both) No troop can be placed on a tile with trees. You cannot shoot through trees.

Arrows
Shoot in your column

Can be used by archers. Shoot in your column. Hits the first troop (also friendly). Deals 2 damage.

Wind C
Push back 1 enemy 1 tile
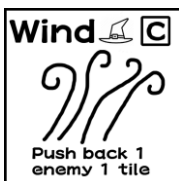
Push any enemy **1 tile back** if possible. Can only be pushed onto an **empty or obstructed** tile or into **your troop** (initiates combat).
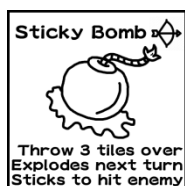
FIRE NATION

Complexity ★★★★★ **Spell casting** ★★★★★

Attack ★★★★☆ **Defense** ★☆☆☆☆

Chaos, sulfur, fire and brimstone. You are fiery rage manifest. Not strong in flesh, you wreak explosive mayhem on your enemies as you delight in the carnage. With enough fuel, your flames consume all, but the brightest stars burn out the fastest...

## Basic Setup: (can be rearranged) (starts with 4 blazes)

Mechanics:

Can be used by Bomb'O. Place the bomb token **3 tiles ahead** of Bomb'O. The bomb sticks (moves with the troop) to hit enemy or to any enemy that moves onto the tile with the bomb. The bomb explodes on the start of your next turn dealing **1 thorns damage in exploding pattern**.

Cycle of Hatred — Summon 3 blazes

Sacrifice 2 of your troops (can also be heralds and the caster itself) then, you can place 3 blazes anywhere on **your side of the board**. Blazes explode when sacrificed (also deals damage to your troops). The explosion of the blazes happens after all sacrifices.

Armageddon X — Spread X-1 DMG from a chosen tile
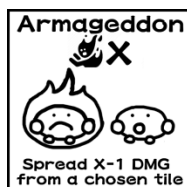
Sacrifice X number of your troops. Damage troops on X – 1 tiles **of your choosing** (no troop can be damaged twice). These tiles **must be connected** (not diagonal). Does **thorns damage**.

Fan the flames — Move 2 blazes 1 tile forward
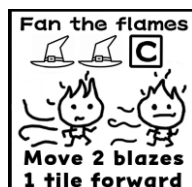
Move **up to two** of your blazes **1 tile forward**. Can be moved into an enemy. (Initiates combat)

Firewall — Passing through: -1 HP to enemy. Place or Take on your turn (same as trees)
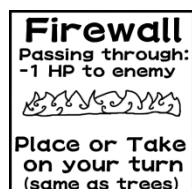
Place **or** take on your turn. Can be placed **anywhere**. Must be placed **between tiles** (on the grid line). Can be rotated 90°. Deals 1 **thorns damage** to an enemy troop that passed through. If moving to tile with enemy, damage is dealt **before combat** begins.

Fire ritual — Deal 1 DMG to ally summon 1 blaze

Deal **1 thorns damage** to any ally. Summon one blaze anywhere on **your side of the board**.

Flames to ash — Deal 2 DMG to 1 enemy

Deal **2 thorns damage** to any enemy.

WATER NATION

Complexity	★★★☆☆	**Spell casting**	★★★★☆
Attack	★★☆☆☆	**Defense**	★★★★☆

From the shallow ponds to the abyssal depths, all water and its inhabitants answer your call. Seize control of the flow of battle with powerful currents and wear down those who would dare oppose you with the might of the seas.
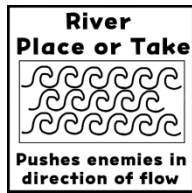
## Basic Setup: (can be rearranged) (starts with 4 basic corals)
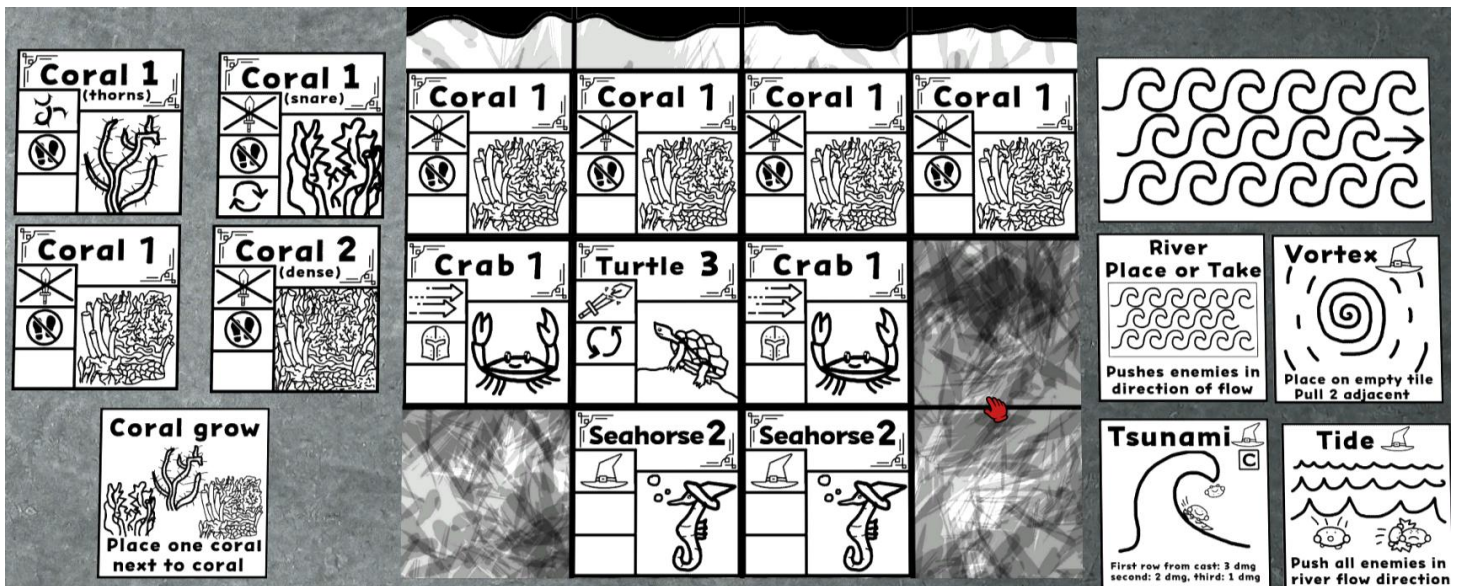
Mechanics:

Place a coral of your choosing **adjacent** to one of your corals on an **empty tile**. You can also use corals that were already defeated.

River
Place or Take

Pushes enemies in direction of flow

Place on **two empty tiles anywhere** on the board. Can be rotated 90°. When any troop steps on a tile with a river it is carried to the end of the river (next empty or obstructed tile in the direction of the river's current) if possible. If not possible it is carried to the furthest possible tile in the river. If it hits another troop, the **troop hit** takes **1 thorns damage**. If the troop hit is killed, the carried troop moves to its space. If not, the troop stays at the furthest unoccupied tile. If the troop hits a **blocked tile** the troop takes **1 thorns damage**. Seahorses **aren't carried** by the current.

Tide

Push all enemies in river flow direction
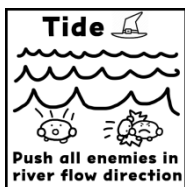
Can only be played when the **river is on the board**. Pushes all troops **1 tile** (also friendly) in a row or column (depending on the river's rotation and position) in the **direction of the river's current**, starting from the river's end. Collision damage is the same as in the river.

Vortex

Place on empty tile
Pull 2 adjacent

Choose an **empty tile**. Push up to two **adjacent troops** in the center. (2 troops cannot end up on the same tile). Collision: **1 thorns damage to enemy hit**.

Coral 1
(snare)

Flips over when damaged. It immobilizes the troop that is standing on it. The target **cannot move** until the snare is destroyed with **1 troop move**. If the coral is broken but no troop is standing on the tile with the snare, the snare **stays on the tile** and immobilizes the next enemy troop that steps on it.

ICON EXPLANATION

Icon	Description
⟡	+1 range utility damage, -1 combat damage
⇒	Can use both nimble and heavy moves
2 1 3 4	Starts in this column
C	Can be used only once (doesn't recharge)
⛨	Takes -1 DMG from all sources
⚔	+1 combat damage
✚✚	Flip if adjacent to same card. When entering combat flipped, remain flipped. Flip back after combat or when no longer next to same card
✸	Explodes on death, Deals 1 DMG ⊞ ⤳
⚲	Can use ⚲ utility cards
⤳	Ignores ⛨, Explosion or collision
🔥	Sacrifice (kill) 🔥 number of your troop to play
⚔	-1 combat damage
✵	Immune to ✸
⊞	Effects this pattern, center is caster or exploding
✕	Deals no damage
Ⓝ	Cannot move or be pushed
↻	Flip if damaged or cost: 1 move
↙	Attacks before combat on your turn

TERMINOLOGY

[1]**Adjacent** – next to, in one the four general directions

[2]**Occupied tile** – a tile with a troop on it

[3]**Blocked tile** – a tile with trees or a wall or the edge of the board

[4]**Thorns damage** - ignores helmet

[5]**Empty tile** – an empty tile without anything

[6]**Obstructed tile** – a tile with a trap or a river

[7]**Troop move** – Nimble or heavy if troop has nimble ability, otherwise heavy

CREDITS

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