Setup
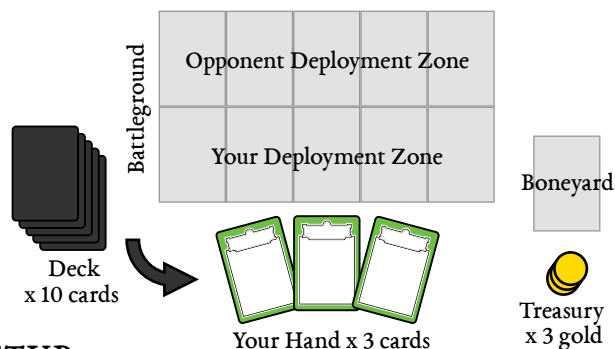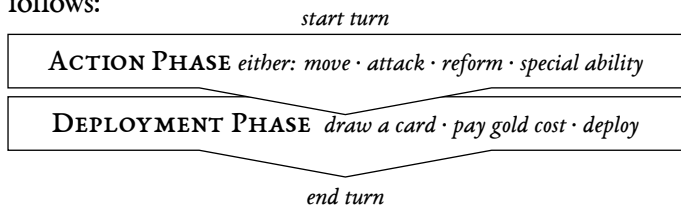
Each player begins with a shuffled deck of ten cards placed face-down, and a treasury of three gold coins. Randomly determine which player takes their turn first and continue alternating turns in order.

On your opening turn, draw three cards from the top of your deck into your hand, keeping them hidden from your opponent.

Characters may be deployed from your hand onto any single unoccupied tile in your deployment zone.

If a character has a gold cost ●, that gold must be deducted from your treasury and placed on the card during deployment phase. Once you've finished deploying characters, your turn ends.

After each player's opening turn, turn order proceeds as follows:

start turn

| Action Phase *either: move · attack · reform · special ability* |
| Deployment Phase *draw a card · pay gold cost · deploy* |

end turn

On subsequent turns, one or more active characters (cards) may each perform one available action during the action phase: *move*, *attack*, or *special ability*.
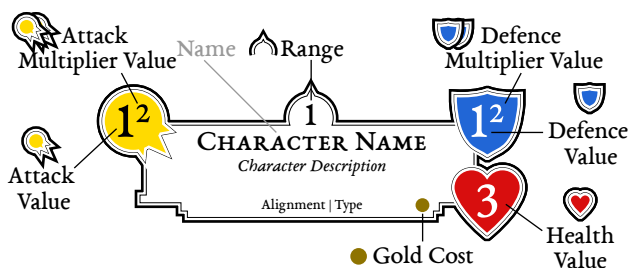
Move

Characters may move one tile forward, left, right or back. Any gold on the character card must be carried with the character as it moves or performs other actions. Characters must remain on the battleground and cannot move onto tiles occupied by other living characters.

They may however move onto tiles occupied by slain characters, in which case the moving player receives any gold on that card which is added to their treasury. The slain character is then placed in the owning player's boneyard where it remains inactive.

Range

A character must be within range of a living target character in order to attack or perform a special ability. A character's range value ⌂ determines the number of tiles directly in front of the character that may be targeted. A character with a range value above 0 may also target another character one tile away directly to its left or right, but never behind. Characters may reform, turning their range 180° as a single action.

Attack

An active character with an attack value 🟡 may attack any single target character within range ⌂ once per turn. The offending character's attack value is deducted permanently from the target character's health value ♥.

Health

If a character's health value ♥ is reduced to 0 the character is slain, may no longer perform actions, and is placed upside-down on its current tile along with any gold it may be carrying. Note: a value of any kind (health value, defence value etc.) is never reduced below 0.

Defence

If the target character has a defence value 🛡, this is deducted from the offending character's attack value once per turn.

Flanking attacks made to the left, right or rear negate the target character's defence value for the offending flanker.

Multipliers

Attack and defence values may only be applied once per turn, unless followed by a multiplier value 🟡🛡, which denotes the number of repeated consecutive attacks or defences made per turn. Attacks from a single character may only ever be made to another single target.

Multiple Characters

Multiple characters may attack a single target. If the defending target has a sufficient defence multiplier, it's defence value is applied consecutively to each offending character (applied but negated for offending flankers).

Deployment Phase

Once the you have completed your actions, draw one additional card from the top of your deck into your hand. Any number of characters from your hand may again be deployed onto your deployment zone, paying any necessary gold cost ●.

Though characters may not be deployed onto a tile occupied by a living character, they may be deployed directly onto tiles occupied by slain characters, in which case the deploying player receives the gold on that card. This may either be added to their treasury, or may be used to pay the gold cost ● of the deploying character directly. The slain character is placed in the owning player's boneyard where it remains inactive for the rest of the game.

Victory

Defeat occurs when you do not have at least two living characters on the battleground by the end of your turn. Players may also concede defeat.