



INFINITIES

DEFIANCE OF FATE

1-4 PLAYERS

30 MINUTES PER PLAYER

AGES 13+

VATAL
ENTERTAINMENT STUDIO

BACKGROUND

When the cosmic eruption of the white hole had flickered away, and the void was replaced with light and being, there was a first world: Creation. Its maker gave birth to six divine children, each the custodian of opposing facets of existence. By design, they would maintain a dimensional balance between themselves and other products of the maker. Within just the first seconds of their lives, new versions of reality sprawled forth into an endless web of futures. In some of these futures, balance was maintained. In others, one or more of the children would falter and give way to their counterparts. These unbalanced versions of reality were separated by what was left of the void—a realm of contradiction containing nothing and all things.

In a timeline where the god of order, Barem, overshadowed the god of change, Tobac, the world became known as Ob'dija: a realm where magic flourished and coursed through atmosphere-piercing elemental poles called Worldspines. Mortals on Ob'dija had mastered the ability to use the magic of the Worldspines to create a functional, harmonious existence. But with peace came stagnation, restriction, and the surrender of will to Barem. This would not last forever.

In another timeline where Barem was seemingly absent, Creation became Xilsen: a ruined and later reborn world where mortal life was brought to the brink of extinction. Its cataclysm occurred when humanity rebelled against a malevolent incarnation of Tobac. Through channeling mystical power of the planet's Worldspines, they opened a rift—a tear in the fabric of space and time—to banish the god to another reality. As a result, the Spines became unstable and exploded, rendering the surface of the planet uninhabitable and magic a distant memory.

On the other side of that rift was Barem's Ob'dija. After studying the new world, Tobac understood that he had been empowered by the primal magic that was channeled into him during his banishment. Tobac moved upon his otherworldly counterpart, Barem, to strip him of his divinity. Now merely immortal with only memories of godhood, Barem himself was banished to Tobac's timeline to rot in solitude. In the Ob'dija timeline, Tobac remained to

impose his rule of change on a new world.

With their civilization's laws shattered, the mortals of Ob'dija wandered the planet. They flocked to the Worldspines under the lure of Tobac and, over several generations, underwent rapid elemental evolutions into inhuman forms as they adapted to their disparate environments.

By miracle alone, life on Xilsen survived its cataclysm and thrived for centuries in subterranean colonies. Since reemerging thousands of years ago, modern Xilsen has developed into a haven of advanced technology indistinguishable from the magic lost in antiquity. Mankind is governed primarily by a powerful empire whose technological singularity, a terracomputer called DEVA, has become their omniscient god and protector. Barem is nowhere to be seen.

Ultimately, all versions of these realities remain connected. Due to the banishment ritual on ancient Xilsen, these alternate worlds are forever bound together by the sporadic presense of rifts in the multiverse. Mortals on each side spend their lives studying and fearing their presence. And one has just opened . . .

GAME INTRODUCTION

Infinities: Defiance of Fate boasts a 4x adventure gameplay style which blends card play, dice actions, area control, and an ever-changing story. Players assemble units under a powerful faction leader to explore and conquer a modular hex-tile board, take risks with dice rolls and card draws, and battle for supremacy alongside friends or against rivals.

In *Story* mode, two factions follow a branching narrative with varied, asymmetric actions, objectives, and win conditions. In *Skirmish* mode, you seek to collect more points than your opponents from a set of objectives.

This first edition pairs the **Lightbearers** faction from the Sands of Varra in Ob'dija with **The DEVA Network** from The Genesis Circuit in Xilsen.

1. CORE CONCEPTS

In *Infinities: Defiance of Fate*, a **leader** acts as your avatar in the game's worlds. Leaders are represented as a board with a set of actions, three attribute tracks, and a reaction track which holds resource tokens. The basic round structure begins with all players setting one **action die** matching their **map tile**, rolling 3 more dice (with an optional reroll), then spending dice to take actions one player at a time. Action dice allow you to play unit and action **cards**, attack enemies, and explore and **control** map tiles. Units and leaders add new twists with their own unique actions while in play. At the end of the round, all leaders reset their hands with new cards, a Rift tile morphs the worlds it is connecting, then players check for objectives and Influence.

LIMITS

GROUP — Your group is the area above your board to which you play **units**. The main purpose for playing units is to gain new ways to spend dice. You begin with a limit of 3 units at one time.

TIMELINE — Your timeline is an area on the side of your board where you can **prepare** any card to play later. Cards have no effect while prepared unless they have the **Prepared** keyword; these cards gain a benefit while in the timeline. You begin with a limit of 3 prepared cards at one time.

REACH — You can only affect targets within your reach, which is your tile plus a clear path of 3 more. Some actions ignore this, allowing you to affect enemies in “any ___ tile” or “anywhere.”

ATTRIBUTES



POWER — Represents *destruction*. Used and checked to attack enemy leaders.



ENERGY — Represents *casting*. Used to play cards. Checked to empower cards.



FORTITUDE — Represents *survival*. Used to move. Checked to react to destruction.


DICE CHECKS



You'll periodically perform dice checks as referenced above. To do this, roll 1 die per level your leader has in the icon's attribute and add up the numeric results of the dice. If you meet or beat the threshold, you pass and the effects take place.

REACTIONS



When an enemy destroys cards or tokens belonging to you during their turn, you can use your leader's unique reaction. Spend a reaction token  and roll a Fortitude dice check to activate the reaction's effects.



CONTROL



The reverse side of your reaction tokens are used for controlling tiles. Controlling a tile increases your attribute level by 1 for that tile's type. You can spend reaction tokens after moving into uncontrolled tiles to control them.

INFLUENCE



Influence is a number marked inside a  on all **map tiles**. Influence determines turn order at the start of each round, so keen awareness and strategic positioning is crucial to your success. The  symbol typically refers to your leader's current tile.

2. ASSETS

Before stepping through a rift, your first priority is taking inventory of your possessions, your limbs, your memories. Most of them should make it to the other side. — from *The Dimensional Explorer's Field Guide*



LEADER BOARD

- 1 — Attribute Tracks
- 2 — Power Level
- 3 — Energy Level
- 4 — Fortitude Level
- 5 — Reaction & Actions
- 6 — Reaction Track



ATTRIBUTE CUBES

Begin with 1 of these in the lowest box, or level 1, of each attribute track column.



LEADER TOKEN

Use these double-sided tokens for your reactions and marking control on tiles.



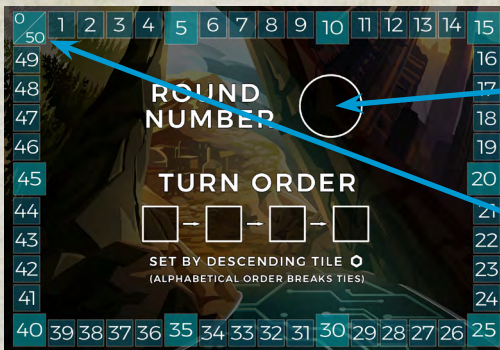
LEADER STANDEE

Represents your leader's location on the game map.



ACTION DICE

Rolled and spent to perform turn actions.



GAME STATE MAT

Keeps track of the round number, leader turn order for each round, and the scoring of objectives.



ROUND TRACK DIE

A 10-sided die to keep track of the round number.



SCORE MARKERS

Used with the Game State Mat for scoring objectives. Typically begins at 0.



UNIT CARD

- 1 — Action Text
- 2 — Defense

Card from Lightbearers faction



ACTION CARD

- 1 — Action Text

Card from DEVA Network faction



MAP TILE

- 1 — Influence
- 2 — Wall(s)
- 3 — Type

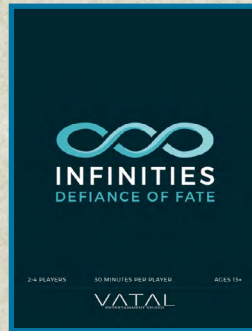


RIFT TILE

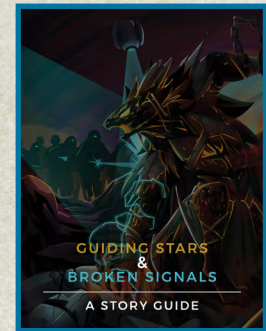
Start the map with this tile.



SKIRMISH CARD



RULEBOOK



STORY GUIDE

ASSET LIST

- Leader Boards — x 12
- Leader Standee Profiles — x 12
- Leader Standee Bases — x 5
- Attribute Cubes — x 15 (5 sets of 3)
- Leader Tokens — x 75 (5 sets of 15)
- Lightbearers Faction Deck — x 46 cards
- DEVA Network Faction Deck — x 46 cards
- Action Dice — x 20
- Reference Card — x 4

- Game State Mat — x 1
- 10-sided Round Track Die — x 1
- Score Markers — x 5
- Sands of Varra Tiles — x 23
- The Genesis Circuit Tiles — x 23
- Rift Tile — x 1
- Skirmish Cards — x 3
- Rulebook — x 1
- Guiding Stars & Broken Signals — x 1

3. GAME MODES

3.1 - STORY MODE

Story Mode is narrative- and objective-based, typically lasting 30-40 minutes per player. Each session is different and can be a team battle, one vs. all, co-op, or free for all depending on the chosen chapter. Additionally, solo quests can be played for each leader.

3.1.1 - THE STORY GUIDE

Players use an [Story Guide](#) to reveal the story, objectives, allegiances, and actions for all sessions of Story Mode. Each [chapter](#) in the guide includes exclusive actions which range from damage, item capturing, tile control, and more. To begin a story, choose your preferred starting world and refer to the first page of the Story Guide to find your starting chapter.

3.1.2 - OBJECT OF THE GAME

Story chapters offer multiple avenues toward victory. Most story chapters include either individual or faction [objectives](#)—often both. Unless stated in the Special Rules section of a chapter, the game ends immediately when an objective is fulfilled. All active leaders who meet the condition are considered victorious.

3.1.3 - PLAYING A CAMPAIGN

Story Mode is best played as a continuous campaign using the branching narrative mechanics built in to the Story Guide. When an objective is met, the objective-triggering player or team reads the [Chapter Ending](#) entry matching the condition they used to end the game. This entry includes a narrative transition, which chapter to play next, and provides a reference to the [Story Threads](#) section in the back of the guide.

Story Threads are changes which affect all chapters for the rest of the campaign; these range from boosts, limitations, card drafting, asset removal, and more. Not to worry, though—you won't be destroying or defacing any of the game's assets! Once a campaign reaches its conclusion according to the Story Guide, reset all assets affected by Story Threads to their initial state and start again.

A campaign-style Story can result in thousands of combinations of storylines and game states. As such, *Infinities* rewards multiple play-throughs and is perfect for those looking to forge new stories or have a completionist personality.



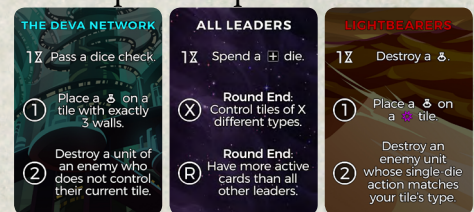
3.2 - SKIRMISH MODE

Skirmish Mode is the best way to learn and master *Infinities* and lasts an average of 20-30 minutes per player. There are two game types for Skirmish Mode: free-for-all and teams. Determine the type before each session.

3.2.1 - SKIRMISH CARDS

The skirmish cards display the objectives available to players. The All Leaders card objectives can be completed by anyone; the faction specific goals on their respective cards can only be completed by players of those factions. The top row on all cards are goals which reward you **reaction tokens**, while the other two rows are for earning **points** on the Game State Mat. Points begin at 0 and cannot be earned during deployment. In a team game, each team shares a score marker. Any time either team member earns points, move the team's marker.

- The **numbered objectives** are earned per-occurrence and grant the listed amount of points.
- The **X objective** is scored at the end of every round and grants points based on how many different types of tiles you control on the map.
- The **R objective** is also scored at the end of every round and rewards points equal to the current round number to the player with more active cards (group + timeline) than anyone else.



Skirmish Cards

3.2.2 - OBJECT OF THE GAME

The first player or team to reach **50 points** or have the highest score after **5 rounds** of play wins. In a tie, non-tied leaders are defeated and discard all of their assets. Tied leaders/teams play one additional round. If there is still a tie, the game is a draw.

3.2.3 - SCALING YOUR SKIRMISH

As with any game, adjusting the player count will proportionally alter your game's duration. You can modify the point target or round length in Skirmish mode to play a game exactly as long as you wish. Have four new or slower players? Consider playing first to 20 points in 3 rounds. Doing a one-on-one with another veteran and want to prove who is superior once and for all? Try a first to 100 match with no round limit. These dials are here for you to turn to create the perfect competitive experience!


GAMEPLAY TIP: YOUR FIRST GAME

For new players, we recommend a tutorial Skirmish game using the only the All Leaders and Initiation skirmish cards to review and learn the rules of *Infinities*. Play for 1-3 rounds, or as long as you need to feel comfortable with the game. Don't focus on winning; instead, try performing most of the basic elements of the game.

4. SETUP




“The creatures have passed through the breach.” “What is the vector analysis?” The engineer glides his finger across a holoscreen hovering before his solemn face. “DEVA’s directive is to prepare for extermination.”





1. ASSETS — Gather shuffled faction decks on opposing table sides; 1 shuffled stack of map tiles per world on opposing table sides; leader boards; 1 standee base, set of attribute cubes, score marker, 4 dice, and set of tokens per player; and the Game State Mat (in addition to the Story Guide if playing **Story Mode** or Skirmish Cards for **Skirmish Mode**).



2. OPEN THE RIFT — Place the Rift tile at the center of the table. Each player selects 1 tile from the bottom of either world’s stack and places it with the higher Influence  side up on the table in front of them.

a. **Story Mode:** Use the Story Guide to determine which chapter to play by either selecting a starting chapter or turning to whichever chapter you were directed to play after the last game. Follow any special setup rules therein.

b. **Skirmish Mode:** Place all players’ score markers at 0.

3. TURN ORDER — Players’ turn order is set by highest to lowest Influence  of the tiles on the table (always break  ties using alphabetical order of tile names). Players each place a  token in the turn order portion of the Game State Mat. Place a 10-sided die on the Game State Mat to indicate the round number. Set the die to #0 for now.

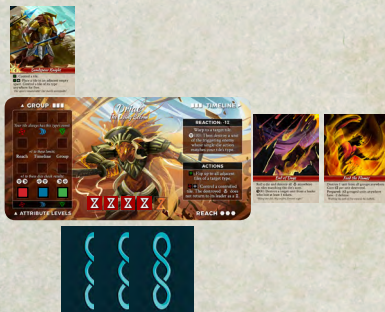
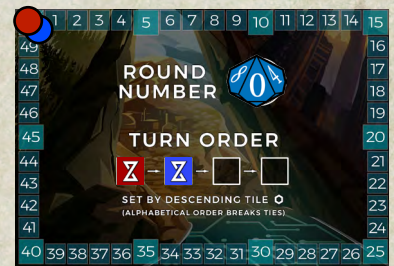
4. LEADER SELECTION — In turn order, players choose a leader board from the faction matching their tile’s world, place 5 reaction tokens  on the reaction track at the bottom of the board, and place 3 attribute cubes    in the lowest boxes on the left side.

5. EXPLORATION — In turn order, each player places their tile in a space adjacent to the Rift, orients it with a path clear of walls, and places their standee onto the tile. At this time, each player may control their own tile by spending a  and placing it on its reverse side as a  on the tile.

6. DEPLOYMENT — In turn order, players draw an initial hand of 3 cards from their faction’s deck. Each player may play any units they wish, prepare any cards they wish, then draw back up to 3 cards. When deployments are complete, set the round die to #1 and begin round 1.

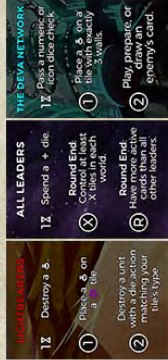


Influence



SAMPLE TABLE SETUP

Skirmish Cards



Faction Deck



Leader Board



Initial Hand

Sands of Varra world tile stack



Rift Tile



The Genesis Circuit world tile stack



Initial Hand



3 Attribute Cubes

Faction Deck




Score Markers

Round Track die

Leader Board



Game State Mat

5. ROUND PHASES

A round is comprised of four phases in a specific order. Each phase's rules are completed one player at a time in turn order according to players' Influence  values at the start of the round.

5.1 - START PHASE

Lock in a die matching your tile's type.

Check for any objective conditions. Any players in an Energy  tile may gain 1  if there is space in their leader's reaction track. All leaders then **lock in** one action die to a face matching their current tile's type. Locking in means placing a die on your board to spend it on future actions.



5.2 - ACTION ROLL PHASE

Roll 3 dice with an optional full reroll.

In turn order, leaders complete an **action roll** by rolling three 6-sided action dice. These dice may be altered once with an all-or-nothing, three-die reroll. Once you have decided to keep the dice, lock them onto your board and pass the turn to the next leader. When all leaders' dice are rolled and locked, proceed to the **Main phase** to perform actions.



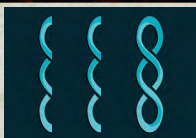
5.3 - MAIN PHASE

Spend locked in dice to perform actions and other dice spenders.

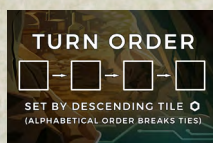
In turn order, leaders spend locked in dice to perform **one action** then pass the turn to the next leader. Actions include **basic actions** (see next page) or those listed on your **leader board** or grouped **units**. To activate leader and unit actions, spend the exact die face(s) listed next to the action text. Place spent dice to the side of your board to track them. Keep taking turns until all leaders have exhausted their actions then move to the **End phase**.



A prepared card






A hand of 3 cards



5.4 - END PHASE

Reset hands, trigger the Rift event, and check turn order.

In turn order, each leader resets their hand. First, you may **prepare** a card from your hand to your timeline beside your board. Next, you must **discard** your hand; you may keep 1 card per  tile you control. Then **draw** back to 3 cards (plus 1 per  tile you control).

When all players are finished, resolve the **Rift** event. Check for objective conditions and resolve scoring. Finally, check **turn order** with Influence , increase the Round Track die by 1, and start the next round.

5.5 - BASIC DICE ACTIONS

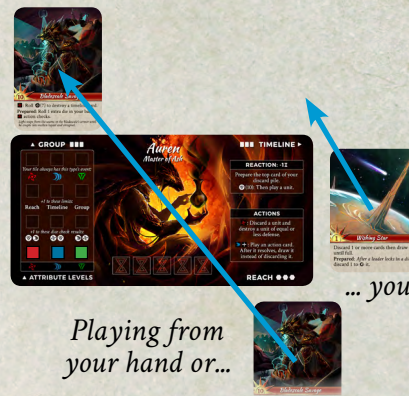


ENERGY *Play a card from your hand or timeline.*

Spend an Energy die to play a card either from your hand or your timeline.

- **Unit cards** are signified with a faction emblem and defense number next to their name. They are played into your group area above your leader board. Units' actions are not available until played in your group.
- **Action cards** are played to the center of the table, resolved, and discarded.

Note that if an action or reaction directs you to play a card, you do so without a die cost.



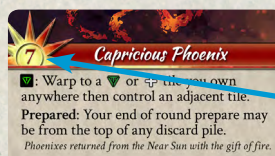
Playing from your hand or...

... your timeline.



POWER *Destroy a unit in a leader's group.*

Spend a Power die to target a grouped unit within your reach. Make a **Power check** by rolling dice equal to your leader's Power level. The difficulty for the check is set by the unit's **defense** next to its name. If the sum of the numbers on your dice meets or beats this number, **destroy** the unit and place it on the discard pile.






This unit's defense is 7. The above check has a sum of 9, which beats the defense and destroys the card.



FORTITUDE *Move your standee to explore and control tiles.*

Spend a Fortitude die to **move** your standee up to 2 spaces into new or existing tiles. You cannot move in directions with walls in your path.

Any time you move into a tile without a **control token** in it, you may spend a reaction token and place it as a control token on the tile. If that tile's type is , , or , increase its level by 1 on your board.



BOOST *Convert another die to a chosen face.*

Spend a Boost die to select one of your locked in dice and change that die to any face you wish. While this does consume a die, it adds great flexibility to your next action(s).





STAR *Perform any of the 4 basic actions.*

Spend a Star die to use one of the above actions or an action specifically requiring a Star die. Stars cannot be used for other actions requiring a certain die face (e.g., from units or leaders).









6. THE GAME MAP

“These portals shear paths into mirrorworlds—alien and familiar. Some hover patiently, world-predators hungry for mortalities. Some swallow mountains and summon rivers of Others.” — Chijen

6.1 - TILE PROPERTIES

1. INFLUENCE  — Tiles have an Influence value of 1-5. This value is used for various actions and objectives, but it most importantly determines players' **turn order** based on current tiles. At the end of each round, arrange player tokens on the **Game State Mat** from highest to lowest  to indicate order. When a rule refers to Influence using its icon, it equals your current tile's Influence unless another tile is specified.

2. WALLS — The solid bars on the edges of tiles indicate directions in which you cannot **move** or use actions requiring **reach**. When discovering a tile, you typically cannot orient it with a wall in your path if you are moving into it from an adjacent tile.

3. TILE TYPE — Tiles fall into one of these six categories: **Power** , **Energy** , **Fortitude** , **Boost** , **Star** , or **Rift**. All , , and  tiles possess a special **event** which is active in all tiles of that type. Those types additionally improve your **attributes** while you control them. Finally, your current tile's type determines the **Start phase die** you lock in each round. *Mastery of Infinities* includes learning to be mindful of your tile and the tiles around everyone.



Star : *Sacred or mystical areas. These regions contain tremendous significance to their people.*

Boost : *The common landscapes or structures of worlds. Natives find these simple to navigate.*

Power : *Hidden regions or harsh terrain. **Event:** While inside, your reach and movement bypasses all walls. This also applies to forced movement used against you.*

Energy : *Areas of civilization or industry. These are perfect locations to recover or gather reinforcements. **Event:** During the Start phase, you may gain 1 reaction token **Z**.*

Fortitude : *Areas of transit, vehicles, or passages to other lands. **Event:** When you would exit these tiles, you may instead warp to a  or  tile anywhere.*




TWO STATES — All tiles have one more important property: a reverse side. These sides represent distinct spatial or temporal shifts in that region of the world. While both sides have the same walls, their Influence and type are often different. The Rift and very few actions can **flip** tiles after they have been discovered. This can shift players' attribute levels and turn order unexpectedly. When tiles are flipped, they are turned over in the **same orientation** as before and everything on them (e.g., a standee or token) stays on the new side. This does not count as entering or controlling a new tile.

6.2 - MOVEMENT RULES

BASIC RULES — Once the game begins, only one leader may occupy a tile at a time. You may use normal movement to move to an existing tile or an empty space. Your path when moving cannot have walls or leaders in the way. All normal rules apply in **forced movement**, including the moved leader choosing the side and orientation of new tiles.

DISCOVERY — Before you move or warp to an empty space, draw the top tile from the same world's stack. Choose a side of the tile, place it next to your tile in any orientation which would allow you to reach it, and move your standee into the new tile. If you place a tile without moving, you must still orient the walls so you have reach into the new tile.



CONTROL — After you enter a tile with no **control token**  on it, you may spend one of your reaction tokens  to control it. Turn the the spent token on its other side and place it on the tile. Some actions and reactions allow you to destroy tokens or to control tiles. When you destroy a  or take control of an already controlled tile, the existing token is **destroyed** and returns to the leader as a reaction token if they have room on their board.

REACH — Nearly all interactions with other players require **reach** on their standee or their tokens. Reach is an area including your own tile plus a clear path of up to 3 tiles. **Walls** and **empty spaces** obstruct this path. Your reach limit can be raised to 4 tiles by leveling up your leader's Power attribute. Some mechanics which operate regardless of reach will include the text "**anywhere**" or "**any ___ tile**."



Red is within reach. Attack!



RIFT TILE — The worlds of *Infinities* are connected by the chaotic forces of multiversal rifts. The game begins in a Rift tile. Tiles discovered by moving out of the Rift at any time may be drawn from any world's stack. As long as you have a **clear path**, you may move through tiles of different worlds. The Rift also possesses a unique **event** which is resolved at the end of every round. Any player rolls a single die and flips all tiles whose type matches the icon on that die. Ensure that flipped tiles retain their orientation since the walls match on both sides.

WARPING — Assets such as tiles and standees can be warped to other spaces. When an asset is warped, reposition it and anything on top of it. For example, a warped tile brings along any standees or tokens on it, while a warped standee only warps itself. Warped tiles cannot be placed onto other tiles.

GAMEPLAY TIP: BE A MOVING TARGET

Fortitude tiles have an event which allows you to warp to other tiles instead of the one next to you upon exit. Use this to dodge out of an opponent's reach mid-round before they hit you with their actions or to engage someone who is trying to do the same! You may even force them to waste a die.

7. LEADER BOARD

“They need something to stand for. They need someone to stand beside them.” — Reiso, Hero of Dawn

7.1 - ATTRIBUTE TRACKS

You begin at level 1 (the lowest box) for all attributes and can level up to a maximum of 4. Use your red, blue, and green cubes along the columns to track your levels. Attributes increase as you control tiles and decrease as you lose control. Bonuses gained on these tracks are cumulative as you level up, meaning you possess everything below your cubes. Your attribute levels also determine your dice amounts in dice checks, so there are multiple incentives for leveling up.



ATTRIBUTE TRACK BONUSES

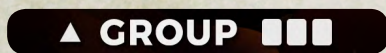
DICE CHECKS — Level 2 in each attribute grants +1 to the total sum of your dice checks for the other two attributes.

LIMIT ADDITIONS — Level 3 in each attribute adds +1 to a limit displayed on your leader board to make it 4. If your group or timeline has four cards and you lose this bonus, you must choose a card in that play area to draw.

PERSISTENT EVENTS — Level 4 in each attribute adds the event of the corresponding tile type to any tile you occupy. In other words, level 4 Power allows you to always ignore walls, level 4 Energy grants you 1 reaction token at the start of every round, and level 4 Fortitude allows you to warp to \oplus or \star tiles when you would exit any tile.

7.2 - LIMIT REMINDERS

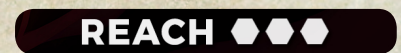
Reminders of your limits—grouped units, timeline cards, and reach—are located on the corners of your board. Keep in mind that these values can increase from your level 3 attributes. These reminders also indicate the directions that your group and timeline should be placed in relation to your board.



You may possess 3 units in your group.



You may possess 3 cards in your timeline.





Your reach is a clear path of 3 tiles + yours.

7.3 - ACTIONS

Your leader has two unique dice actions on the right of its board. One action costs a single attribute die and the other costs one attribute die and a Boost die. The attributes for your leader's actions generally represent their nature (e.g., a leader with Power and Energy actions might be considered an “offensive caster”). This is useful when it comes to selecting a leader to match your playstyle. Pay close attention to your leader's Boost action, because it is the only consistent way for you to spend those dice apart from the basic conversion action.

ACTIONS

: Discard a unit and destroy a unit of equal or less defense.

 \oplus : Play an action card. After it resolves, draw it instead of discarding it.

7.4 - REACTIONS

Your leader's unique reaction is the only way you can respond to others' actions off-turn. After an enemy resolves an action on their turn which **destroyed** your cards or tokens, you may spend a reaction token **Z** to perform the listed response. You may also optionally roll a **Fortitude check** **V** to empower the reaction at the time you activate it. If the sum of your check meets or beats 10, you gain the **bonus effect**. If an action destroyed multiple cards or tokens you owned, you may only react once after the enemy's action finishes resolving.



7.5 - THE REACTION TRACK

The five spaces at the bottom of your board contain your leader's **reaction tokens**. You may hold a total of five tokens and you begin the game with a full track. Each game mode offers different ways to earn these tokens, and Energy **M** tiles always offer 1 at the start of a round.

Reaction tokens **Z** are used to fuel both your reactions and your ability to control tiles. **Control tokens** **B** are the reverse side of reaction tokens. If you have no reaction tokens, you cannot react or control tiles, except for actions or reactions that instruct you to do so for free. When your control tokens are destroyed, they are gained back as reaction tokens if you have room in your track or are returned to your token reserve if you are full.

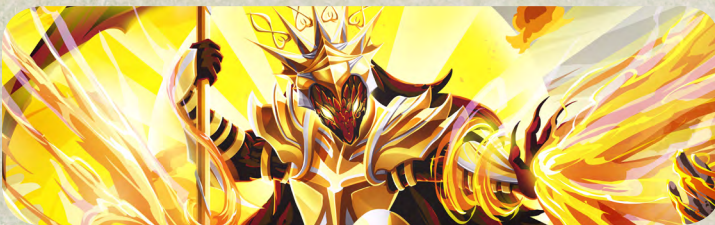
REACTION: -1Z

Prepare the top card of your discard pile.

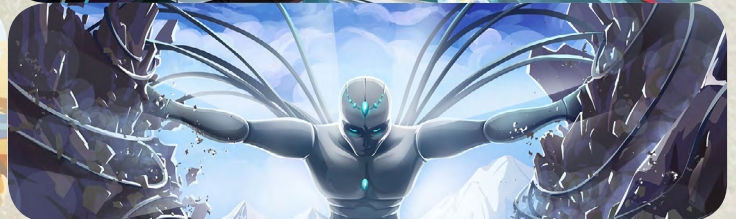
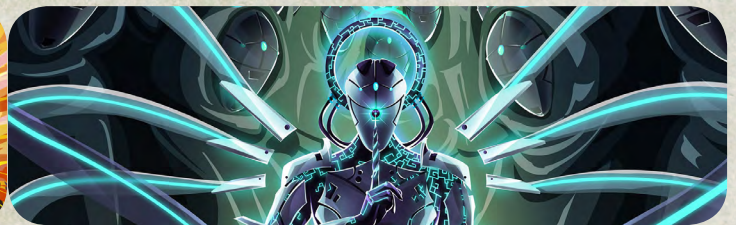
V (10): Then play a unit.

GAMEPLAY TIP: A BALANCING ACT

Because your reaction tokens represent off-turn and on-turn capabilities, it is crucial to carefully decide how you spend them. Consider taking actions that gain tokens or staking a claim on an Energy tile for maximum flexibility.



3 Lightbearers Leaders



3 DEVA Network Leaders

8. RESOLUTION

8.1 - ORDER OF ACTIVATION

When activating any game mechanic, there are distinct steps to follow. In most cases, these steps happen so quickly that players won't notice.

Announce: State the name of the mechanic.

Spend: Use any resources necessary.

Check: Empower the mechanic (as applies).

Target: Declare targets.

Resolve: Complete the mechanic's rules text.

If multiple leaders have their cards or tokens destroyed by an action, the affected leaders may react in the order they were affected.

8.2 - TARGETING

A mechanic must have at least one valid target and value in order to be played or activated (e.g., a leader must have cards in hand for you to target them with a discard). You also cannot activate a mechanic if it would only have a 0 value, such as "draw 0 cards."

In any dispute of which player is affected by a game mechanic, use highest **○** to resolve.

In all disputes of tied **○**, use **alphabetical order** of tile names to break ties, though the **○** values are still considered equal.

When using a mechanic with "up to" in its text, you must only declare the first target and value. Based on the resolution of each step, you may choose to continue or stop.

8.3 - DECKS & PLAY AREAS

If a deck runs out of cards, shuffle its discard pile to **reset the deck**. You may not preview any decks or discard piles or show your hand to anyone unless directed. When interacting with a deck or discard pile, always do so from the top and one card at a time without previewing the next card(s).

When you **reveal** cards, place them face up from your deck or other specified location left to right in a neutral table area. Once you have resolved all mechanics for the revealed cards, discard them in the order they were revealed.

If your group or timeline is full but a card would be added to it, you must **replace** an existing card from that area by placing the new card and drawing the existing card.

8.4 - CONCEDED

You may **concede** during any Start phase. Discard all of your active cards, cards in hand, and tokens and remove your standee from the map. You are **defeated**. If all of a player's/team's opponents are defeated, they win regardless of game mode. If the winner has multiple win conditions, they choose which occurs.

GROUP



4th unit from level 3 **▽**.



4th card from level 3 **⋈**.




TIMELINE

SAMPLE FULL PLAY SPACE


9. GLOSSARY

Action: A mechanic activated by spending action dice.

Active: A permanent asset face up in play on the table (leader, group, timeline, tokens).

Check   : Roll a set of dice for specified total number.

Clear (Path): A series of active tiles without walls.

Control: Place a control token  onto a tile. If one is on the tile, first destroy it.

Convert: Change a die or token from one side to another.


Deck: Cards which are stacked face down. Decks must be kept separate from each other.

Destroy: Move an active asset out of a play space and into its discard pile or stack. A card's destruction is considered complete once it reaches the discard pile or another destination.


Discard: A card moves from a hand to discard pile. All forced discards are random.

Discover: Place a tile on an empty space. Typically also move into it from an adjacent tile.

Draw: Pick up a card from the top of your deck and place it in your hand unless specified. If your hand is full, do not draw.

Energy : Attribute for playing cards.


Flip (Tile): Turn over a tile, maintaining orientation.

Fortitude : Attribute used in movement.

Group: A leader's played units.

Hand: Cards a player has drawn and kept.

Immune: Prevents an asset from being targeted by specified mechanic, such as damage. Immune assets are considered to not exist in the targeting of that mechanic.

Influence : A tile's presence in the game. Used for turn order, abilities, and objectives.

Instead: Perform one effect in place of another. The other effect does not occur.


Passive: A mechanic which is always active and does not require a condition, a cost, or a targeting decision. Passives with a variable component always update to current values.

Play: Place an asset into a group or onto the table from the hand or other location.


Prepare: Place a card into your timeline.

Prepared: A card ability available only while the card is in the timeline.

Printed: The base properties of an asset before any charges or other alterations occur.

Power : Attribute for attacking leaders.

Reach: A clear path of 3 active tiles through which a leader may target actions.

Reaction: A unique off-turn effect paid for with a Reaction token .

Remove: Take an item out of play. Removed items cannot return unless specified.

Reveal: Turn cards face up on the table, usually from your faction deck.

Round: A full rotation of player turns.

Space: A tile-sized area on the table. A space can have a tile on it or be empty.

Timeline: A row of prepared cards to the side of a board. Base prepared card limit is 3.

Trigger: A mechanic which may be activated when a condition is met.

Turn: A player's opportunity to make an action roll and spend dice results as actions.

Unique: A mechanic with a different name from another mechanic.

Warp: Move an asset and anything connected to it as directed.

X: Mechanic you determine the value of and use that same value when referenced again.