

Tabletopia Quick Start

Components Overview



1. **Haggedorn:** Mythical forest, commonly mistaken for a chess board.
2. **Clan Board:** Tracks progress toward activating clan skills.
3. **Clan Guide:** Provides all the necessary information for playing the clan, including effects of clan skills and how units move/attack. Flip over to see deed explanation and path to victory. You will reference this every turn at first!
4. **Bone Pool:** Clan's 6 dice, known as bones.
5. **Bone Slots:** Spaces on clan board where bones are placed after roll. When row is filled, skill is activated.
6. **Relic Token:** Used to track earned skills on clan board.
7. **Aura Chips:** Used to track unit auras in Haggedorn.
8. **Units:** Clan's champions, often mistaken for chess pieces. Each clan has a unique setup that is already in place.
9. **Graveyard:** Place vanquished units here.
10. **Haggedorn's Will:** Random selection of miracles that affect both players. Activate once per game.

Ready to Play?

Each player's turn is divided into 5 short phases. Depending on the clans in play and the current state of units in Haggedorn, no action may be required, possible, or desired during all 5 phases. Players may choose not to act during a phase if there is no specific requirement to do so.

The player who completes their path to victory first (as described on the back of the clan guide) is the winner!

Phase 1: Upkeep

Perform any or all of the following in order:

- **Advance counters that are active for your clan.**
- **Spend Relic Tokens.** Activate a skill by spending a previously-earned relic token.
- **Activate Haggedorn's Will.** Spend a Haggedorn's Will token and roll the d12 to find out what blessings or curses Haggedorn bestows. Once per game only!

Phase 2: Declare Intent

Declare your intent to perform 1 of the following:

- **Journey:** Your clan will spend this turn moving. No need to specify which unit will journey during this phase.
- **Deed:** One of your units will attempt your clan's deed. Units involved must be specified. For example: "My Wildero Wibo knight will attempt to Morph this Erde pawn."

Phase 3: Roll & Execute

Roll a bone from your pool and apply the value toward your declared intent.

- **Journey:** Select a unit to move to a territory by considering the roll's value, the unit's movement ability, and any clan traits. If there is no available or desirable destination, the journey may be canceled and player proceeds to the next phase.
- **Deed:** Review roll value and determine whether the deed has succeeded or failed. If successful, execute the outcome. If failed, proceed to the next phase.

Phase 4: Slot Bones

Place the rolled bone into any valid slot on your clan board.

Phase 5: Acquire Power

Review your clan board for skills that are fully paid. Return any completed line's bones to your pool and execute according to the skill type:

- **Miracles:** Execute the effect immediately.
- **Relics:** Place a relic token in the associated slot for later use.
- **Aura:** Place an aura chip in Haggedorn on an appropriate unit or terrain location.
- **Law:** Place a relic token in the associated slot. The Law takes immediate effect and lasts for the remainder of the game.

You should now know enough to poke around in Tabletopia! Be sure to check out the rulebook in its entirety for the comprehensive rule set (p10-13) and 2-page compendiums for each clan (starting on p14)!