SURIYA

THE LAST HORIZON

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Introduction

In the annals of human history, rumors often precede reality. For years, whispers of a dying sun circulated among the scientific community. Now, the truth is undeniable: the sun, our life-giving star, is on a trajectory toward extinction, with its remaining lifespan measured in mere thousands of years. Alarming data from solar observatories worldwide reveal a staggering increase in sunspots, each one a harbinger of the sun's approaching demise. This cosmic threat looms over humanity, signaling a potential end to life as we know it. Faced with this impending catastrophe, the United Nations took unprecedented action, establishing an organization with a mission as monumental as its name: The Noah's Ark. Its mandate was clear and urgent—find a new star system to ensure humanity's survival. The task was immense, and the timeline uncertain. Teams of scientists, engineers, and explorers were assembled, dedicating their lives to the search for a new home.

The journey was arduous and relentless. For several centuries, the brave souls of Noah's Ark traversed the void of deep space, guided by faint signals from potentially habitable worlds. The void tested their resolve, but they remained steadfast, driven by the hope of securing a future for the human race. At long last, their perseverance was rewarded. Amidst the darkness of space, they discovered a beacon of hope: a planet in a distant star system. This world, named SURIYA 162, bore a striking resemblance to Earth during the age of dinosaurs—teeming with lush vegetation and untamed wilderness. Yet, what truly set SURIYA 162 apart was its wealth of untapped resources. Most remarkable among these was a unique mineral—a shimmering substance with properties unlike anything on Earth. This extraordinary mineral held the key to humanity's salvation. Not only could it be harnessed as a potent energy source, but preliminary studies suggested it had the astonishing potential to extend the life of our sun and eliminate the deadly sunspots. The implications were staggering: this mineral could revolutionize technology and energy production, solving challenges that once seemed insurmountable.

As the pioneers of The Noah's Ark set foot on SURIYA 162, they realized they had found more than a new home—they had discovered the final frontier, a place where humanity could rise anew. The task ahead was daunting: establishing a new civilization, understanding the planet's ecosystems, and mining the precious mineral. But with determination and ingenuity, they believed they could forge a future from the foundations of this new world. However, their arrival did not go unnoticed. As the initial euphoria of discovery began to wane, the colonists encountered the planet's true inhabitants: an ancient insectoid race that had dominated SURIYA 162 for millennia. These creatures, terrifying in their ferocity and intelligence, viewed the human settlers as invaders threatening their home. Humanity named them the Scarab.

The Scarab, towering and armored, exhibited a hive-like social structure, communicating through a sophisticated system of pheromones and vibrations. Standing over two meters tall, they were not mere beasts but a highly organized and territorial civilization. Early skirmishes with these beings quickly escalated into full-blown conflict, as humans sought to defend their settlements and access the vital minerals. The battles were brutal. Colonists, equipped with advanced technology, found themselves pitted against swarms of relentless adversaries. The Scarabs' sheer numbers and ferocity were overwhelming, and their intimate knowledge of the terrain gave them a significant advantage. The lush landscapes of SURIYA 162 became warzones, with humans struggling to maintain footholds against the relentless onslaught.

As the conflict raged, the stakes grew ever higher. The fate of both species hung in the balance, their futures intertwined with the destiny of this last horizon. In the face of terrifying creatures and unrelenting warfare, SURIYA 162 was no longer just a beacon of hope—it had become a crucible of survival, where the destiny of two civilizations would be decided. Thus began the greatest war in the universe.

Components

1. Rulebook (1)
2. Headquarter Tiles (4)
3. Base Tokens (12)
4. Basic Unit Miniatures (40)
5. Elite Unit Miniatures (24)
6. General Unit Miniatures (12)
7. Command Tokens (20)

8. Exhaust Tokens (12)
9. Basic Dice (6)
10. Elite Dice (6)
11. General Die (1)
12. Attacker Die (1)
13. Faction Cards (120)
14. Central Cards (72)

15. Starter Cards (28)
16. Terrain Tiles (16)
17. Player Trays (4)
18. Cover Trays (4)
19. Faction Screens (4)
20. Mid-Terrain Trays (4)
21. High-Terrain Trays (2)

22. Small Minerals (30)
23. Large Minerals (20)
24. Player Aids (4)
25. General Tiles (12)
26. Barricade Tokens (6)
27. Landmine Tokens (6)
28. Egg Tokens (12)

Game Setup

How to Setup

A1. Choose the First Player

To determine the first player, roll the Attacker Die. The player who rolls the most Damage Symbols becomes the first player. If more than two players tie, reroll the die among the tied players. Alternatively, you can choose the first player randomly. The person to the left of the first player becomes the second player, and play continues clockwise around the table.

A2. Choose Factions

Starting with the first player, each player selects their Faction. After choosing, take the Player Tray and assemble it with the corresponding Faction Cover. Place the miniatures of your chosen Faction in the positions shown in the diagram. Then, place the Player Screen on the Player Tray as a shield.

A3. Prepare Base Tokens

Place 3 Base Tokens on your Faction Cover. Add Command Tokens to each Base.

A4. Set Up Starter Decks

Each player receives a deck of Starter Cards (7 cards) for their Faction. Shuffle your deck and place it face-down to create a draw pile.

A5. Set Up Faction Technology

Shuffle the Faction Card pile and place it in the designated position shown in the diagram. Reveal 3 cards from the top of the pile and place them face-up in the Faction Technology Area, where they will be available for players to Gain during the game.

A6. Starting Resources and General Supply

Each player begins with: 2 Command Tokens, A Player Aid, and Special Tokens, if required by their Faction. Place Exhaust Tokens, Minerals, and all dice in a General Supply area within reach of all players.

A7. Central Cards

Place all 6 types of Central Cards in a designated area where all players can access them. These cards will also be available to Gain during the game.

A8. Headquarters Tile

Each player places their Headquarters Tile in front of their Player Tray.

A9. Starting Resources

For a Two-Player Game:

The first player draws 3 cards and gains 2 Minerals.

The second player draws 5 cards and gains 4 Minerals.

For a Three or Four-Player Game:

Players draw cards and gain resources based on their turn order:

1st Player: Draw 3 cards, gain 1 Mineral.

2nd Player: Draw 4 cards, gain 2 Minerals.

3rd Player: Draw 5 cards, gain 3 Minerals.

4th Player: Draw 6 cards, gain 4 Minerals.

EXAMPLE: SETUP

Game Setup

Terrain Draft Setup

For a Two-Player Game

B1. Provide Terrain Trays

Give each player a Terrain Tray. Terrain Tiles can be placed on top of the Terrain Tray, similar to normal Terrain Tiles.

B2. Draw Terrain Tiles

Draw 5 Terrain Tiles and place them face-up for both players to see.

B3. Select Terrain Tiles

The first player chooses 1 Terrain Tile and places it anywhere, as shown in the configuration diagram. The second player then chooses 2 Terrain Tiles and places them. The first player places 1 more tile, and the remaining tile is returned to the box.

B4. Repeat the Process

Repeat steps B2 and B3, but swap the first player.

Note: Any Plateau Tiles must always be placed on top of the Highest Terrain Tray.

EXAMPLE: TERRAIN DRAFTING

For a Three or Four-Player Game

C1. Provide Terrain Trays

Give each player a Terrain Tray. Terrain Tiles can be placed on top of the Tray, similar to normal Terrain Tiles.

C2. Draw Terrain Tiles

Each player randomly draws 3 Terrain Tiles.

C3. Place Terrain Tiles

Each player selects 1 Terrain Tile and places it face-down in a space adjacent to their Headquarters Tile. After all tiles are placed, flip them face-up simultaneously and pass the remaining tiles to the player on the left.

C4. Continue Placing Tiles

Repeat step C3, but this time, tiles can also be placed adjacent to previously placed tiles. Continue this process until all tiles are placed. If multiple players wish to place tiles on the same space, the player closest to the first player places their tile first.

C5. Final Placement for Three Players

In a three-player game, draw 1 random Terrain Tile and place it in the remaining empty space.

Terrain Setup Pattern

Objective of the Game

General Victory Condition:

If a player begins their turn with 4 Bases on the map, they are immediately declared the winner.

Two-Player Game Victory:

A player who successfully destroys their opponent's main Base wins the game.

Three- to Four-Player Game Victory:

When a player successfully destroys an enemy Headquarter, the maximum number of Bases required for victory is reduced by 1. For example, if a player normally needs to build 3 Bases to win, and an enemy Headquarter is destroyed once, the requirement decreases to 2, and the player wins immediately.

Game Phases

Players proceed through Phases 1 to 3 in order, then end their turn.

1. Upkeep Phase

The player may pay the cost of the Continue Skill [C] on their cards.

If they choose not to pay, discard those cards without paying the cost.

EXAMPLE: 1. UPKEEP PHASE

David may pay 1 Mineral to keep this card,

or discard the card without paying the Mineral.

2. Action Phase

The player may perform any number of actions listed below,

in any order, and as many times as they like:

A. Play Action Cards: Play cards from your hand that have Action effects.

B. Discard a Card: Discard a card from your hand to receive 1 Mineral.

C. Take a Command Action: Place a Command Token in a Space with your Squad, then choose one of the following actions:

 C1. Move: Move all or part of the Squad to an adjacent Space.

 This action can split the Squad into multiple smaller Squads.

 Example: A Squad with 3 units can move and end up as 3 separate Squads, each with 1 unit.

 C2. Attack: Attack opponents in an adjacent Space.

 C3. Extract: Receive 1 Mineral.

EXAMPLE: 2. ACTION PHASE

A. Play Action Cards

David pays 2 Minerals to play 'Reinforcement'.

After resolving its effect, he places the card

in his discard pile.

B. Discard to Receive 1 Mineral

David discards a card from his hand to gain 1 Mineral.

C. Take a Command Action

C1. Move:

David places a Command Token on a Squad in

the Desert. He then moves the Squad, consisting

of 2 Basic Units, from the Desert to the Mine.

C2. Attack:

David places a Command Token on a Squad in

the Forest. He commands the Squad to attack

an enemy Squad located in the Lagoon.

C3. Extract:

David places a Command Token on a Squad in

the Plateau. He uses the Squad to perform

the Extract action, receiving 1 Mineral.

3. Income Phase

3.1. Restore: For each Squad, remove all Command Tokens or an Exhaust Token

if no Command Token is present.

3.2. Gain: Gain 1 Card from your Faction Technology or the Central Cards.

You may also choose to reset the cards currently displayed in the Faction Technology Area.

3.3. Income: Receive Minerals and draw cards based on the number of Bases you control:

1 / 2 / 3 / 4 Bases: Gain 2 / 3 / 3 / 4 Minerals and draw 3 / 3 / 4 / 4 Cards.

After drawing cards, if your hand size exceeds 6 cards, discard down to 6.

EXAMPLE: 3. INCOME PHASE

3.1 Restore

David removes the Command Tokens

from his Squads in the Desert and the Mine.

He also removes an Exhaust Token from

a Squad in the Plateau. However, he cannot

remove the Command Token from

the Plateau this turn.

3.2 Gain

David gains 1 card from the Faction

Technology or the Central Cards.

After gaining a card, he may discard

all remaining cards in the Faction

Technology to the Faction discard pile.

Or

3.3 Income

David currently has 3 Bases on the map

(1 Headquarters and 2 Bases, including one

in the Forest). He receives 3 Minerals and

draws 3 cards.

End Turn

After completing all steps of the Income Phase, David ends his turn and passes the turn to the next player. Players continue taking turns in sequence until one player meets the victory conditions and is declared the winner.

Game Phases

Combat

1. Roll Dice: Both the Attacker and Defender roll dice based on the units involved in the combat. The Attacker rolls the Attack Die in addition to their unit dice. Any faction participating in the combat on a Higher Terrain Tray can reroll a die once.

The Attacker
Tyra rolls 5 Basic Dice and 1 Attack Die to attack.

The Defender
David rolls 1 Basic Die and 1 Elite Die to defend. He may reroll a die once because his squad is on a Higher Space.

2. Attacker Plays Tactic Cards: The Attacker may play Tactic Cards face-down, based on the number of [T] symbols rolled on their dice.

3. Defender Plays Tactic Cards: The Defender may then play Tactic Cards face-down, based on the number of [T] symbols rolled on their dice.

= 2 ♥, 6 �ک

= 2 ♥, 1 [T]

The Attacker
Tyra cannot play any Tactic Cards because she didn't roll any [T] symbols.

The Defender
David can play 1 Tactic Card because he rolled 1 [T] symbol.

4. Resolve Tactic Cards: Flip all face-down Tactic Cards. Resolve the effects of the Attacker's Tactic Cards first, followed by the Defender's cards.

Ship Upgrades
Squad with EU move ignore terrain.
Can re-roll any number of [E]
once when roll

TACTIC
If you are on Lagoon: ♥ +3 and ignore terrain effect.
If they are on Desert: ♥ +1, �ک +3

The Defender
David's squad is on the Lagoon, granting them +3 ♥. The Lagoon effect is ignored, but David does not receive the second bonus because Tyra's squad is in the Forest.

5. Calculate Damage: Subtract the Defense Value rolled by each side from the opposing side's total Damage. The result determines the final Damage dealt to each side.

The Attacker
Dice rolled = 2 ♥, 6 �ک
Forest bonus = ♥ +1, �ک +1
Tyra's Squad = 3 ♥, 7 �ک

Battle results
After subtracting the Damage from both factions,
David's squad takes 2 Damage and cannot counterattack.

The Defender
Dice rolled = 2 ♥, 1 [T]
Tactic card = ♥ +3 and Ignore Lagoon effect.
David's Squad = 5 ♥

6. Assign and Resolve Damage: Damage is assigned to units as follows:

   6.1 Basic Units (BU) are destroyed first.

   6.2 Elite Units (EU) are destroyed next.

   6.3 General Units (GU) are destroyed last.

   6.4 If there is leftover Damage, it is assigned to the Base.

   6.5 The owner of the Squad may allocate Damage to their units in any way they choose, but they must assign as much Damage as possible before moving to the next target.

The Attacker
Tyra's squad does not take any Damage.

The Defender
David's squad takes 2 Damage, which is enough to destroy his Elite Unit.

7. Handle Destroyed Units: All destroyed units are returned to the Player Tray, placed in the space corresponding to their type (BU, EU, GU). If the space in the Player Tray provides a bonus, the player receives that bonus.

Note: Bonuses are ignored if the unit has been changed or converted.

   Bonuses by Type:

   [Mineral Symbol]: Gain 1 Mineral.

   [Draw and Discard Symbol]: Draw 1 card, then discard 1 card.

   [Burn Symbol]: Burn 1 card (from your hand or discard pile).

   [Unique Symbol]: Trigger the unique effect of your faction.

David moves the destroyed Elite Unit back to the Player Tray, where he finds a Draw and Discard Icon.
David may immediately Draw 1 card, then discard 1 card.
Or he may choose not to take any action.

Game Phases

Limitations and Constraints

1. A single Space can only be occupied by the units or a Base of a single faction.

3. Abbreviations: Basic Units (BU): HP 1, uses BU die. / Elite Units (EU): HP 2, uses EU die. General Units (GU): HP is detailed on the GU card, uses GU die.

Desert | Headquarters | Forest

Basic Units (BU): HP 1 | Elite Units (EU): HP 2 | General Units (GU): Generally HP 1

BU Die | EU Die | GU Die

2. Each Squad can have a maximum of 6 units.

- If the number of units exceeds this limit,

remove the excess unitsö and return them to the Player Tray.

Note: Bonuses from the Player Tray are not gained in this situation.

4. Burnt cards from Plaining Card are returned as follows:

A. Faction Cards: To the bottom of the Faction pile.

B. Central Cards: To the Central Supply.

C. Starting Cards: To the box.

Max 6 units per space.

Placed

Faction Cards | Central Cards | Starting Cards

🟡 Command Tokens 🟣

1. Placement

- Command Tokens are placed on a Squad's Space when issuing an action to that Squad.

2. Stacking Restrictions

- Only one Command Token can be placed on a given Space. Multiple tokens cannot be stacked on the same Space.

3. Movement With Squads

- When a Squad moves, the Command Token moves along with it, remaining associated with that Squad.

4. Splitting Squads

- If a Squad moves and splits into multiple groups, the Command Token stays with the Squad that occupies the Space where the token was originally placed.

- The Space the token leaves behind becomes available for new actions.

5. Purpose of Command Tokens

Command Tokens are used to maintain balance by ensuring that a single Squad cannot move and attack repeatedly in the same turn. This promotes strategic planning and fairness during gameplay.

The Cards

Card Conditions

A. Normal
The Mineral cost is shown directly on the card.

B. Continue
The left side of the card shows the cost to play the card. The right side shows the Mineral cost that must be paid during the Upkeep Phase.

C. Choice
You may choose to pay different costs for different results as specified on the card.

D. Depending
The Mineral cost depends on the amount of a specific Keyword listed on the card. The cost increases as more of that Keyword appears on the map.

E. Specific
The cost of X depends on the amount of a particular element listed on the card. For some cards, this may involve counting specific numbers on the map.

Summoning Units

1. Summoning Units

Basic Units (BU) and Elite Units (EU):
When a card or token effect allows you to summon Basic Units (BU) or Elite Units (EU), you must always summon the leftmost unit of the corresponding type (BU or EU) from your Player Tray.

General Units (GU):
For General Units (GU), you may choose which GU to summon. After summoning, place the General Tile for that GU in front of your Player Tray to indicate it is currently in play.

On David's turn, he plays the card The Weapon, paying 3 minerals to summon 1 EU onto the map. He must always select the leftmost EU from his Player Tray to summon first.

2. When summoning Units, if Units run out:
The player may choose to move a Unit of the same type (except General Units) from another Space to replace the missing Unit.

Building a Base

Each Base, including the Headquarter, has 3 HP and will always take damage last and does not take damage from True Damage effects.

1. Placing a Base
When a card or effect specifies Build a Base, the player may select one Base from their Player Tray and place it on any Space on the map that contains one of their Units. Bases can only be placed in Spaces occupied by the player's Units.

2. Base Abilities
Once a Base is constructed, its ability takes effect immediately. Unless stated otherwise, the Base's ability affects all Squads controlled by the player.

3. Gaining a Command Token
After building a Base, the player immediately gains 1 Command Token, which may be used for an action during the same turn according to the rules for Command Tokens.

4. Destroying a Base
When a Base is destroyed, it is returned to its designated slot on the Player Tray. Additionally, any Command Token placed on the Base is returned to the Base slot on the Player Tray along with it.

David plays the card First Base to build his first Base on the map, paying 4 minerals. He chooses to construct a Planet Fortress, placing it on a Space occupied by one of his Squads. Afterward, David gains 1 additional Command Token.

The Cards

Card Effect Rules and Targeting

1. Normally, for card effects, the card user is the decision maker or executor, unless the card explicitly states that the target must make a choice or take an action.

2. If the card effect targets a specific Space: If the card user's Squad is also present in that Space, they will also be affected by the card's effect.

Lucy plays the card Plasma Shower, which allows her to deal True Damage (unblockable damage) to up to 2 Squads located in spaces adjacent to one of her Squads, as specified on the card. She rolls 2 Elite dice, and the damage dealt is determined by the results of the dice.

Exhaust Tokens ⟳

Effects of Exhaust Tokens (⟳) :
A Squad with an Exhaust Token cannot receive new Command Tokens.

Removing Exhaust Tokens:
During the **Income Phase**, players may remove either:
- All Command Tokens from a Squad, or
- One Exhaust Token from a Squad.

Priority of Removal:
If a Squad has both **Command Tokens** and an **Exhaust Token**, the **Command Tokens** must be removed first, leaving the **Exhaust Token** in place. This means the Squad will require an additional turn to fully recover.

David plays the Hawk Brigade card to move one of his Squads to another Space, even though the Squad already has a Command Token placed on it. After the move, the Squad must have an Exhaust Token placed on it as specified on the card.

During his Income Phase, since the Squad has both a Command Token and an Exhaust Token, David must remove the Command Token first. As a result, in the next turn, he will be unable to issue a Command Token to this Squad because the Exhaust Token remains in place.

Deck-Building Rules

1. Gaining Cards
Cards acquired during the Income Phase are placed in your discard pile.

2. Drawing From an Empty Deck
If your draw pile is empty, shuffle your discard pile to form a new draw pile and immediately continue drawing the required number of cards.

3. Maximum Hand Limit
Players can retain cards in their hand between turns, but the maximum hand limit is 6 cards. If a player draws cards that would exceed the 6-card limit, they must immediately discard down to 6 cards.

Locations

Headquarter

The Headquarter is a vital location with unique benefits and rules:
Combat Bonus: Squads occupying this Space gain +1 Attack and +1 Defend during combat.
Starting Base: The Headquarter counts as a Base with 3 HP.
Summoning Units: You can always summon your Units onto the Headquarter Space.

Desert

Combat Bonus: Squads with at least 5 units gain +1 Defend and +1 Attack.

Forest

Combat Bonus: Squads on this space gain +1 Defend and +1 Attack.
Hidden Space: Squads in the Forest cannot take damage from effects outside of combat (e.g., True Damage from cards or General abilities).
Condition: Players must discard 1 card to move into this space.

Mine

Combat Bonus: Squads with at least 3 units gain +2 Defend and +2 Attack.

Lagoon

Combat Penalty: Reduces the Defend value of all Squads in this space to 0.
Condition: Players must discard 1 card to move into this space.

Plateau

Combat Bonus: Squads on this space gain +2 Defend and +1 Attack. Additionally, **target terrain combat bonuses are ignored when attacking or defending from this space.**
Condition: Players must discard 2 cards to move into this space.