

ACADEMICS

BACKGROUND STORY

During their studies, the Academics discovered that the mana clusters are often found near the sites of the greatest and most epic battles, the ones that shocked the very fundamentals of this entire world. That's why, when they noticed the red blur in the sky, a mark of the comet that calls to the arena, some of them decided to join the fight. Driven by the craving for pure mana, the Academics joined the deadly Olympics of the Monoliths for the first time in history. Most of them weren't sure about this decision, but as they got closer, they could sense it clearly. Now, there's no stopping them. Now, they want the power of the Monoliths and the entire arena for themselves.

ARMY DESCRIPTION

The main advantage of this faction is its ability to increase the efficiency and strength of each Board tile with the use of a new mechanic called Mana. Each of the Academics Order tiles generates Mana, and it's critical for the player to decide which Champion or Rune should be charged with it first. That won't be an easy decision to make, especially with a couple of new effects like Healing Hands or Mesmerization. Healing back your Champions and Banner to their full capability is finally an option, and with the possibility of Mesmerizing and taking control of your enemy's Board tile, you can ensure they won't be a threat to your healers. With an even number of Melee and Ranged Champions, there is plenty of flexibility, and it's up to the player whether to charge Ranged or Melee champions to push forward either of those strategies.

NEW RULES: MANA CHARGE

Mana charge is a new mechanic introduced in this expansion that allows you to upgrade your own Champions and Runes.



Each Academics Board tile can be upgraded. Attacks, Features, Initiatives, and connections in blue color should be ignored by players as if they weren't there until you place a Mana marker on the tile to activate all those blue elements. Each Academics Order allows you to place a Mana marker on your Board tile.



Once a tile is Mana charged it stays charged until that tile is removed from the board.

Each tile can only hold 1 Mana marker.

If an Order tile has been played and there are no tiles available to place a Mana marker, that effect is ignored.

NEW RULES: HEALING TOUCH

(NEW BOARD TILE SYMBOL)

Healing Touch is the power to heal your own tile which is adjacent to the edge containing the symbol.



During a Battle, in the Initiative Phase of the tile with Healing Touch Feature, each symbol removes a single Wound from a tile.

If a tile has more than one of these healing symbols on different edges, the healing is performed simultaneously during the appropriate Phase of Battle.

The number of Healing Touch symbols on the same edge (1, 2, or 3) determines Healing Touch power in the given direction (the number of Wounds removed).

Healing Touch may only remove Wounds that have been inflicted previously, Healing Touch cannot heal Wounds received in the same Initiative Phase, in which this Feature was activated.

Healing works on a friendly Banner, in which case it adds 1 Hit Point, but cannot exceed the maximum value of 20. During team play, Healing Touch can heal Allied tiles.

Example: In the Initiative Phase 1 The Sage Champion heals the Mana charged Rune of Reinforcement which had been attacked by the Lords of the Abyss Mygalomorph, and removes the previously placed Wound.



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