

ADVANCE!

RULE BOOK

Quick setup version

Terminology

Unit: A band of four warriors, consisting of three Figments and one Sorcerer. You and your opponent have one unit each.

Figments: Your three supernatural Figments of imagination will do most of the fighting and gain Honor points for you. They are identifiable by the beige background.

Sorcerers: Sorcerers are crucial to your strategy as they have powerful actions that can move your Figments around fast. They cannot however gain Honor points. Sorcerers are recognizable by their blue or green hair, and the purple background.

Warriors: All Sorcerers and all Figments are warriors.

Allies: All warriors in your unit.

Enemies: All warriors in the opponent's unit.

Winning the game

The first player to collect 7 Honor points wins the round immediately. Honor points can be picked up from the important Honor spaces that are marked with laurel wreaths on the game board and by advancing on the Attack Track.

To win the match you need to win 2 out of 3 rounds. To start a new round in Tabletopia choose "Restart" from the game menu.

Gameplay

Choosing a unit and starting player

Both players roll the die by right clicking the die and choosing "roll". The player that rolls the highest number gets to choose which of the two units to control. Swirl around to your unit's side of the table by pressing the right mouse key over the board, and then move your mouse directly to the right or to the left.

The game is turn-based and the player who lost the roll starts the first round. The winner of the roll starts the second round. If there is a third round the player who lost the roll begins.

A Turn

A turn consists of two actions:

1. First you do a single action from any of your warriors' red banners. This is called a **red** action. The warrior underneath has only one **red** action available, which is a Movement Action.

2. Then you do a single action from any of your warriors' blue banners. This is called a **blue** action. The warrior underneath has three **blue** actions available. An Attack Action, a Special Action and a Gain Honor Action.

These two actions may be performed by two different warriors or the same warrior.

Character Card overview



Standard Actions

There are four standard Actions. Some of the warriors have more advanced versions of the standard actions explained on their character cards.

Movement

Move up to as many spaces as the Movement Value.

The following rules count for all types of movement in the game:

1. A warrior can move through its own allies, but not through enemies.
2. A warrior cannot end up on the same space as another warrior.

Attack

In order to get the opportunity to gather Honor points you need to drive away the enemy warriors. They will flee when you attack them, and you control where they flee to.

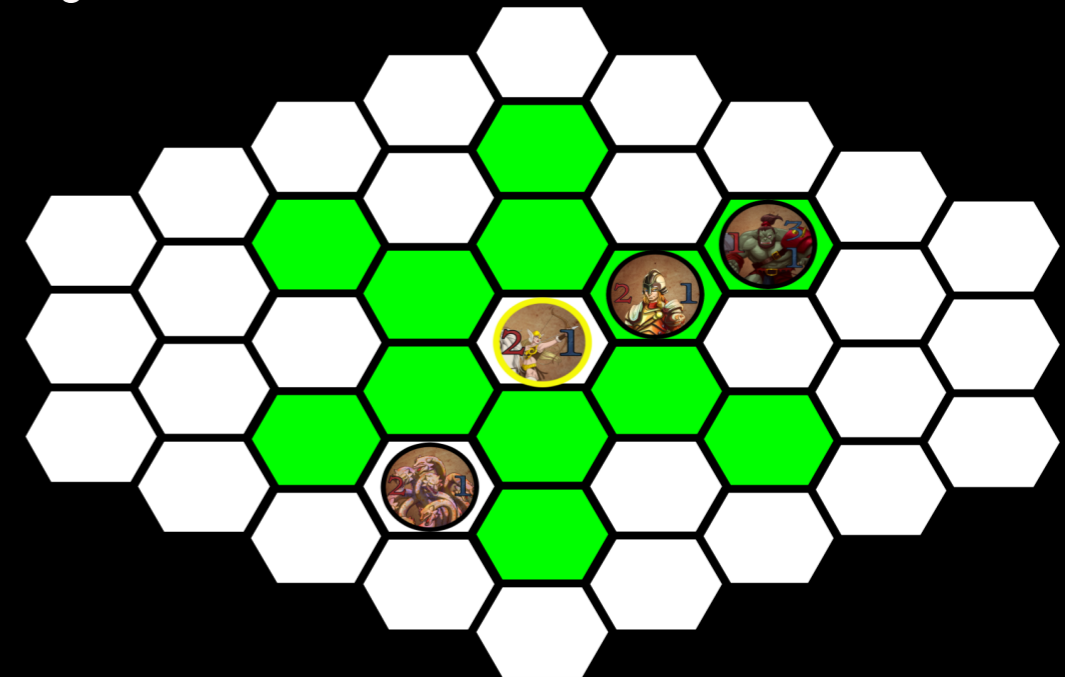
Attack an enemy that is adjacent to one of your warriors by declaring an Attack action . Then move the attacked warrior up to as many spaces as the Attack Value.

Attacked warriors are stunned in the space where they end up. This is indicated by flipping the character token over to its stunned side (The X-side). **This is done in Tabletopia by first right clicking the character token, and then choosing "Flip".** An attacked warrior is not revived until the end of its owner's next turn. Then it is flipped back to indicate that it is ready for action.

Ranged Attack

Attack a single enemy within range by moving it up to as many spaces as the Attack Value.

Ranged attacks requires Line of Sight, which is a straight line of spaces between the attacker and it's target. Line of Sight is not blocked by warriors, or anything else, between the attacker and the target.



The Amazon is in the very middle of the board. Her Ranged attack has a range of 2, which means she can choose which of the two enemies within the green zone she wants to attack.

All Ranged Attack characters: Flip their character cards around to their other side for a similar illustration as the one above.

Gain Honor

When your Figments are on a Honor space in the middle row, or on your opponent's side of the board, you can gain Honor.

Unit A is the black unit. Unit B is the yellow unit. Pick up all the Honor Points in your unit's color from the Honor space, and put them in your Honor circle to the right on the board. They now count toward the seven Honor points you need to win the round.

Special Actions

All Special Actions are marked with this symbol:



These actions have unique titles and are explained on the character cards. Some of the special actions are explained more in detail on the back of the character cards. [Right click on a character card and click "Flip" to flip it.](#)

A few characters have the same Special action as both a Red and a Blue action. This means that these characters may do the same action twice on the same turn.

Passive abilities

A few warriors have passive abilities that affect the game without having to use an action.

They are written on a green banner on the character cards.

Attack Track

Whenever you attack an enemy warrior with one of your warriors, your attack track is raised. Advance the attack tracker in your team's color as many spaces as the attack value of your warriors attack.

Only actions with the  or  symbols advances the attack track.

Most often you will want to move the target of your attack as many spaces as your Attack value permits. However, this is not always the case. If you choose to not move the attacked warrior, or move it fewer spaces than permitted, you still get to advance the attack track as many spaces as the attack value indicates.

If you reach or surpass a level on your attack track with a Honor Point, then you collect it and put it in your Honor Circle. It now counts toward the seven Honour Points that you need to win the round.

Attacks from Sorcerers raise the attack track exactly the same way as attacks from Figments.

Strategy

- Don't underestimate the Attack Track! There are a lot of Honor to be gained there.
- Plan ahead. Anticipating your opponent's next moves and strategy is vital.
- Threatening your opponent is often the best defense. If you can get one of your Figments into your opponent's half of the board, then your opponent is likely to spend actions defensively to clear you out. This gives you the opportunity to gain momentum.
- Look for the opportunity to get in behind your opponent's unit. You almost always win the round if you can get the 6 Honor points from the Honor Space on the very far side of the board.
- Sometimes you don't need to spend all your Movement. Getting just in reach of the Honor spaces with your Figments can be better.