

Invictus



Rule Book

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Overview

Invictus is a **2 players card game**. The game lasts between 10 to 30 minutes. Players play in front of each other.

The game contains 2 types of cards: The Leader (on a **gray** background) and the Soldiers (on a **blue, green, red, yellow** or **violet** background). The term "unit" refers to both Leader and Soldiers.

Soldiers can be used in **3 ways**: as a Fighter, as a Support or as a Citizen of the kingdom. Leader can be used in **2 ways**: as a Fighter or as a Support.

Make the best combination of those units to win the game.

Card description

The number in the top left corner is the "attack points". If there is a "X", the corresponding value is the number of units that the player has on hands at that moment. If there is a "N", the corresponding value is the number of units that the player has on the battlefield at that moment. If there is a "C", the player may either, capture the opponent Soldier, or inflict 1 damage on the opponent Leader. This attack point, "C", can never be increased by Supports. For more information about the Supports, see page 4 and the help card describing all their effects.

The number of symbols "♥" indicates the number of "health points" of the unit. On the battlefield, the unit can be either in vertical position (standard) or in horizontal position (after having attacked). So, the health points could change depending on the card orientation.

The range is written under the attack point. The location of the unit is shown in white. The location of potential targets in black. But the unit can only attack one of those targets at a time.

Under the name is the effect the unit can use as a Support.



Army composition

Before the game starts, each player must create his army with **21 units**, including 20 Soldiers and 1 Leader.

For your first game, we recommend you to take 4 units from each Soldiers from the King version. That is a total of 20 Soldiers, or 21 units including the Leader.

During the creation of your army, you're allowed to skip one or multiple types of Soldiers. But at your own risk.

The units that make up your army can come from different versions of Invictus (King, Shogun, Pharaoh, Odin, Tlahtoani, Emperor), but all the Soldiers of one color must be identical.



*Example: If you have one or multiple Samurais in your army (Soldier on blue background from the Shogun version), it is forbidden to also have in your army one or multiple **Warriors, Commanders, Vikings, Ocelots** or **Immortals** (which are Soldiers on blue background from the King, Pharaoh, Odin, Tlahtoni and Emperor version).*

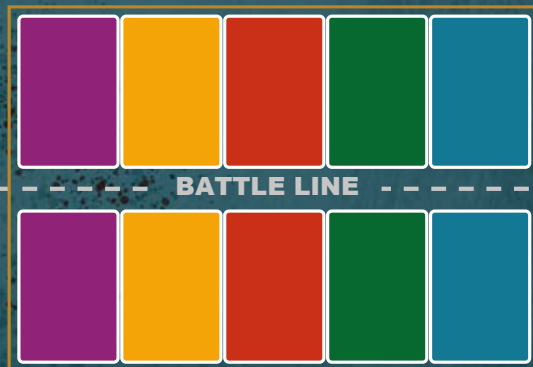
Game areas

The units are placed in different game areas described below. In order to help you in your first game, place the unused cards face down to represent the battlefield.

Each player can count the number of cards in each draw pile and in each graveyard at any time during the game. The cards in the draw pile are face down, while the cards in the graveyard are face up.

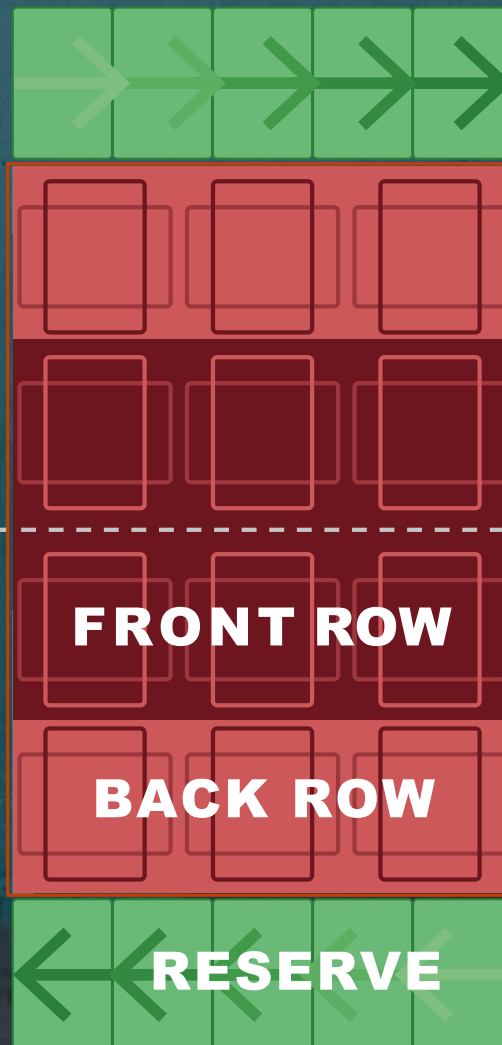
The KINGDOM

This area only includes Soldiers considered as citizens. They must be arranged by unit type and the number of cards of each unit must be visible.



The RESERVE

A maximum of 5 units can be placed there. This is where the cards are played after using its Support ability. The order of arrival must be maintained. The units that arrive are placed on the far right, the units that come out are those on the far left.



The BATTLEFIELD
Each player has its own battlefield with two lines: the front row (dark area) and the back row. Player may place 3 units on each row.

Setting up

Each player leaves their Leader on the table facing up so that their opponent can see it. Then everyone takes their 20 Soldiers, shuffles them and places them face down to form their draw pile.

Each player takes the first 3 units from their draw pile. If the player is not satisfied with the units he has drawn, he can put them back in the draw pile, shuffle them again and take 3 new ones. This action is only allowed once; The player must then accept his new hand.

Each player then takes their Leader back in hand. The starting hand therefore consists of the Leader and 3 Soldiers.

Decide on the first player. The first player places a unit from his hand on his front row of his battlefield. The other player does the same. Then the first player places a unit from his hand into his reserve without applying his Support effect, the other player does the same. Finally, the first player places a Soldier from his hand in his kingdom, than the other player does the same.

Note: No matter the reason, the Leader can never join the kingdom, only Soldiers can be in kingdom.

At the start of the game, each player must therefore have 1 unit in hand and 1 unit in each game area: 1 in his battlefield, 1 in his reserve and 1 in his kingdom.

Now the battle can begin.

Turn Flow

On your turn, the active player must complete **3 phases**. Then it will be his opponent's turn to complete these 3 phases. Then the first player will play again. And so on until reaching 1 of the 4 end-of-game conditions described at **page 6**.

The 3 phases are as follows:

1. Preparation

The active player straightens all his units located in his battlefield in a vertical position and takes the first card located on the top of his draw pile which he adds to his hand.

2. Action

The active player **must choose** to perform 1 action among the following 3

- Do nothing
- Recruit
- Attack

In parallel to his action, the active player may

- Play 1 or more Supports to obtain their effects (see **page 4**)
- Discard 1 Soldier from his hand to add him to his kingdom and make him a citizen (allowed only once per turn).

The active player can do only 1 action, or none of the 2. If the active player decides to take the 2 bonus actions, he may do them in any order he chooses.

3. Discard

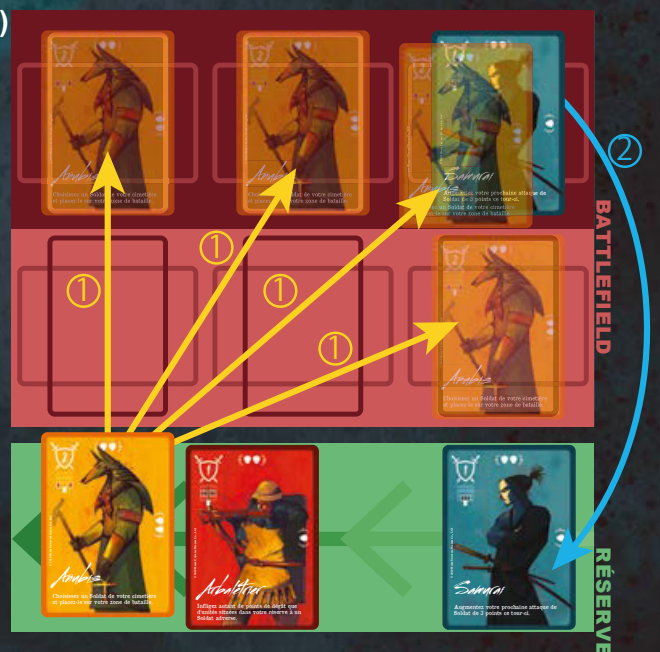
If at the end of his turn, the active player has 6 units in hand, the player must discard 1 Soldier to add him to his kingdom and make him a citizen.

Recruit

The active player takes a unit from his reserve or hand (see details below) and places it. This unit must be placed on the front row to face the opponent units. However, if the active player already has a unit on the front row, he may decide to place his unit behind it, on the back row.

If the active player has at least one unit in his reserve: (see right)

He takes the leftmost unit from his reserve and places it in his battlefield. The unit is placed in one of the locations in its battlefield. ① as indicated hereby. If there is already a unit there, he can swap it and it will be placed on the far right in his reserve ②



If the active player does not have a unit in his reserve: (see left)

He takes the unit of his choice from his hand and places it in his battlefield. Similarly, the unit is placed on one of the locations in its battlefield ③.

If there is already a unit there, he can swap it and return the other to his hand ④

Attack

The active player can perform **multiple attacks** with this action. To carry out an attack, the player chooses one of his units in a vertical position in his battlefield, targets an enemy unit within his range ⑤ and then tilts his unit to a horizontal position, counterclockwise so that its new defense value is directed towards the opponent ⑥. **It is when the unit is tilted that its attack value is determined.**

To attack, at least one target must be within range of the attacking unit. It is **forbidden to attack an empty space** even if it would give you other advantages.

In *Tactics*, there is no field of view or line of sight. The active player is free to choose which enemy unit to attack as long as it is within range of his unit.

The active player then counts the damage inflicted. If the active player decides to make more attacks this turn, he does not have to target the same enemy unit.

Damage is kept on the receiving unit only during this turn. If the unit is neither destroyed nor captured at the end of the active player's turn, it regains all of its defense points.

« ♣ » Attack points

If the attack points are greater than or equal to the target unit's remaining health point, it is immediately killed and placed in its owner's graveyard.

« ♣ » Capture

If the attack points is **equal to the health point of the target unit, which hasn't taken any damage this turn**, then the unit is not placed in the graveyard, but captured. It comes to join the kingdom of the active player (the attacker).

The notion of attack points should not be confused with the total damage inflicted.

The attack points correspond to the value indicated at the top left of the unit; this value can be changed by other units played in Support.

Damage come from unit's Support effect, do not in any way allow an enemy unit to be captured.

To be captured, the targeted unit must therefore not be injured. If the health points is equaled by **multiple attacks or by one attack and Support damage points, then the unit is not captured**; it is then placed in its owner's graveyard.

*Example: in the illustration on page 4 the **Arbalist** has 1 attack point. The **Viking** (placed horizontal) has 1 health point. The active player then captures the Viking and adds him to his kingdom.*

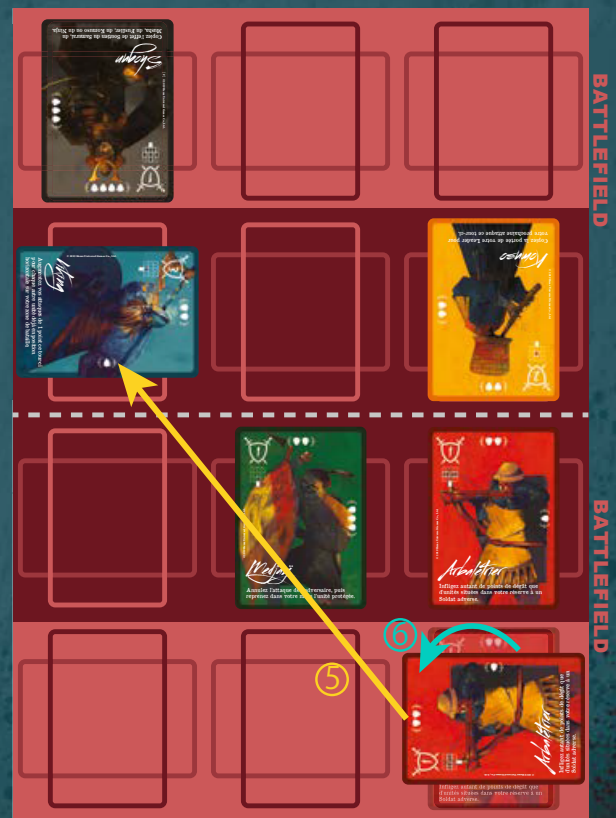
Important: At any time during the game, if a frontline unit is captured, killed, or moved as a result of a Support effect, the unit previously behind it will **instantly** move to the frontline, even during the opponent's turn.

Supports

In parallel with his action (do nothing, recruit or attack), the active player **can play one or more units of his hand** as Support in order to achieve the effect written at the bottom of the card. He can play the same type of Support several times to accumulate its effects. To do this, **the player immediately places the chosen unit on the leftmost free space of his reserve and applies its Support effect. If he cannot fully apply the effect, the player cannot play the Support.**

If there are already 5 units in his reserve, the player cannot play Support.

Some Supports can be played before, during and / or after the active player's action. Other Supports can be played by the opponent during the active player's turn. And finally some Supports can be played by both players. For a complete description of each Support, see the dedicated help sheets.



Kingdom

Before, during or after his action, the active player can, as a **bonus action**, take 1 Soldier from his hand and place it in his kingdom to make him a citizen. However, if at the end of his turn, the active player has 6 units in hand, he **must** do so. **This bonus action is allowed only once per turn.**

A player's kingdom is therefore made up of the Soldiers he removed from his hand, opponent's Soldiers he captured or the Soldiers placed into his kingdom by using unit's support effect.

The Soldiers are sorted by color (**blue** backgrounds with **blue** backgrounds, **green** backgrounds with **green** backgrounds, etc.), regardless of their names (**Warrior, Samurai, Commander, Viking, Ocelot** and **Immortal**) are therefore put together and the number of units must be visible.

Soldiers placed in the kingdom are intended to stay there until the end of the game, except in the event of conscription (see **page 6**) or support effect (see the related help sheets).

Example of action phase

Before performing his action, the active player decides to play a Samurai as Support and places it on the leftmost free space of his reserve ①.

The opponent could react at this point thanks to a unit like the **Wizard**, the **Sorcerer**, the **Druid** or the **Tlamacazqui** in Support to negate that **Samurai's** effect, but he does not. The active player's units therefore gain 3 attack points during this turn for his next Soldier attack.

He decides to take the attack action and selects his **Samurai** on his battlefield. He therefore has 4 attack points: 1 basic attack point and 3 additional attack points from the **Samurai** played in Support.

Only the enemy **Musha** is within range ②.

The active player tilts his **Samurai** to a horizontal position

to attack the enemy **Musha** ③

His **Samurai's** attack has a value of 4.

The enemy **Musha's** health point is 3.

The opponent could react at this point with a unit like **Guardian, Musha, Medjay**, or **Cataphract** as Support to negate the **Samurai's** attack and protect his **Musha**, but he does not.

The attack points exceed the health point, the enemy's **Musha** is not captured but is killed and comes to join the graveyard of its owner ④.

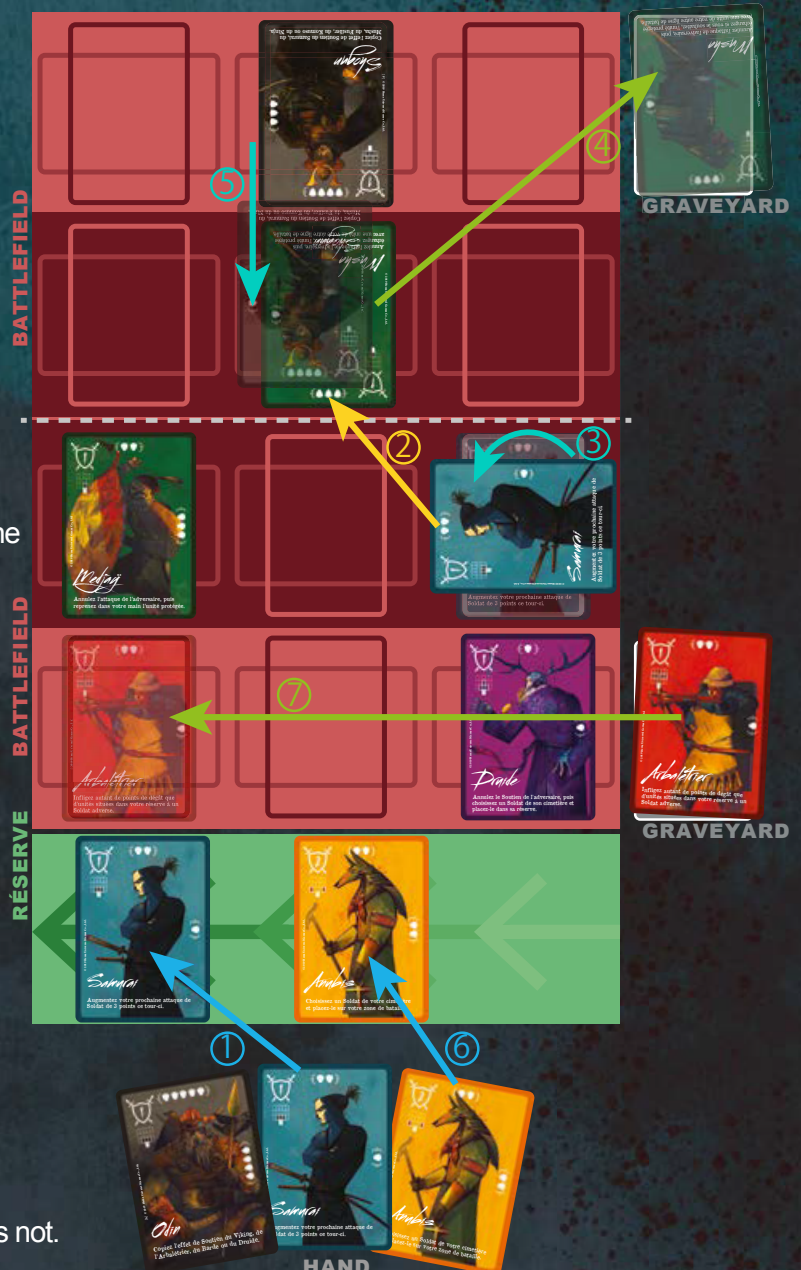
This vacated location has the effect of advancing the opponent's **Shogun (Leader)** to the front line because no unit is there any more, it is no longer occupied and must therefore take its place ⑤.

The active player still has units in vertical position, but no enemy units are within range of his **Medjay** and / or **Druid**. He cannot pursue an attack without a valid target with his **Medjay** in order to increase his health point.

After having done his action, the active player decides to play **Anubis** in Support ⑥ to take back 1 of his Soldiers from his graveyard and place it directly on his battlefield ⑦. The active player look at his graveyard and decides to resurrect his **Arbalist**.

The opponent could react at this point with a unit like **Wizard, Sorcerer, Druid** or **Tlamacazqui** as Support to negate **Anubis's** effect, but he does not.

The active player may attack with his **Arbalist**, but he does not.



Conscription

If at any point in the game a player finds himself without a unit in his battlefield, he must immediately recruit by force.

The player **must** take 2 units located furthest to the left of his reserve one by one and immediately place them on his battlefield. In this situation, it is forbidden to replace the first unit with the second in order to put it back in its reserve.

If the player does not have 2 units left in his reserve, but 1 only, he must place it in his battlefield and add 1 Soldier of his choice from his kingdom (the citizen becomes a soldier again, even if it was a unit captured from the opponent, so the player can use it).

If he has no units left in his reserve, then he **must** take 2 Soldiers of his choice from his kingdom.

If the player is unable to place 2 units on his battlefield, then the game ends immediately, even if he would still have cards in his hand.

End of game

The game ends when one of the conditions described below is met.

1. Execution

If a player captures or kills the opponent's Leader, he wins the game.

2. Development

If a player has more units in his kingdom than opponent's on 4 or more citizen colors at any time during the game, he wins the game.

3. Collapse

If a player cannot place 2 units in his battlefield during Conscription, he loses the game. His opponent therefore wins the game.

4. End of the war

The war ends when both players have no more units to draw. The last turn is therefore when each player takes the last unit from their draw pile. Whoever has the majority on the most colors of citizens in his kingdom wins the game. In the event of a tie, whoever has the most citizens in his kingdom wins. If it is still a tie, the player with the fewest Soldiers in his graveyard wins. If the tie persists, it's a draw.

Variantes

Light Match :

This game mode is recommended if you have finished in a tie.

Before starting the game, each player must build his army with **11** units, made of **10 Soldiers and 1 Leader**.

Handicap :

If one player has more experience than the other, experienced player can reduce the maximum number of units in his reserve.

Experienced : 4 units

Master : 3 units

King : 2 units

Invictus : 1 unit

4 player mode

This game mode is for 4 players. (**You can not play this mode on Tabletopia.**)

There is only one battlefield, one reserve, and one graveyard per team, but there is one draw pile and one kingdom per player.

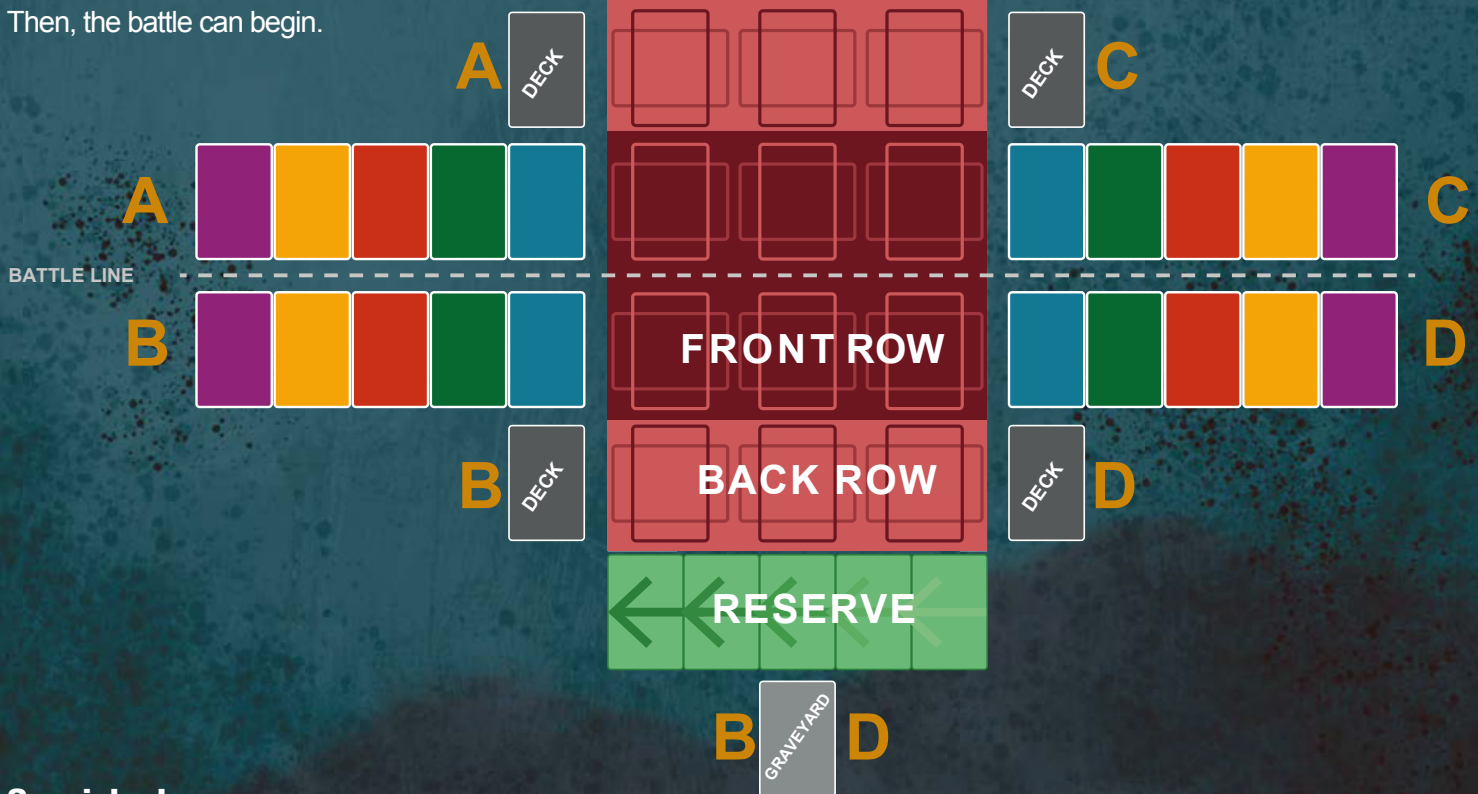
The players will play one after another: the first player of the first team (**A**), then the first player of the second team (**B**), then the second player of the first team (**C**), finally the second player of the second team (**D**). (see **page 7** for more information.)

Setting up

Each player leaves their Leader on the table face up so that every player can see them.
At the beginning of the game, instead of drawing 3 units, **each player draws 2**. The players have the option to return these units to the draw pile, as allowed by the standard rule, then shuffling it and drawing **2** again.

Player **A** places one unit from his hand in his common battlefield with **C**, player **B** does the same in his common battlefield with **D**. Then player **C** places one unit from his hand in the common reserve with **A**, player **D** does the same with his common reserve with **B**. Finally, in turn, each player places a base unit in their respective kingdom.

Then, the battle can begin.



Special rules

The rules of a standard battle apply, to which are added these 3 special rules:

- During the active player's turn, he may use all the units in his battlefield, common reserve and common graveyard therefore even those that are not of his army, as if they were his this turn. He has control over them during his turn.
- For reactions, only the player playing immediately after the active player can react. Either with Supports, or in case of conscription with the units of his kingdom if there are not enough in the common reserve.

*Example: If **A** is the active player, only **B** can react. **D** can never intervene to **A**'s action.*

- It is forbidden to talk to the other player of your team on the strategies to be adopted, to show or tell him the units that you have in hand ... **Communication is only permitted before the battle.**

The victory conditions remain unchanged and apply as soon as at least 1 player fulfills them.

For execution, only 1 of the 2 Leaders needs to be killed or captured.

For development, **A** will compare with **B**'s kingdom only, **C** will compare with **D**'s kingdom only.

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Special thanks to : Raphaël BERNARDI

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Support: King version

Warrior (BLUE)

Timing of activation: During Phase 2 of your turn.

All of your units in your Battlefield gain 1 Attack Point during this turn. If you use this support more than once during the same turn, the units gain another 1 Attack Point every time this support is used. By using this support, units can be able to capture opponent's unit which has higher health point than the original attack point.

Guardian (GREEN)

Timing of activation: When the opponent chooses an unit and declares an Attack.

When the opponent declares an attack, you can negate the attack. The opponent's attacking unit remains horizontal after the attack, and your unit receives no damage. If this support is negated, another Guardian's support may be used against the same attack.

Archer (RED)

Timing of activation: During Phase 2 of your turn.

Choose a unit in the opponent's battlefield and inflict 1 damage. You may not capture a unit using this support.

Priest (YELLOW)

Timing of activation: During Phase 2 of your turn.

Choose a unit on your battlefield and move it to a different space within your battlefield. If there is already a unit in the space you have chosen, replace the two units with each other.

Wizard (PURPLE)

Timing of activation: When the opponent places a unit onto his reserve to use the support.

Negate the opponent's support.

The opponent's unit remains on the reserve and the support will not be activated.

You may only use this ability the moment the opponent places a unit onto his reserve. You may not wait until he declares his actions. The support of the Wizard will not be negated.

King (LEADER)

Timing of activation: The timing depends on the support you use.

Choose and activate a support from the 5 cards: Warrior, Guardian, Archer, Priest or Wizard. You must declare which support you are going to use the moment you place your King from the hand onto your reserve.

Support: Shogun version

Samurai (BLUE)

Timing of activation: During Phase 2 of your turn.

The next SOLDIER unit to attack will gain 3 Attack Points. If you use this support more than once during the same turn, a unit gains another 3 Attack Points every time the support is used. The effect of this support will only last during 1 attack, and it will be gone at the end of this turn.

Musha (GREEN)

Timing of activation: When the opponent chooses a card and declares an Attack.

When the opponent declares an attack, you negate the attack, then you may swap the attacked unit with the unit placed on the different row with that unit. The opponent's attacking unit remains horizontal after the attack, and your unit receives no damage. You may not use this support if there is no unit on your back row of your battlefield. If this support is negated, another Musha's support may be used against the same attack.

Example: Opponent is attacking your Samurai on your front row. You used Musha to negate that attack and swap Samurai with your Ninja which is placed on your back row even though he doesn't have to. Now your Samurai is on the back row and Ninja is on the front row.

Juhei (RED)

Timing of activation: During Phase 2 of your turn.

Choose a unit in the back row of the opponent's battlefield and inflict 2 damage. You may not use a card using this support.

Komuso (YELLOW)

Timing of activation: During Phase 2 of your turn.

The Range of the next SOLDIER unit to attack will become the same Range with your LEADER unit. The effect of this support will only last during 1 attack, and it will be gone at the end of this turn. You must show your LEADER unit to the opponent when you use this support.

Ninja (PURPLE)

Timing of activation: During Phase 2 of your turn.

Choose 2 units randomly from the opponent's hand and place them on the opponent's reserve one after the other. If there is only 1 or no unit in the opponent's hand or if there are 4 or more cards on the opponent's reserve, you may not use this support.

Shogun (LEADER)

Timing of activation: The timing depends on the support you use.

Choose and activate a support from the 5 units: Samurai, Musha, Juhei, Komuso or Ninja. You must declare which support you are going to use the moment you place your Shogun from the hand onto your reserve.

Support: Pharaoh version

Commander (BLUE)

Timing of activation: During Phase 2 of your turn.
Turn all SOLDIER units on your battlefield vertically.
You may use them to attack again.
If there are no SOLDIER units on your battlefield you may not use this support.

Medjay (GREEN)

Timing of activation: When the opponent chooses a card and declares an Attack.
When the opponent declares an attack, negate the attack and put the attacked unit back into your hand.
The opponent's attacking unit remains horizontal after the attack, and your card receives no damage.
If this support is negated, another Medjay's support may be used against the same attack.
You may not use this support if there is only 1 unit on your Battlefield.

Slinger (RED)

Timing of activation: During Phase 2 of your turn.
Inflict 2 damage to the opponent's unit placed on the center space of the front row on their battlefield. You may not capture a card using this support.

Anubis (YELLOW)

Timing of activation: During Phase 2 of your turn.
Choose a unit from your graveyard and place it on an empty space on your battlefield vertically. This will not count as an advance. You may use the card you brought back from your graveyard to attack on the same turn you use this support.

Sorcerer (PURPLE)

Timing of activation: When the opponent places a card onto his reserve to use the support.
Negate the opponent's support. Then choose a unit from your kingdom and put it into your hand. The opponent's unit remains on the reserve and the support will not be activated.
You may only use this ability the moment the opponent places a card onto his reserve. You may not wait until he declares his actions. If there is no unit in your Kingdom, you may not use this support. You may not negate **GREEN support (Guardian, Musha and etc.)** with this support. The support of the Sorcerer may not be negated.

Pharaoh (LEADER)

Timing of activation: The timing depends on the support you use.
Choose and activate a support from the 5 units: Commander, Medjay, Slinger, Anubis or Sorcerer. You must declare which support you are going to use the moment you place your Pharaoh from the hand onto your reserve.

Support: Odin version

Viking (BLUE)

Timing of activation: During Phase 2 of your turn.

All units on your battlefield gain 1 attack point per each horizontal unit on your battlefield during this turn. You may use this support more than once during the same turn. The unit(s) gain another 1 Attack Point per horizontal card on your Battlefield, every time you use this support. By using this support, units can be able to capture opponent's unit which has higher health point than the original attack point.

Example:

unit to attack first gains 0 Attack Points (no horizontal unit)
unit to attack second gains 1 Attack Point (1 horizontal unit)
unit to attack third gains 2 Attack Points (2 horizontal units)

Giant (GREEN)

Timing of activation: -

The Giant does not have a support. After the setup is done, you must place the Giant on your battlefield directly from your hand or by using the support of other unit.

Arbalist (RED)

Timing of activation: During Phase 2 of your turn.

Choose a SOLDIER unit from the opponent's battlefield and inflict damage equal to the number of the card(s) on your reserve. You may not capture a unit using this support.

Example:

You used your Arbalist's support when there is no unit on your reserve. You inflict 1 damage to opponent's Giant. Right after that, you used another Arbalist's support. You inflict 2 damage to the same Giant. The Giant is removed from the battlefield and placed into opponent's graveyard.

Bard (YELLOW)

Timing of activation: During Phase 2 of your turn.

Choose a unit from the opponent's reserve and place it vertically on an empty space on the opponent's Battlefield.

Druid (PURPLE)

Timing of activation: When the opponent places a card onto his reserve to use the support.

Negate the opponent's support. Then choose a unit from opponent's graveyard and place it next in line (on the right side of the last card) on the opponent's reserve. The opponent's unit remains on the reserve and the support will not be activated. You may only use this support the moment when the opponent places a unit onto his reserve. You may not wait until he declares his actions. If there are no units in the opponent's graveyard, you may not use this support. The support of the Druid may not be negated.

Odin (LEADER)

Timing of activation: The timing depends on the support you use.

Choose and activate a support from the 4 units: Viking, Arbalist, Bard or Druid.

You must declare which support you are going to use the moment you place your Odin from the hand onto your Reserve.

Support: Tlatoani version

Ocelotl (BLUE)

Timing of activation: During Phase 2 of your turn.

All units on your Battlefield's attack point will be "X", this turn. You may use this Support more than once during the same turn, but the attack point will only be "X".

By using this ability, units may be able to capture opponent's unit which has higher health point than the original attack point.

Tlacoachcalatl (GREEN)

Timing of activation: When the opponent chooses an unit and declares an Attack to your LEADER unit.

When the opponent declares an attack to your LEADER, you will negate the attack. The opponent's attacking unit remains horizontal after the attack, and your LEADER receives no damage.

The support of the Tlacoachcalatl may not be negated.

Cuauhtli (RED)

Timing of activation: During Phase 2 of your turn.

Choose a SOLDIER unit, which has 1 health point and hasn't receive any damage this turn, from the opponent's battlefield and put it into your kingdom.

Example:

There is the Ocelotl placed horizontally on opponent's battlefield, which hasn't received any damage this turn. Since the Ocelotl is placed horizontally, his health point is 1. You put him into your kingdom.

Pochtecatli (YELLOW)

Timing of activation: During Phase 2 of your turn.

Choose a SOLDIER unit on your battlefield and swap with a unit in your kingdom. If the unit on your battlefield is placed vertically, the swapped unit will be placed vertically too. If the unit on your battlefield is placed horizontally, the swapped unit will be placed horizontally too.

Tlamacazqui (PURPLE)

Tlamacazqui has multiple support. Choose which support to use when you use its support.

(1) Timing of activation: When the opponent places a SOLDIER unit onto his Reserve to use the support. Negate the opponent's SOLDIER unit's support and put that into his graveyard.

This support of the Tlamacazqui may not be negated.

(2) Timing of activation: During Phase 2 of your turn. Choose a unit from opponent's graveyard and put it into your kingdom.

This support of the Tlamacazqui may be negated.

Tlatoani (LEADER)

Timing of activation: The timing depends on the support you use.

Choose and activate a support from the 5 cards: Ocelotl, Tlacoachcalatl, Cuauhtli, Pochtecatli or Tlamacazqui. You must declare which support you are going to use the moment you place your Tlatoani from the hand onto your reserve.

Support: Emperor version

Immortal (BLUE)

Timing of activation: During Phase 2 of your turn.

All of your SOLDIER units will gain 2 attack points when you attack opponent's unit in his front row.

If you use this support more than once during the same turn, the units gain additional 2 attack points, when you attack opponent's unit in his front row, every time this support is used. By using this support, units can be able to capture opponent's unit which has higher health point than the original attack point.

Cataphract (GREEN)

Timing of activation: When the opponent chooses an unit and declares an Attack.

When the opponent declares an attack, you will negate the attack and swap the attacked unit (unit A) with other unit on your battlefield (unit B). The unit A will not take any damage but 1 damage will be inflicted to unit B and the opponent's attacking unit remains horizontal after the attack. Even though unit B has 1 health point and hasn't received any damage this turn, it will be destroyed and put into your graveyard. If this support is negated, another Cataphract's support may be used against the same attack.

Siphonarioi (RED)

Timing of activation: During Phase 2 of your turn.

Inflict 1 damage to every units on opponent's front row. You may not capture any unit(s) using this support.

Diplomat (YELLOW)

Timing of activation: When your attack hits opponent's unit and the unit remains.

Move an attacked unit to different place on opponent's battlefield. If there is already a unit in the space you have chosen, replace the two units with each other.

Alchemist (PURPLE)

Alchemist has multiple support. Choose which support to use when you use it's support.

(1) Timing of activation: When the opponent places a unit onto his reserve to use the purple support.

Negate the opponent's **PURPLE support (Ninja, Tlamacazqui's second ability, Emperor used as the Alchemist's second and the third ability and etc.)**.

This support of the Alchemist may not be negated.

(2) Timing of activation: During Phase 2 of your turn.

Opponent will not be able to use any support during this turn.

(3) Timing of activation: During Phase 3 of your turn.

Opponent will not be able to use any support during his next turn.

Emperor (LEADER)

Timing of activation: The timing depends on the support you use.

Choose and activate a support from the 5 units: Immortal, Cataphract, Siphonarioi, Diplomat or Alchemist. You must declare which support you are going to use the moment you place your Emperor from the hand onto your reserve.