



RULEBOOK

NAVIGATING THE RULES

Colored tabs adjacent to each section heading can also be found on each page covering that topic, to help you quickly reference the rules.

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CHEAT SHEETS

Find the cards with the blue borders to help reference different rules easily during the game. These describe player turns, how to perform different actions, building, and controlling the AI.



QUICK REFERENCE / PLAYER AID

See the back of this rulebook for a quick reference guide covering Game Setup, Character Boards, Play Overview, Player Turns, Calculating Stats, Combat, and FAQs.



VIDEO TUTORIAL

Scan the QR code for video tutorials to help you get set up and playing TimeStrike quickly.



I know the secrets of the universe; I hold the keys to all its stars.

But you, survivor, have entered the Void and your journey has only just begun. It may be difficult to recall, from whence you came, or the distance you have fallen.

Here, in the heart of the Void, worlds collide, and heroes are born - but histories die. There is no light, no dawn, only the endless black sky—for this is a realm at the end of time.

None can say which path you will discover - whether you will be lost here forever or ever unbound. But one thing is for certain: the end is not near; it is upon you now.

You were brought here by a force far greater than your own. You were torn from your people, torn from your home. It all began with the Sublime, and the great weapon; it once was mine! For this weapon, the Eyeless Maiden and her Sentience set out to destroy, but instead unleashed its power into the Void.

Now civilizations crumble into dust across this graveyard of endless dunes. White sands where universes meet their ends and memories fade too soon.

The fate of all things now hangs in the balance, for within the Void lies a power that cannot be vanquished. Whispers in the dark speak of dread you can't escape, and limbs of terror lay in wait.

Eternal Nightmares await you in the endless night.

Screams in silence, echo without noise, maddening those bold or foolish enough to fight.

In the Void's embrace, where time stands still, heroes rise and fall, bending to its will. Battles are fought in quiet; wars rage in the mind. For those who venture here, steel begins to rust, and all hope fades as starlight turns back into dust.

Yet, even in this Void, where dread lurks in every shadow, an ember of defiance kindles. From the depths, a flame of courage sparks, as heroes find their strength in the fires of their hearts.

They stand against the darkness, steadied to conquer the trials ahead, determined to rebuild their shattered worlds and return to what they had left. Should you fight and stay, you will steward what is kept, hidden from the Maiden and her monsters from the depths.

Heroes will be forged, in the shadow of fear. They rise, they fall, but they endure. They face what end is near. You must devise a way to set your own soul free, or guard what hides within this Void, before the Sentience undoes history.

THE KING OF NOTHING

20 MINIATURES

- 1 Fear
- 5 Tentacles
- 1 Abaddon
- 1 Luxuria
- 1 Gula
- 1 Jake Alland
- 2 Legion
- 1 Mara the Meek
- 1 Roland Rumpus
- 1 Hod
- 3 Mana Wryms
- 1 Moggie
- 1 Txato



10 CHARACTER BOARDS

- 1 Fear
- 1 Abaddon
- 1 Luxuria
- 1 Gula
- 1 Jake Alland
- 1 Legion
- 1 Mara the Meek
- 1 Roland Rumpus
- 1 Hod
- 1 Mana Wryms

100 8MM MARKER CUBES

- 20 Gold
- 30 Blue
- 50 Red



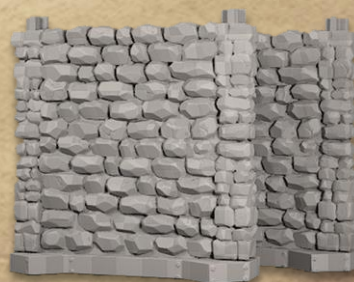
2 STANDARD D20 DICE



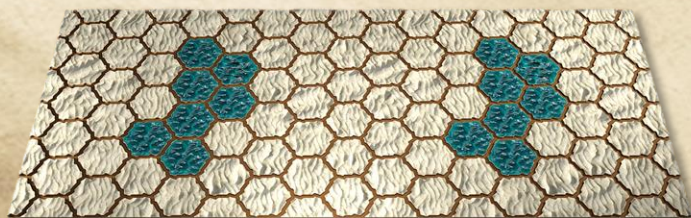
16 CUSTOM D6 DICE



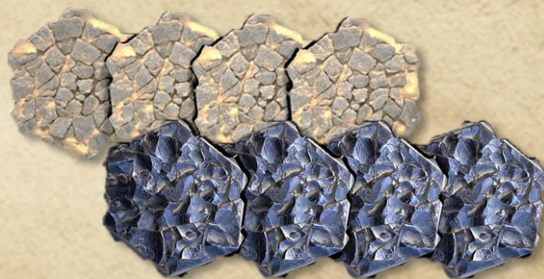
6 STACKABLE WALLS



1 SOURCE FOUNDATION

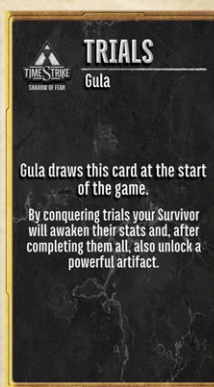


24 RESOURCE & ROAD TOKENS



36 TAROT CARDS

- 7 Boss Battle Royale
- 12 Boss Raid
- 8 Trials
- 9 Cheat Sheets



55 PLAYING CARDS



- 24 Item Cards
- 20 Fish Cards
- 8 Artifact Cards
- 3 Character Cards
- 2 Beast
- 1 Sentience Mob

1 RULEBOOK



1 HARDCOVER LOREBOOK



INTRODUCTION

TimeStrike is an accessible miniature wargame with multiple modes. The flagship mode is the Boss Battle Royale, followed by a Solo or Co-op Boss Raid, and finally the free-for-all or team Skirmish. Players will take turns managing a team of Characters by moving them around the Void and performing actions to defeat their opponents and be the last team standing.

OVERVIEW

Universes collide as beings from ancient civilizations and distant futures reach the end of time. It is here that history ends, and your adventure begins. A malignant Sentience has pulled you into the Void, a land of decaying universes, creating a rift in time. You must assemble a team, scavenge for loot, mine for materials, complete quests, build defenses, and fight against the Sentience, surviving its massively destructive abilities to be the last team standing and escape! At its core, TimeStrike is a game about the enduring, adaptable, and fierce nature of the human spirit. It's a game about managing relationships, resources, and even the environment itself to overcome adversity against all odds. At the end of time, you may be down, but you're never out.

WINNING THE GAME

Boss Battle Royale: Players must defeat the massive world boss and each other to be the last team standing. The boss can also win by defeating all players.

Skirmish: Players battle against each other, and the last team standing wins. This mode focuses on straightforward combat and strategy.

Boss Raid: In this solo or cooperative mode, players work together to defeat the world boss through multiple phases of increasing difficulty. Players win by depleting the boss's health in the final phase.

STRATEGIES FOR SUCCESS

Team Composition: Carefully draft a balanced team of Characters with complementary skills and abilities. Consider both offensive and defensive capabilities.

Resource Management: Efficiently gather and manage resources such as materials, fish, items, and artifacts. Use these resources to build defenses, heal, and enhance your team's abilities.

Map Control: Control key areas of the map by strategically positioning your Characters. Use elevation, obstacles, and terrain to your advantage.

Energy Optimization: Plan and execute your actions effectively to use a Character's total Energy. Use movement, attacks, skills, and other actions in a sequence that maximizes their impact.

Engagement Tactics: Engage and disengage from opponents wisely. Use the environment to create favorable combat scenarios and avoid unnecessary damage.

Adaptability: Be prepared to adapt your strategy based on the evolving game state, including the actions of opponents and the dynamics of the boss in Boss Battle Royale and Boss Raid modes.

Teamwork: In cooperative modes, communicate and coordinate with your teammates to execute joint strategies and support each other in combat and resource gathering.

GAMEPLAY DYNAMICS

Players will take turns managing their teams, performing actions such as moving, attacking, gathering resources, and using abilities. The game involves a mix of tactical decision-making, strategic planning, and resource management.

TimeStrike 1.0: Future expansions will introduce new and updated rules, enhancing the experience with input from our community.



IMPORTANT NOTES

TimeStrike is a scalable game. The Shadow of Fear box comes with everything needed for games from 2-8 players, but multiple sets of TimeStrike can be combined to accommodate groups of any size. Source terrain sets can also be used to further expand your TimeStrike maps.

Most rule exceptions are found on cards. If a contradiction to the rules is encountered during gameplay, refer to the card first and the rulebook second.

The Adventure Together community is on Discord. We have a channel specifically for ruleset clarifications, and we would love to help! We will do our best to get you back to Adventuring Together as soon as possible. Visit us anytime at:

<https://discord.gg/adventuretogether>

GENERAL INFORMATION

Below is some general information about core components and helpful keywords.

DICE

Dice will be referenced throughout the game starting with the quantity and concluding with the type. For instance, six-sided dice will be referenced as both D6 and 2D6, where the D6 indicates the type of dice to use and the 2 indicates how many of that dice to use.

COMBAT DICE

These 6-sided dice are referred to as Combat Dice or D6 and are primarily used to resolve combat. Three of the sides show an Attack icon and are referred to as "hits" when rolled. Two of the sides show a Defense icon and are referred to as "blocks" when rolled.



One side shows a black symbol which is referred to as a "void" when rolled. One of the Attack and Defense sides have a gold background which is referred to as "Lucky." Some cards and abilities make use of these Lucky sides.

D20



These 20-sided dice are referred to as D20s. When using a D20, the default mechanic is to roll a 10 or higher to succeed in any action unless otherwise specified. If players are rolling D20s against each other, all ties are rerolled unless otherwise specified.

MARKERS



Marker cubes will be used to track changes to Characters throughout the game. Each Character card has slots in the health bar and in the Buff, Curse, Awakening, and Exhaustion stat columns for holding these markers. At the start of the game, Character card slots are filled to represent inactive stats. As the game progresses, markers will be removed to reveal the active stats beneath. If a slot is gray, it means that stat can never be active, so players can leave it empty.



FRIENDLY OR ENEMY UNITS

When an attack, skill, item, or other effect refers to a friendly or enemy unit, use the following criteria:

Friendly unit: A unit is considered friendly if both players who own the unit agree that it is friendly for that specific instance.

Enemy unit: A unit is considered an enemy if it is controlled by a different player and is not on the same team.

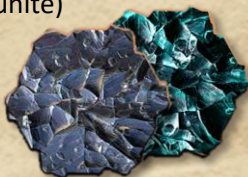
HEX AND TILE TYPES

TimeStrike plays on a hex-based map which can be constructed before and during gameplay. Each hex or tile has a type:

Base hexes represent normal areas and do not serve any special function in the game.



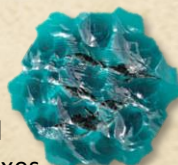
Resource hexes (obsidian/runite) are gatherable throughout the game, using the mine action, and can be used for building and crafting.



Building hexes (roads) are used to create roads, which allow units to more easily move around the map. These can be built using resource hexes.



Liquid tiles (water) allow units to fish and are more costly to move through. You cannot build on top of liquid tiles. Tiles are considered to be one elevation lower than hexes.



Base, resource, and building hexes all fall under the category of land hexes.

Hexes (and anything occupying them) that are next to each other are considered to be adjacent, regardless of any height difference between the two hexes.

CHARACTER BOARDS

Character boards are the main component players interact with to control their Characters throughout the game. What follows is a breakdown of all the different parts of a Character board, starting with the front:

- The top left of the board lists: Class, Unit Count, Height, and Energy



- The bottom left lists: Name, Race, and a Faction or Origin.



- Adjacent to that is the Character's hitbox (in gray) and vision point (in red).



- The health bar is centered at the top-center of the board where damage markers can be placed.



- To the right of the Character artwork is a Character's base Move, Range, Attack, and Defense stats. These are the Character's starting stats, and where the player begins counting when calculating their total stat value. It also lists the Movement type, and Range type.



- The top left of the board lists: Class, Unit Count, Height, and Energy



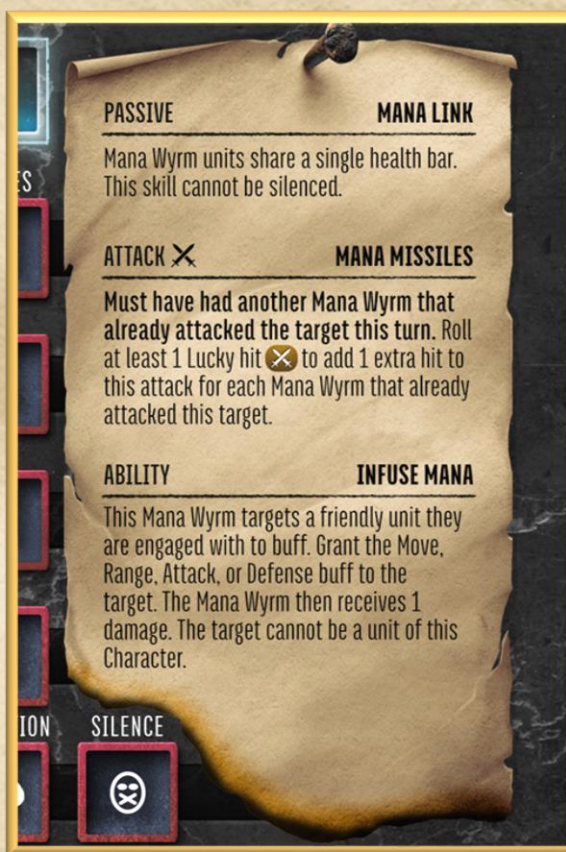
- 6 To the right of each stat are stat modifier columns for Awakenings, Buffs, and Curses. Every row relates to a base stat and will either add to or subtract from its value.

AWAKENINGS	BUFFS	CURSES
+1	+1	-1
+1	+1	-1
+1	+1	-1
+1	+1	-1
STEALTH	ENRAGE	AFFLICTION

- 7 Below stats and stat modifiers is a row of unique statuses. Exhaustion is used to track if your Character has already taken a turn during the current round. Stealth, Enrage, Affliction and Silence are covered in detail on page 30-31.



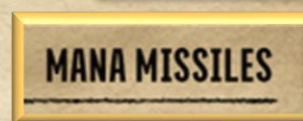
- 8 A Character's skills are listed on the right side of the Character board.



- 9 To the top left of each skill is the skill type.



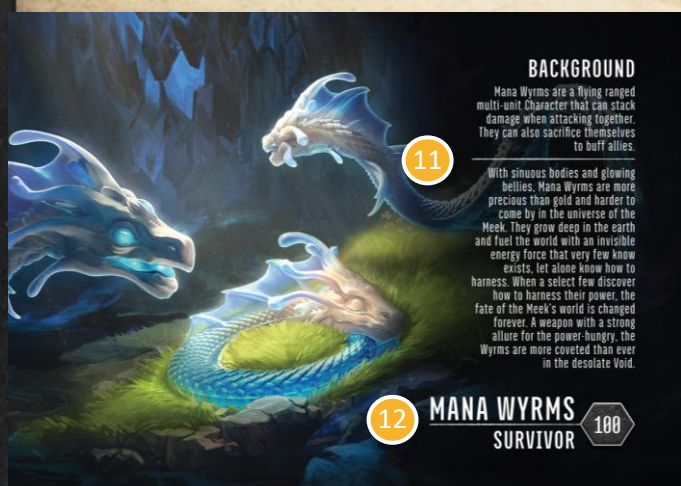
- 10 To the top right of each skill is the skill name.



The lower text in each skill describes how the skill works and may show additional stat changes.

- 11 The back of the Character board lists the Character's play style with a summary of their backstory.

- 12 This is followed by their Name and Class along with a point value used for Skirmish mode.



CHARACTER CARDS

Some Characters do not have full boards, but use playing cards instead. They can't be given awakenings, buffs, curses, and do not have skills.



CHARACTER REFERENCES

CHARACTER

When the term “Character” is used, this refers to all of the units associated with a single Character. So, if a Character has two miniatures, they are both considered to be a single Character.



UNIT

When the term “unit” is used, this refers only to an individual miniature. Miniatures associated with Survivors, Monsters, Mobs, and the Sentience are all considered to be units.



MULTI-UNIT CHARACTERS

Certain Characters have a unit count greater than one. These are multi-unit Characters.



When taking a turn with a multi-unit Character, each unit is activated individually and performs its own separate movement and actions, but they are all considered to belong to a single Character. Each unit also receives damage individually, unless they have an ability stating otherwise (both of the multi-unit Characters in the Shadow of Fear set have abilities indicating that their units share a single health bar).

MULTI-HEX UNITS

Some units are so large that they take up multiple hexes. These are referred to as multi-hex units.



THE LOST

The Lost refers to units on the map that are not controlled by any player.

CLASSES

Classes associate Characters with specific mechanics in different game modes and are listed on the Character boards or cards.

Survivor is a Character that is initially drafted for the Boss Battle Royale and Boss Raid modes.

Sentience is the world boss that must be defeated in the Boss Battle Royale and Boss Raid modes but can be drafted in the Skirmish mode.

A **Beast** is a Character that can be tamed by Survivors and falls under the category of Monster.

A **Brute** is a Character that can be tamed and mounted by Survivors and falls under the category of Monster.

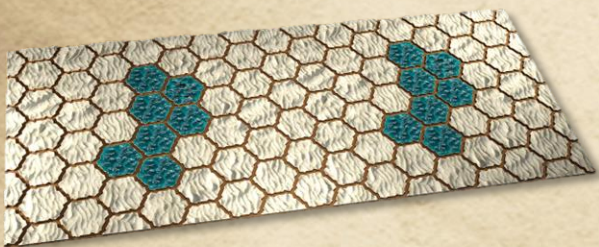
BUILD THE MAP

TimeStrike comes with a Source Foundation, a thick foldable cardboard map that can be laid out and played on. The TimeStrike experience is meant to be used with the Source System which allows for three-dimensional map building and destruction. As you proceed through the rulebook, rules and imagery will focus on the use of the Source System.

SOURCE FOUNDATION

If you are using the Source Foundation, follow the steps below to set it up.

Step 1: Unfold the Source Foundation with the desert themed side face up.



Step 2: Place resource tokens (obsidian) randomly around the map.

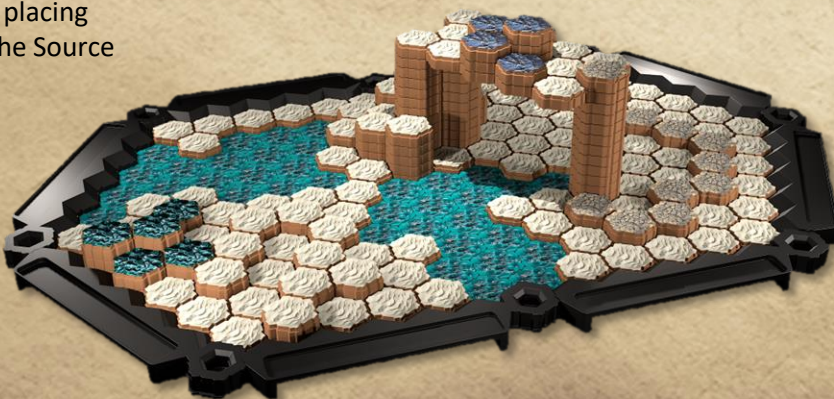


Throughout the rules these will be referenced as "resource hexes".

Materials are gathered from resource hexes by Characters and used to build and craft. When placing resource hexes, we suggest placing them in groups around the Void. They can also be stacked on each other as well.

Recommendation: We recommend placing approximately 20-30 resources on the Source Foundation.

Example Source Map



SOURCE SYSTEM

If you are using the Source System, follow the steps below to set it up.

SOURCE THEMES

Source hexes come in 4 different types. Base hexes (sometimes referred to as Land), Liquid tiles (sometimes referred to as Water), Resource hexes, and Building hexes.

In the Desert theme these are represented as Sand (Base), Water (Liquid), Obsidian/ Runitite (Resources), and lastly Stone Roads (Building).

If you don't have the desert theme, each theme should still follow this format so you can substitute hex types to match the theme you are using.

STEP 1: PLACE THE EDGES

Place and interlock the Edges to create the play area of the map.



The Edges of the map are used to define the boundaries of the game and to hold the dice and markers. Feel free to play with the angles of the Edges to build many different shapes and sizes.

Recommendation: We recommend using eight Edges for your first game.

STEP 2: FILL IN THE BASE LAYER

Place a base layer of base hexes (Sand) for Characters to move on.



The base layer of the map is the foundation of the game and cannot be changed by the Sentence or other effects.

Recommendation: Use larger multi-hexes to help build the base layer faster.

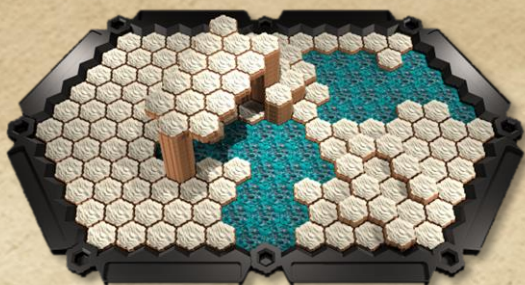
STEP 3: ADD WATER AND ELEVATION

1: Place water tiles to create lakes and rivers.



Access to water is important to gameplay and is required to perform actions like Fishing.

2: Place additional base hexes (Sand) to create elevation. Liquid can also be placed on elevation.

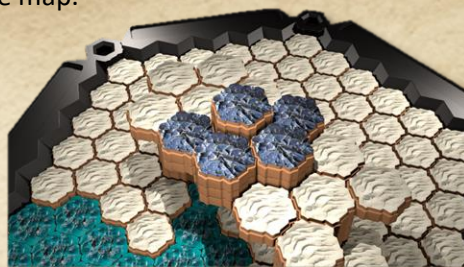


Elevation is important because it affects how easily certain Characters can move across the map. Elevation can be destroyed during the game. It also allows Character to gain height advantage or to hide from ranged attacks during combat.

Note: Roads and walls can be added during map setup but can also be built during gameplay.

STEP 4: ADD RESOURCES

Place resource hexes (obsidian/runite) around the map.



Materials are gathered from resource hexes by Characters and used to build and craft. When placing resource hexes, we suggest placing them in groups around the Void. They can be stacked on top of each other as well.

Recommendation: We recommend placing approximately 20-30 resources for an 8-edge map, or 3 resources per edge with more.

CHOOSE A GAME MODE

Within TimeStrike, there are multiple modes to choose from. Each mode can scale to accommodate different player and Character counts. For new players we recommend starting with the Skirmish mode to learn the basics of the game.

BOSS BATTLE ROYALE MODE

A Boss Battle Royale is the flagship game mode, featuring a battle between players and a massive world boss. The players will have to work together to defeat the boss while also trying to defeat each other and be the last team standing. In this mode, the boss can defeat all the players and win the game. This mode can be played with teams or as a free-for-all.



SKIRMISH MODE

The Skirmish mode is a straightforward battle between players. Players will agree on a point total, then draft Characters within that limit and battle it out to be the last team standing. This mode can be played with teams or as a free-for-all. This is a great mode for learning some of the basic gameplay mechanics.

BOSS RAID MODE

The Boss Raid mode is a solo or cooperative mode where players will draft Characters and work together to defeat the world boss. The players will progressively advance through multiple phases, earning rewards for the players but also increasing the power of the boss. Once the boss's health is depleted in the last phase, the players win.

SETUP GAME MODES

Once you have chosen a game mode, find the corresponding setup instructions below. After setup is complete, move on to the player turns section to learn how to play.

THE SNAKE DRAFT METHOD

Starting with the first player, take turns picking Characters. The first player selects, followed by the second player, continuing until the last player makes their first pick. The order then reverses, allowing the last player to make their second pick first. This process continues in reverse until the first player makes their second pick. The last player to pick in each round has the first choice in the subsequent round, balancing the first pick advantage in any given round.

SKIRMISH SETUP

Step 1: Designating a card area

Designate an area where multiple decks of cards will be placed. Players will be using cards in this area throughout the game.

Step 2: Placing cards

Locate the **Item**, **Artifact**, and **Fish** decks. Shuffle each deck individually, then place each one face down in the card area.

Step 3: Determine Point Limit

Set a point limit for players to draft Characters. 200-300 points is recommended for a standard game. Gather the Character boards and Beast cards to select from.

Point Values:

- Survivors count as 100 points.
- Brutes count as 100 points.
- Beasts count as 50 points.
- Sentience count as 300 points.

Step 4: Determine player turn order

Players determine the turn order by rolling a D20. Each player rolls and the player with the highest roll becomes the first player. Play then continues clockwise.

Step 5: Drafting a team

Starting with the first player, players take turns picking one Character at a time until all Characters for each team have been picked. We recommend **the snake draft method** (Page 15).

Step 6: Trials

Players will draw one Trial card corresponding to each of their Survivor type Characters on their team. On the front side of the card is a list of trials that can be completed by that Survivor to help awaken their stats. Once a Survivor is fully awakened, they can earn the listed reward on the trial.

Step 7: Placing teams in the Void

In turn order, players will choose hexes adjacent to the edge of the Void to place their entire team. Characters belonging to the same team must be placed adjacent to one another.

Step 8: Starting play

The first player in the turn order will start the game, and play will continue in a clockwise direction.

Now skip to the **Player Turns** section (Page 17).

BOSS BATTLE ROYALE SETUP

Step 1: Designating a card area

Designate an area where multiple decks of cards will be placed. Players will be drawing from and referencing cards in this area throughout the game.

Step 2: Placing cards

Locate the **Item**, **Artifact**, and **Fish decks**. Shuffle each deck individually, then place each one face down in the card area. Then find the **Beast** cards and place them in the card area. Search through the Character boards for any **"Brute"** Characters and place these in the card area as well.

CHOOSE A
GAME MODE

SETUP GAME
MODES

15



Step 3: Setting up Fear's cards

Take the **Fear** deck with the red borders reading Boss Battle Royale on them. Search through the deck and locate the card which reads "Stats" that has "Phase 1" on one side and "Phase 2" on the other and set it to the side. Shuffle the remaining action cards and place them face down in the card area. Then set the stat card with the Phase 1 side face up in the card area.

Step 4: Determine Character counts

Now you will decide how many Characters each player will use during the game. Gather the Character boards that are marked as "Survivor" to choose from. The Character count must be the same for each player. We recommend using 2–3 Survivors per player.

Step 5: Determine player turn order

Players will determine the turn order for drafting teams, placing their Characters on the map, and then playing the game. Roll a D20 for each player. The player with the highest roll goes first and then play continues clockwise.

Step 6: Drafting a team

Starting with the first player, players should take turns picking one Survivor type Character at a time until all Characters for each team have been picked. We recommend **the snake draft method** (Page 15).

Step 7: Trials

Players will draw one Trial card corresponding to each of their Survivor type Characters on their team. On the front side of the card is a list of trials that can be completed by that Survivor to help awaken their stats. Once a Survivor is fully awakened, they can earn the listed reward on the trial.

Step 8: Placing Fear

The last player in turn order must place the Fear miniature anywhere on the map that it fits with its base supported by a flat surface of at least five hexes. Fear's base takes up a total of seven hexes but up to two can be unsupported. We recommend placing Fear near the center of the map.

Step 9: Placing Monsters

In turn order, place a Monster miniature for every 2 Survivors that will be played. This means that for games with 2–3 Survivors one Monster

will be placed, for games with 4–5 Survivors two Monsters will be placed, and so on. The first monster should be a Beast and every second Monster should be a Brute.

Then, locate the corresponding Monster cards in the card area and place them face up.

Step 10: Placing teams in the Void

In turn order, the players will then pick hexes adjacent to the edge of the Void to start their entire team. Characters belonging to the same team must be placed adjacent to each other.

Step 11: Starting play

The first player in the turn order will start the game, and play will continue in a clockwise direction.

Now skip to the **Player Turns** section.

BOSS RAID SETUP

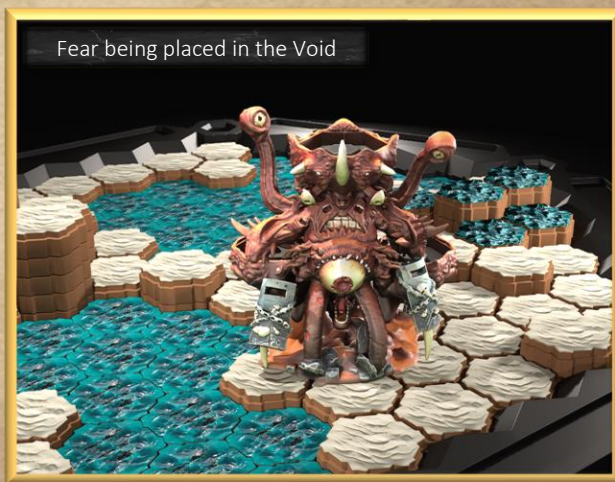
Step 1: Designating a card area

Designate an area where multiple decks of cards will be placed. Players will be drawing from and referencing cards in this area throughout the game.

Step 2: Placing cards

Locate the **Item**, **Artifact**, and **Fish decks**. Shuffle each deck individually, then place each one face down in the card area. Then find the **Beast** cards and place them in the card area. Search through the Character boards for any **Brute** Characters and place these in the card area as well.

Fear being placed in the Void



Step 3: Setting up Fear's cards

Locate the **Fear** deck with gray borders reading "Boss Raid" on each card. Search through the deck and locate six cards which read "Stats" on one side and "Setup" on the other. Set aside three of the six which read, "Boss Raid Gauntlet." Order the remaining three cards from phase 1 to 3 and place them so the "Setup" side is face up. Shuffle the remaining action cards and place them face down so it reads "Boss Raid" face up in the card area.

There is a version of these cards that are marked as "Gauntlet." This is for players who want an extreme challenge to see just how far they can make it fighting Fear. We do not recommend trying this version until completing the normal Boss Raid a few times.

Step 4: Determine Character counts

Now you will decide how many Characters each player will use during the game. We recommend one Character per player, but you can choose to use multiple. Gather the Character boards marked as "Survivor" to choose from.

Step 5: Player turn order

As this mode is intended to be a solo or cooperative experience, you don't have to adhere to a turn order when drafting, placing units, or taking turns during the game. Players are free to take their turns in whatever order they want and can even perform their turns simultaneously.

Step 6: Drafting a team

Starting with the first player, players should take turns picking one Survivor type Character at a time until all Characters for each player have been picked.

Step 7: Trials

Do not draw Trials in this mode. Awakenings and Artifacts are awarded for completing phases.

Step 8: Placing Fear

Place the Fear miniature anywhere on the map that it fits, with its base supported by a flat surface of at least five hexes. Fear's base takes up a total of seven hexes but up to two can be unsupported. We recommend placing Fear near the center of the map.

Step 9: Setting up the Raid

On the first Phase card marked as setup, there will be a list of steps to follow. Follow the steps for spawning in Monsters and Mobs and any additional steps. The center seven hexes represent Fear's position with the arrow showing which way Fear is facing. Then, spawn the corresponding Lost units on the hexes marked around Fear.

Step 10: Placing Characters in the Void

Each player can place their Character(s) on hexes adjacent to the edges of the map. If a Character has multiple units, they must be placed adjacent to one another.

Step 11: Starting play

Players may use their Characters simultaneously.

Now move to the **Player Turns** section.

PLAYER TURNS

Step 1: Choose a Character

Starting with the first player and continuing clockwise, each player will choose one non-exhausted Character on their team to take a turn with. At the end of the turn the player must mark that Character as exhausted. (See the rules for Exhaustion in the next section) This will continue until all Characters in play are marked as exhausted. This triggers the end of the round.

Step 2: Activating units

After choosing a Character to take a turn with, the player can activate each unit belonging to that Character (including any Monsters that Character has tamed) and use that unit's Movement and Energy stats to move them around the map and perform Actions.

Note: No more than 4 units may be activated in a single Character's turn.

A unit may use any amount of its Movement and Energy in any order (meaning a unit can move, then perform an Action, then continue moving). However, after performing an Attack Action, that unit may no longer use any more of its Movement for the remainder of the turn.

If a unit has unused Movement or Energy remaining after being activated, it may be activated again later during the same turn.

During a Character's turn, its controller may activate each unit belonging to that Character and each Monster that Character has tamed.

Note: Units belonging to a multi-unit Character are each activated individually and can each use the full Movement and Energy stats listed on their Character board.

EXHAUSTION

After taking a turn with a Character, exhaust that Character by removing the marker from their Exhaustion slot.



Players will continue taking turns with different Characters on their team that aren't exhausted until all player Characters are exhausted. At the end of the round, and after the Lost have played their action card, all exhaustion on Characters is reset.

If it is a player's turn and all their Characters are exhausted but other players still have non-exhausted Characters to use, their turn is skipped.

CHARACTER BOARD SETUP

When setting up a Character board, fill in all the colored slots that have numbers or symbols in the Awakenings, Buffs, and Curses status columns. Then place a marker in the Character's Exhaustion slot.



HEALTH BAR

At the top-center of each Character board is a health bar for that Character. It lists the total health that each unit belonging to that Character card has.



Whenever a unit takes damage, place a marker in its health bar for each damage taken. Whenever a unit regains health or is healed by a skill, fish, an item, or other effects, remove a marker from its health bar for each health received.

Once a unit receives damage markers equal to or exceeding its total health the unit is defeated.

Note: A unit's total health cannot exceed the value listed on its health bar.

CALCULATING STATS

There are several different ways in which a Character's stats may be modified. When using a Character's stat, always use their Total Stat, which can be calculated by performing the following steps:

1. Check your Character's Base Stat.
2. Check to see if there are any Awakening, buff, or curse modifiers showing in that stat's row.
3. If using a skill, check to see if the skill modifies the stat.
4. If the Character has an artifact equipped, check to see if the artifact modifies the stat.
5. Add together the values from steps 1–4 to determine the Character's Total Stat.

Example: A Character with the Movement buff has a base Movement stat of 5 and their Movement buff is active showing +2. Add two to the Base Stat for Movement, resulting in a total Movement of 7.

MOVEMENT

The Movement stat on a Character (abbreviated as “Move” on the Character board) determines how much Movement a unit associated with that Character can use during their activation. Moving between two hexes of equal or lower elevation uses 1 Movement.



Moggie basic movement

MOVING MULTI-HEX UNITS

When moving a multi-hex unit with a base that takes up two or more hex spaces (also referred to as a 2-hex unit, 3-hex unit, etc), decide which end to lead with (for instance the front or the back). Then, move the unit so the other end follows the same hexes that the leading end just left. When moving a multi-hex unit across uneven hexes, the unit must continue using its movement until its base is able to rest completely on even hexes.

Note: Certain skills may allow Characters to flatten elevation when finishing a move.

OBSTACLES

Units cannot move through enemy units, friendly units that are engaged with enemy units, walls, Monsters, or other obstacles. The only thing they can move through is other units on their team if those units are not engaged with an enemy unit (See page 15 for the definition of “Engagement”).

MOVEMENT PENALTIES

There are two types of Movement penalties when moving: Swimming and Climbing.

SWIMMING

Whenever a unit is on a water tile, they are considered to be swimming. Units that are swimming require one additional Movement to move between hexes. For instance, moving between two adjacent same-level water hexes uses a total of 2 Movement. Moving out of water (from water to land) also uses a total of 2 Movement. Moving into water (from land to water) does not use additional Movement and is not considered Swimming.



Roland moving while swimming

CLIMBING

Climbing is when a unit moves to a hex that is higher than the hex the unit is standing on. Count the difference in height between the two hexes to determine how much total Movement it will cost to move to the higher hex.



Jake climbing

Since the difference between any hex and an adjacent hex one level higher is one, units do not need to use any additional Movement to climb to a hex that is only one level higher than their current hex.

MOVEMENT TYPES

All Characters have specific Movement types of either **Walk**, **Swim**, **Fly**, or **Burrow** found on their card next to the Movement stat. Movement types can mitigate certain obstacles when moving and alter different interactions.



Note: If there is no type listed next to the Movement stat this means the unit has the default Movement type of Walk.

WALK

Walk is the most basic type of Movement and is subject to additional Movement costs for swimming and climbing, as described above.

SWIM

Swim allows a unit to ignore the Movement penalty for swimming. This means that units with the Swim Movement type do not use additional Movement while swimming.

FLY

Fly allows a unit to ignore the Movement penalties for swimming and climbing. This means that units with the Fly Movement type can move from one hex to any other adjacent hex by using 1 Movement, regardless of any height difference between the hexes. They can also move over things that typically block movement like enemy



units, walls, and other obstacles as long as they are able to end their move on an unoccupied hex. Units with the Fly Movement type are also never affected by fall damage during their own activation. Lastly, units with the Fly Movement type do not engage units when moving by them; only if they stop do they become engaged.

BURROW

Burrow allows a unit to ignore the Movement penalties for climbing. This means that units with the Burrow Movement type do not use additional Movement while climbing. They can also move under things that typically block movement like enemy units, walls, and other obstacles as long as they are able to end their move on an unoccupied hex. However, a Burrow Movement type can never move up or down overhangs, even if being Contested. Units with the Burrow Movement type are also never affected by fall damage. Lastly, units with the Burrow Movement type do not engage units when moving by them; only if they stop do they become engaged.

OVERHANGS

An overhang is when one or more hexes are above another hex with space in between.



Large overhang

MOVING UNDER

Units can move under overhangs if it is not less than half their height rounded up. A unit can only stop under an overhang if the miniature itself fits.

MOVING UP

Units can only move up an overhang if it is not greater than their height. Flying units can move onto overhangs regardless of their height.

FALLING

Falling may occur when a unit moves down to a lower adjacent hex. If the difference in height from its starting hex to its target hex is equal to or greater than the height of the unit, they are falling. Certain situations other than normal movement (such as Jump Attacks or being Contested) can also cause a unit to fall and take fall damage.

Exceptions: Falling into water or moving along a road negates fall damage. Units with the Fly Movement type also ignore falling when moving during their own activation.

TAKING FALL DAMAGE

If a unit falls a hex distance equal to or greater than its height it rolls 1 combat die after the unit lands. For each multiple of their height, they must roll 2 additional dice. Each hit rolled counts as one damage.



Example: If a unit has a height of 4, and they fall 11 hexes, that's more than double their height (but not quite triple). So, they roll 3 Combat dice to determine how much damage is taken. If a unit has 3 height and falls 9 hexes, they will roll 5 combat dice.

FALLING FROM DESTROYED TERRAIN

Whenever a unit must be moved because of land being destroyed under them, use the normal falling damage rules from their starting hex to their ending hex directly underneath them. If there is an obstacle or other unit already occupying that hex, pick any adjacent hex to fall onto even if the terrain type is different.

ROADS

A connected area of building hexes is called a road. Roads help units move around faster and allow them to ignore fall damage when moving along the road. A unit on a road hex may use 1 Movement to move and/or climb any distance along that road.



If a unit with the Fly or Burrow Movement type chooses to use a road, they are not considered flying or burrowing in the process so they will be blocked by other units or engage/disengage passed by units. However, they can simply choose to not use the road.

A unit may only use a road for the length that its base is contained by the road for its movement. For example, a 7-hex sized Sentence may only move down a road if it can always fit all 7 hexes moving down that road.



ENGAGEMENT

Whenever two units occupy adjacent hexes, both units are considered to be engaged with each other.



Exception: If units are adjacent to each other at different heights, the lower unit's height value must be equal to or greater than the number of levels of elevation between the bases of the two units. If the hex height is greater than the lower unit's height, those units are not engaged.

RULES OF ENGAGEMENT

When a unit is engaged with an enemy unit, it may not target any unit that it is not engaged with. Also, certain actions may not be performed when engaged with an enemy unit. For example, fishing, mining, and trading cannot be performed by an engaged unit.

SIMULTANEOUS EFFECTS

If multiple units have effects that would resolve at the same time, the active player chooses the first effect to resolve. They do not have to choose their own effect. Other players then resolve their effects in turn order. This prevents the active player from resolving two effects before others resolve any. For example, this may happen if two units have skills triggered upon engaging with another unit, or during a Jump Attack on a target with an engagement skill.

CHEAP SHOT

A Cheap can be triggered by fleeing an engagement, Character skills, or other scenarios. A unit rolls 1D6 for a chance of dealing damage to the target unit. If the unit performing the Cheap Shot rolls a hit, they deal 1 damage to the recipient of the Cheap Shot. Since a Cheap Shot is not an Attack Action, units cannot Defend against a Cheap Shot.

Lost units do not perform Cheap Shots in the Boss Battle Royale mode. Lost units will perform Cheap Shots in the Boss Raid mode but do not roll for the damage, they just automatically deal 1 damage.

(See the rules for Myths on page 38).

FLEEING AN ENGAGEMENT

When a unit willingly leaves an engagement with an enemy unit, by using its Movement, it is considered to be fleeing the engagement. In this case, the enemy unit may perform a Cheap Shot against the fleeing unit. The Cheap Shot happens immediately after the moving unit enters a hex where it is no longer engaged with the enemy. If a unit flees engagement with multiple enemy units, each disengaged unit may perform a Cheap Shot against the fleeing unit.



However, there are exceptions. A unit is not considered to be fleeing an engagement if it leaves due to the Contest or Climb Sentence Action, an Ability is cast on them that moves them, or if an item is used to move them.

COMBAT TIP

Staying engaged with enemies is a great way to prevent them from using their Energy efficiently!



ACTIONS AND ENERGY

During a unit's activation, that unit can use its Energy stat to complete unique Actions before, during, or after using its Movement. All Actions require one Energy to use and cannot be performed more than once per turn by the same unit. Each individual unit of a multi-unit Character may spend the full amount of Energy listed on that unit's Character board.

Note: No more than 4 Energy may be used in a single Character's turn. This would also apply to a Survivor with a tamed Monster.

Note: The same Action cannot be done multiple times by the same unit during a turn. For example, a single unit with three Energy cannot Mine three times. But a Character with three different units that each have one Energy could Mine with each of those units when activating them during the same turn. This is what makes multi-unit Characters strong gatherers.

Below is a list of the different Actions units can take during their activation.

ACTION: FISH

The Fish Action allows units to catch fish from the water that can heal, cleanse, and buff Characters. With a little bit of luck, fishing can also provide valuable treasures.

How to Fish?

If a unit on a land hex is adjacent to an unoccupied water tile that is lower than the unit's base, the unit may use 1 Energy to perform the Fish Action and roll a D20. On a successful roll (10+), the player will draw one fish card and place it in the inventory of the Character that performed the Fish Action. Units engaged with an enemy cannot perform the Fish Action.



Hod successfully fishing by rolling a 10

ACTION: MINE

The Mine Action allows units to collect materials that are used for building roads and walls.

How to Mine?

If a unit is adjacent to an unoccupied resource hex, it may use 1 Energy to perform the Mine Action and collect one material. The player will take the resource hex and place it in the inventory of the Character that performed the Mine Action. The resource hex cannot be more than 4 hexes below the unit's base or 4 hexes above the unit's height when mining it.



Legion in position to mine a resource hex

Resource hexes that are in a Character's inventory are referred to as materials. Units engaged with an enemy cannot perform the Mine Action.



CRITICAL FISHING FAILURE

If a single-hex unit rolls a 1 during the Fish Action, that unit will critically fail and fall into the water hex that they had targeted to fish in.

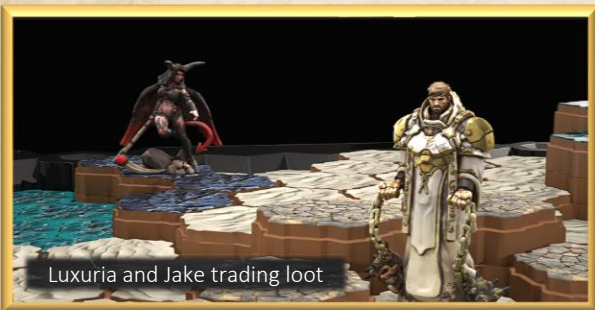


ACTION: TRADE

The Trade Action allows units to pass various loot throughout the Void. Materials, fish, items, and artifacts are all considered loot when trading.

How to Trade?

A unit can use 1 Energy to perform the Trade Action with any Character regardless of the distance or line of sight between the two Characters. The active Character can transfer 1 loot from their inventory to the target Character's inventory. The target unit has the option to transfer 1 loot from their inventory back to the active Character. This means a Character may both give and receive loot during a single Trade Action. (See page 32 for the definition of "Inventory" and "Loot").



Units engaged with an enemy cannot perform the Trade Action. The unit targeted by the Trade Action cannot trade back if it is engaged with an enemy unit.

Units that are on the Sentience may not participate in Trade Actions.

ACTION: CLIMB SENTIENCE

Each Sentience has multiple tiers which can be occupied by units. While on the Sentience, units can attack the Sentience as well as other units on the Sentience. In addition, units that are on the Sentience cannot be targeted by or target units (whether friendly or enemy) that are not on the Sentience.

How to Climb the Sentience?

If a unit is engaged to the Sentience, it may use 1 Energy to perform the Climb Sentience Action, allowing the unit to climb to any unoccupied tier of the Sentience.



Units that are on the Sentience already can instead use the Climb Sentience Action to either jump off the Sentience and be placed on an unoccupied hex adjacent to the Sentience or move to a different tier on the Sentience.

The Sentience cannot target units climbing on its own back unless specifically stated.

Units on the same tier of the Sentience are considered engaged. Units on a Sentience tier above or below a unit are also considered engaged with that unit.

Note: Units do not take fall damage when climbing off or being knocked off the Sentience.

ACTION: CONTEST

The Contest Action allows units to challenge other units for positioning. Contests can result in swapping positions with the opposing unit or pushing the opposing unit out of their position to an adjacent position. Contesting can be used to push enemies off high elevations, swap positions to take over the high ground, force disengagement without risking cheap shots, or simply to assert dominance.

How to Contest?

If a unit is engaged to an enemy unit, it may use 1 Energy to perform the Contest Action against that unit. During a contest, both players roll 1D20, and the action is successful if the active unit rolls higher than the contested unit. Contesting players may add 1 to their roll for each remaining health on their unit, and 1 to their roll for each hex or Sentience tier higher their unit is than the other contestant.

Note: Ties are awarded to the Defender.



Example: Mara Contests a Legion unit. Mara rolls a 16 and adds 6 for her current health for a total of 22. Legion rolls an 8 and adds 4 for his current health and 3 for the number of hexes above Mara it is for a total of 15. In this case Mara wins the Contest.

If the Contest Action is successful, the active player can switch the positions of the two units.



Or the active player can instead choose to push the contested unit by moving it one hex in any direction that is lower than or equal to the contested unit's current position.



Fall Damage

Only units that are pushed by a successful Contest Action are subject to fall damage, not those in which the position is swapped.

Cheap Shots

Since the Contest Action does not use the unit's Movement stat, units moved by the Contest Action never receive Cheap Shots.

Contesting Different Size Units

Units can only Contest units with an equal or lower hex size. A 1-hex unit cannot Contest a 2-hex unit. A 2-hex unit cannot Contest a 3-hex unit, and so on.

Contesting on the Sentience

Units can also Contest each other for positions on the Sentience. A unit on a tier of the Sentience can Contest another unit on an adjacent tier of the Sentience. If successful, the contestor may either switch positions with the contested unit or place the contested unit on any unoccupied space adjacent to the Sentience.

ACTION: TAME MONSTER

The Tame Monster Action is an attempt to take control of a Lost Monster (Beast or Brute) and add it to your team by using a fish. Failing to tame a Monster, however, will result in the Monster attacking back.

Note: Only Survivors may tame Monsters.

How to Tame a Monster?

If a Survivor unit is engaged with a Lost Monster the unit can try to tame it using a fish. The unit will use 1 Energy to discard 1 fish and roll 1D20. To succeed, the unit must roll greater than or equal to 3 times the Monster's current health.

Example: A Monster with 4 remaining health would require a roll of 12 (3 times 4) or higher to be tamed.

Failing to Tame

A failed tame roll will result in the Monster dealing damage back to the unit who tried to tame it. A Beast will deal 1 damage back, a Brute will deal 2 damage back.

Note: This damage can be blocked by using a Monster Trap. (See page 34 under Crafting)

TAMING A BEAST

If a Beast is successfully tamed, it regains 2 health, and its Character card is placed next to the Character board of the unit that tamed it. On future turns, the tamed Beast can now be activated when taking a turn with the Character that tamed it. This effectively allows you to activate multiple Characters during a single turn.

TAMING A BRUTE

If a Brute is successfully tamed, it regains 2 health, and its Character board is placed next to the Character board of the unit that tamed it. Place the unit that tamed the Brute into the mount slot atop the Brute unit. The two units are now referred to collectively as a Behemoth and are subject to special rules (See page 37 for the "Tamed Brute" rules). If the active unit was previously mounted on a different Brute, that Brute will revert to a Lost unit controlled by the Sentence.

ACTION: CAST ABILITY

The Cast Ability Action allows units to use an ability type skill on their Character board.

How to Cast Ability?

If a unit's Character board contains a skill labeled as "Ability", that unit can spend 1 Energy to perform the Cast Ability Action and use the ability using the Characters stats.

ACTION: ATTACK

The Attack Action allows units to attempt to damage other units. Any unit can target and attack another unit by using the attacking unit's Range and Attack stats. After performing the Attack Action, the active unit may no longer use their Movement for the remainder of the turn.

TARGETING A UNIT

The following rules apply for any action, skill, or item that requires a unit to be targeted, not just the Attack Action.

When an action, skill, or item requires a target to be selected, check to make sure the targeted unit is first within the range specified by the action, skill, or item. If no range is specified by the item, then it has unlimited range. Then, check to make

sure the targeted unit is within line of sight of the unit using the skill, item or performing the action.

Exception: Units that are engaged with each other may always target each other, even if they do not have line of sight to each other.

CHECKING RANGE

To check the range, count the number of hexes horizontally between the unit and its target. Do not include height or vertical hexes in this count. If the target is within or equal to the specified range, it is considered within range.

CHECKING LINE OF SIGHT

Line of sight is used to determine whether one unit can "see" another unit. Establishing line of sight is required when attempting to target a unit, unless a skill or item specifies otherwise. Unlike range, the line of sight is a straight line drawn between the targeted unit's hit box and the vision point of the unit that is selecting a target. Line of sight is unrelated to the number of hexes between two units.

The red dot is the vision point and the light gray is targetable.



Example hit boxes

1. Check the vision point of the targeting unit and the hit box of the target unit.
2. Stand behind the targeting unit to see if its vision point can "see" any part of the targeted unit's hit box.
3. If an unobstructed straight line can be drawn between the targeting unit's vision point and the targeted unit's hit box, then the targeting unit has line of sight to the targeted unit.

Recommendation: If it is difficult to determine whether a unit has line of sight to their target, use a string, rubber band, or laser pointer to attempt connecting the targeting unit's vision point to the hit box of the targeted unit with a straight line. If you cannot connect the two points with a straight line, then line of sight is not established.

Note: Only the unit of the active player may be turned or adjusted while targeting another unit.



Mara at a distance from Moggie

In the above example, Mara is trying to target Moggie with a Ranged Attack.



Moggie out of line of sight

Looking from Mara's vision point, Moggie is clearly not in her line of sight.



Moggie in of line of sight

If the Moggie was one hex over, you can now see that Mara has a clear line of sight on Moggie.

TARGETING THROUGH OTHER UNITS

A unit may attempt to target another unit even if there are other units between them, but the targeting unit must still have a clear line of sight to their target. If the unit(s) between the targeting unit and the targeted unit fully obstruct the line of sight, then the targeting unit is unable to successfully target the unit.

ATTACKING A UNIT

If another unit is within range and line of sight of a player's unit during their activation, the active unit may use 1 Energy to select a target and perform the Attack Action.

How to Attack?

1. Select a unit as a target for the attack. When performing the Attack Action, the targeted unit must be no further away than the attacking unit's Range stat. (Remember that if a unit is engaged with an enemy, it may only target units that it is engaged with when performing an Attack Action).
2. Calculate the total Attack stat by checking the Attack stat on the Character board as well as any modifiers incurred by height advantage, awakenings, buffs, curses, or an equipped artifact.
3. Roll the number of combat dice equal to the attacker's total Attack stat.
4. Each rolled Attack icon will count as one hit against the target.
5. After performing the Attack Action, the active unit may no longer use their Movement for the remainder of the turn.

Note: Be sure to check a Character's skills for different types of attacks that may require the player to roll Lucky sides.

AREA OF EFFECT

Certain skills, attacks, or other effects may affect multiple hexes or units and is known as an "Area of effect". Area of effect is sometimes referred to as "AoE." In this case, the attacker still only rolls for the attack once, and each unit that is affected by the attack rolls defense individually, in an order chosen by the attacking player. AoE skills may be used while engaged as long as the target of the AoE is a unit the attacker is engaged with.

Note: Area of effect skills, attacks, or other effects hit all units within the specified area or Range, including friendly, stealthed, and even the unit that initiated the AoE, unless otherwise specified.

DEFENDING AN ATTACK

When a unit is attacked by another unit and the attacker rolls at least 1 hit, the defender can choose to defend itself from the attack. If the attacker doesn't roll any hits, the defender cannot roll for defense.

How to Defend?

1. Calculate the total Defense stat by checking the Defense stat on the Character board as well as any modifiers incurred by height advantage, buffs, curses, or an equipped artifact.
2. Roll the number of combat dice equal to the defender's total Defense stat.
3. Each rolled Defense icon will count as one block against a hit from the attacker.
4. For each hit that was not blocked, place a damage marker in the health bar of the defending unit.

Note: Be sure to check for Defense skills on the Character that can be used.

COMBAT EXAMPLE

In this example, Roland (right) is attacking Jake (left). Roland rolls 3 attack icons which is 3 hits. Jake rolled 1 defense icon which is 1 block. Therefore, Jake blocks 1 of the 3 incoming hits and would receive 2 damage markers.



However, Jake was using his Enchanted Armor skill and by rolling 1 Lucky block he now will block an additional hit. Jake now blocks for 2 and takes just 1 damage marker. The second part of the skill does not trigger because Jake did take damage.

DEFENSE

ENCHANTED ARMOR

Must not have the Defense curse. Roll at least 1 Lucky block (die with a circle and dot) to block 1 additional hit and if Jake Alland is engaged to the attacker and takes no damage, give the attacker the Attack curse.

Then we look at Roland that used his Magma Fist skill, which by rolling 1 Lucky hit would give Jake Alland the Defense curse after combat were resolved. If Jake already had the Defense curse it would have become an extra hit instead.

ATTACK

MAGMA FISTS

Must be Enraged. Roll at least 1 Lucky hit (die with a circle and dot) to give the target the Defense curse. If the target already has the Defense curse or is a Lost unit, add 1 extra hit to this attack instead.

SILENCE

HEIGHT ADVANTAGE

If one unit is on a higher hex than another unit, it is considered to have height advantage against that unit. Height advantage allows the unit to have an increased total Attack or total Defense stat while attacking or defending.

How to use height advantage?

If a unit is attacking another unit from height (its base is higher than the base of the unit it is targeting), the attacking unit adds +1 when calculating its total Attack stat.

If a unit is defending against an attack and its base is higher than the attacker's, the defending unit adds +1 when calculating its total Defense stat.



MELEE UNITS

A unit with a Range stat of 1 is a Melee unit, which will be listed next to the Range stat on its Character board. A Melee unit can only attack units that it is engaged with. The Range stat of Melee units cannot be modified.

Note: *Melee units may still have ranged skills that can be used against non-adjacent enemies.*

JUMP ATTACK

A Jump Attack is an altered form of the Attack action that allows Melee units to increase their attack range by leaping through the air to come smashing down on their targets below.

How to Jump Attack?

If a Melee unit is not engaged with an enemy and has not yet used its Attack Action and still has the Energy for it during its activation, it may be able to Jump Attack. The target enemy unit must be within 2 Range and its base must be on a lower hex than the attacking unit. The hex the attacker is landing on must be lower than its current position and can't be more than two hexes away from the hex the attacker started on.

1. Place the Melee unit on an unoccupied hex adjacent to its target so that the two units become engaged.
2. Use 1 Energy to perform an Attack Action against the targeted unit. During this attack, the attacking unit is considered to have height advantage.
3. After resolving the attack, if the attacker's original position and the hex that it landed on causes the unit to be considered falling, the attacker must roll for fall damage.



In the previous image, Legion (right) sees Gula (left) within 2 Range on a lower hex. Legion jumps off the higher hex to the lower hex adjacent to Gula to perform a Jump Attack.



All movement type units are subjected to fall damage when jump attacking. However, landing in water still negates fall damage during jump attacks.

The attack of a Jump Attack would be considered a simultaneous effect against other effects like engagement triggers.

A Character can land lower or higher than their target when performing a Jump Attack, but they must be engaged with the target when landing. Otherwise, they are landing too low or high.

DEFEATING A UNIT OR CHARACTER

A unit is defeated when the number of damage markers in its health bar is equal to or greater than that unit's total health. Remove defeated units from the map.

A Character is defeated when all units belonging to the Character have been defeated.

Steps to take when a Character is defeated:

1. If the Character was defeated by an attack, skill, or Cheap Shot, any loot in the defeated Character's inventory is transferred to the inventory of the Character that defeated it. If defeated by a Lost unit, their loot is discarded instead.
2. Remove the defeated Character from the map.

AWAKENINGS

Characters can unlock Awakenings (depicted with a gold border) during gameplay which allows them to gain permanent additional stats.

How to Awaken a Character

Survivors can complete trials, find items, use skills, or push the Sentience through phases to unlock Awakenings. When a Character Awakens a stat, remove the marker to reveal the modifier for that stat. This modifier is unlocked permanently for the remainder of the game.



TRIALS

At the start of the Boss Battle Royale or Skirmish modes each Survivor draws their Trial card. Their name will be listed on the Trial.

The card will show trials, or objectives, that must be completed by the Character to Awaken a specific stat. Once a Character is fully awakened, they may discard the trial card and draw one Artifact.



Note: If the Character awakens a stat using a different method, the player no longer has to complete that trial before discarding their card.

BUFFS AND CURSES

Buff and curse stat modifiers can be gained by and removed from Characters throughout the game. When a buff or curse is gained by a Character, the marker is removed from the slot for that buff or curse. When a buff or curse is removed from a Character, the marker is placed back in the corresponding slot.



Bufs and curses can be applied to Characters through skills or other events. Some Characters cannot receive certain buffs or curses; the corresponding slots on those Character's boards are gray instead of colored.

BUFFS

Bufs (depicted with blue borders) typically increase stats and add new beneficial effects to the Character.

If a Character has both a buff and curse applied to the same stat, (Move, Range, Attack, or Defense) the buff and curse cancel each other out completely, regardless of their values.

Example: If a Character has the Movement buff but then receives the Movement curse, this results in the Character applying no modifiers to its Movement stat from the Movement curse or buff.

The Movement, Range, Attack, and Defense buffs only change the Total Stats of the Character. There are also two other types of buffs that have unique effects.

STEALTH

Units with the Stealth buff cannot be selected as the direct target of attacks, skills, items, or other effects from units that they are not engaged with.

They will still be hit by area of effect attacks, skills, items, or other effects which do not target them directly.

There are 2 conditions that remove the Stealth buff from a Character. The first is if the unit receives damage in any way, immediately remove the Stealth buff. The second is when a Character begins their turn and they have the Stealth buff, it is removed.

Note: *The Lost can still target units in Stealth to spawn mobs near or move towards them, but they can't directly attack these units from range.*

ENRAGE

The next time a unit with the Enrage buff Attacks or Defends, that unit will add the number of dice listed in the Enrage buff box to its attack or defense roll. After the Enrage buff is used, the buff is immediately removed.

Note: *Enrage must be used on the very next attack or defense roll. It cannot be saved.*

CURSES

Curses (depicted with red borders) typically decrease stats and add detrimental effects to the Character.

The Movement, Range, Attack, and Defense curses only change the Total Stats of the Character. There are also two other types of curses that have unique effects.

AFFLICTION

When a Character has the Affliction curse, the Character will take the amount of damage listed on the Affliction curse at the end of the Character's next turn. Once the damage is taken, the Affliction curse is immediately removed. If a Character obtains the Affliction curse in the middle of their turn, the curse is not triggered until the end of their next turn.

Note: *Some Characters have a positive value on the Affliction curse; if so, the Affliction curse heals that Character instead of inflicting damage. In this case, the Affliction curse is still removed at the end of the Character's turn even if no damage was healed.*

SILENCE

When a Character receives the Silence curse, the Character's skills are reset, and it is unable to use any skills. At the end of that Character's next turn the Silence curse is removed. If a Character obtains the Silence curse in the middle of their turn, the curse is not removed until after their next turn.


Note: *Silence affects all skill types unless otherwise stated.*

SKILLS

Each Character has a list of skills on the right side of their Character board which can be used during the game. There are several different types of skills that can be used in different scenarios. Skills can alter a unit's stats when the skill is in effect, so remember to add those when calculating total stat numbers. Skills that require a target will use the Character's Range stat when targeting unless otherwise stated. Some skills have bold text listing requirements to use them or other information.

ABILITY

A unit can use an ability skill by performing the Cast Ability Action.

ABILITY	ALLURE
Target a single-hex enemy unit within range and roll 1D6. If a hit \times is rolled, place the targeted unit on an adjacent hex so that they are engaged with Luxuria.	

PASSIVE

Passive skills are either always in effect, or trigger during described circumstances. Passive skills do not require a unit to perform the Cast Ability Action in order to be used.

PASSIVE	BARREL RIDER
Hod only needs to roll a 6 or higher to successfully complete the Fish Action and may use the Fish Action while occupying a water tile.	

AWAKENINGS

BUFFS AND
CURSES

SKILLS

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ATTACK

Attack skills can be used when a Character performs an attack. Only one attack skill can be used during each attack.

ATTACK ✕

DEVOUR

Must be engaged to the target. Roll at least 1 Lucky hit ✕ and inflict damage to the target to regain 1 health.

DEFENSE

Defense skills can be used when a Character defends against an attack. Only one defense skill can be used during each attack.

DEFENSE 🛡️

ICE BARRIER

Must be engaged to the attacker. Roll at least 1 Lucky block 🛡️ to block 1 additional hit and give the attacker the Move curse.

LUCK

Luck is a mechanic that allows Characters to trigger special effects when rolling Combat Dice. On the Combat Dice you will notice one gold-colored Attack icon called a Lucky hit and one gold-colored Defense icon called a Lucky block. Skills or other scenarios may require a certain amount of Lucky Attack or Defense icons to be rolled to trigger different effects or actions.

How to use Luck?



1. When rolling Combat Dice, check the Character's skills or Trials to see if any have Lucky Hit or Lucky Block triggers.
2. If you roll the required number of Lucky Attack or Defense icons, trigger the skill's effect or complete the Trial.

INVENTORY

This section describes the different types of loot and how Characters can carry loot in their inventories. Each Character on a team has its own unlimited individual inventory. When a Character performs an action which results in the drawing of a card or collection of a material, that loot is placed into the Character's inventory.

Note: Units who belong to the same multi-unit Character all share the same inventory with one another. To transfer loot between Characters, you use the Trade Action.

Recommendation: We recommend placing loot cards slightly under the Character board to indicate they are associated with that Character, and stacking the material gathered on top of the Character artwork. If they have an artifact equipped, you can slot it under the right side and push the artwork under the Character board.



LOOT

Loot describes anything that can be carried in a Character's inventory. Fish, materials, artifacts, and items all fall under the loot category. Loot can be used during a unit's activation without using Energy. For instance, a Character could eat a fish, use an item, and spend a material to build or craft during their turn without spending any Energy.

Whenever a loot card is discarded, it is placed back at the bottom of the appropriate draw pile.

ITEMS

Item cards are single-use and trigger special mechanics that can be exceptions to the default rules of the game. Items can be helpful for combat, moving, modifying actions, and more.

Items can only be used during the turn of the unit that holds them. However, some items have specific conditions that allow their use outside of the unit's turn.

When a Character deals damage to a Lost unit (or a player unit in Skirmish mode) as the result of an attack or skill, it draws one item card and places it in their inventory.

FISH

Fish cards are single-use and assist primarily by helping units regain health, cleanse curses, and gain buffs. Fish can only be consumed during the turn of the unit that holds them.

Characters can draw fish cards by successfully completing the Fish Action.

ARTIFACTS

Artifacts can be equipped to Survivor Characters and provide additional skills, stats, or effects. A Survivor can only have 1 artifact equipped at a time. Skills, stats, and other effects from Artifacts are only active when they are equipped.

Survivors can draw artifacts by either fully awakening themselves in the Boss Battle Royale and Skirmish modes, or by pushing the Sentience through phases in the Boss Raid mode.



On the left side of the artifact card is the name and a depiction of the artifact. On the right side there are 3 sections. First, a new skill that the Character acquires. Next, is additional stats that are added to the Character. Lastly at the right bottom of the artifact is a unique effect that only works if it is equipped by the specific Character in which the artifact originates from.

When a Survivor receives an artifact card, they can immediately equip it. If an artifact is already equipped, they can either swap it or place it in their inventory.

At the start of a Survivor's turn, a player may choose to swap their equipped artifact with one in their inventory. Equipping an artifact is not considered an Action and does not cost any Energy. Units may trade artifacts even when they are equipped.

BUILDING AND CRAFTING

During the game, Characters can use the materials they have mined to build structures or craft single-use gadgets that enhance specific actions. Building and crafting are not considered actions and therefore do not require the use of Energy to perform and can only be done by Survivors.

BUILDING

Building allows Survivors to use materials to place additional hexes or structures onto the map during their turn. A unit cannot build while engaged with an enemy.

WALLS

Walls can be built during the game to provide cover or block passages.

1. To build a wall, the active Survivor unit must pay 1 material from their inventory. Discard the material.
2. Take a wall from the common supply.
3. Place the wall on any unoccupied basic land hexes with at least one hex adjacent to the active unit, or on top of another wall with at least one hex adjacent to the active unit.

Note: Walls cannot be built to completely block off a part of the map with no path around.



ROADS

Roads can be built during the game to help gain height or move Characters around more quickly.

1. To build roads, the active Survivor unit must be standing on a land or road hex and pay 1 material. Then, take three road hexes from the common supply.
2. If the unit building the road is not already standing on a road hex, the first road hex must be placed beneath that unit.
3. From there, place the remaining road hexes on any unoccupied hexes adjacent to any other road hexes belonging to the road the unit is standing on.
4. Roads can be built adjacent to each other regardless of the height difference.

Roads cannot be built on top of other roads or on tiles. Roads cannot be built adjacent to each other if the adjacent hex is an overhang. Roads adjacent to each other that are separated by an overhang are also not considered connected.

CRAFTING

Crafting allows Survivors to use materials to assist with actions or other activities.

HANG GLIDER

When a Survivor unit would roll for falling damage, they may spend 1 material to craft a hang glider and ignore that falling damage.

FISHING NET

Before performing a Fish Action, a Survivor unit may spend 1 material to craft a fishing net which guarantees success on that Fish Action.

MONSTER TRAP

Before performing a Tame Monster Action, a Survivor unit may spend 1 material to craft a monster trap which will prevent the monster from dealing damage back to the player if the Tame Monster Action fails.

THE LOST

The Lost is a term used for the AI in TimeStrike for the Boss Battle Royale and Boss Raid game modes. The **Sentience**, **Mobs**, and **untamed**

Monsters are all considered part of the Lost.

Lost to time, these prior inhabitants of the Void will do everything in their power to ensure that no one survives to leave the Void.

The Lost will be spawned in, and controlled, by the Sentience deck. Players can target and attack the Lost in the same way they would target units belonging to another player.

LOST STATS

When determining an interaction with a Lost unit, refer to the Sentience Stats card that shows the "Lost Stats". The stats for Move, Range, Attack, and Defense work differently for the Lost than the player-controlled units.



3	LOST MOVE
2	LOST RANGE
2	LOST ATTACK
1	LOST DEFENSE

LOST MOVE

When moving a Lost unit, ignore water and climbing movement penalties. They cannot move through enemy units or friendly units that are engaged with enemies. They cannot move through walls or other structures. Also, the Lost cannot be Cheap Shot during their movement.

LOST RANGE

This stat determines the maximum range from which any Lost unit may target a player unit when attacking.

LOST ATTACK

The Lost do not roll for Attack; the Lost Attack stat instead indicates the number of hits that the Lost automatically inflict when attacking (the defending unit will still roll for Defense).

LOST DEFENSE

The Lost do not roll for Defense; the Lost Defense stat instead indicates the number of hits that the Lost automatically block when defending.

LOST HEALTH

The total health for the Lost Monsters can be referenced from their Character board or card. The total health for the Sentience is listed at the bottom of the Sentience stats card and scale per Survivor unit that starts in play.

LOST TARGETING

Lost units will be required to target player units based on parameters like distance or different statuses.

Note: *The Lost cannot target units climbing the Sentience.*

For distance, from the position of the Lost unit, count the number of hexes that the Lost unit would need to move to become engaged or get as close as possible to the target unit.

Note: *Lost units cannot move through enemy units or structures which must be considered when measuring distance.*

Tiebreakers

There may be moments where units are equally targetable by the Lost. Follow the steps below to determine who is the main target.

First tiebreaker: The target with the lowest defense.

Second tiebreaker: The target with the lowest current health.

Final tiebreaker: If the target is still unclear, players will roll D20s for each unit to determine which unit will be targeted; the Lost unit will then attack the unit with the lowest roll.

SPAWNING THE LOST

Sentience cards and other effects can spawn Monsters or Sentience mobs during gameplay.

Spawning at a target hex:

- Place the Lost unit at the target hex.
- If the target hex is occupied, place the unit on the highest unoccupied hex adjacent to the original hex.

Note: *If there are multiple such hexes, the last player in turn order decides which hex to use.*

Spawning next to a target unit:

- Place the Lost unit on the highest hex that is both closest to the Sentience and is engaged to the target unit.

Note: *If there are multiple such hexes, the owner of the target unit decides which hex to use.*

Note: *When spawning a unit into an engaged position, this immediately triggers engagement.*

LOST MOVEMENT

When a Lost unit has acquired a target, the Lost unit will then move towards that unit. Lost units will move as close as possible to be engaged with their target. If the target cannot be engaged, the Lost unit will then move toward the nearest hex from which it can attack the target.

If the Lost unit cannot reach a hex from which it could attack the unit, it will spend all its Movement attempting to get as close as possible to that hex. If there are multiple such hexes, the Lost will move toward the higher hex. If there are multiple such hexes, the owner of the targeted unit may decide.

COMBAT WITH THE LOST

Attacking the Lost

The Lost do not roll for Defense when being attacked; instead, refer to the Sentience Stats card listed "Lost Defense" value. This shows the number of blocks a player unit must surpass when attacking to inflict damage.

When a Character deals damage to a Lost unit as the result of an attack or skill, it draws one Item card and places it in their inventory. Then for Monsters, place their damage markers on their Character board or card. For the Sentience, place it at the bottom of Sentience Stats card.

Being Attacked by The Lost

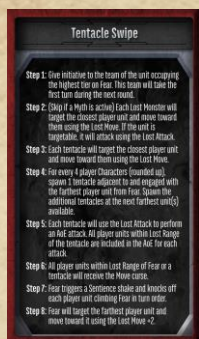
The Lost units do not roll for Attack when attacking players; instead, refer to the Sentience Stats card listed "Lost Attack" value. The attacked unit still rolls for Defense to block these hits.

SENTIENCE

The Sentience is a massive world boss whose goal is to defeat all teams. If the Sentience defeats all teams in the game, the game is over, and you have lost to the Sentience.

SENTIENCE'S ACTION

When the round ends after all player Characters have become exhausted, draw a card from the Sentience action deck. Follow the instructions on the card to play out the Sentience's turn.



On the Sentience action card, there will be a list of steps that walk players through the turn of the Sentience. After completing each step the Sentience's turn is over and players can start the next round.

When Survivor counts are referenced, it's usually based on the initial number of Survivors in the game but may state otherwise.

SENTIENCE MOVEMENT

The Sentience can be moved to a position already occupied by other units or buildings if the **center hex 1** of the Sentience's base is not occupied by another unit. After the Sentience is placed, it should face away from the hex from which it originated and towards its new direction.

When there are walls, uneven ground, units, or other impediments, proceed as follows:

1. Each unit will be pushed away from the Sentience starting with the Sentience's front hex and continuing clockwise.
2. If the specified positions are occupied, the players who own the units can choose the next closest hex. For the Lost units, the player moving the Sentience can decide their positions.
3. If the Sentience is placed on a structure, the structure is destroyed.
4. If the Sentience is placed on uneven land hexes, remove the highest hex from under its base. Repeat this process until it rests on at least 5 hexes with the same height.
5. If the Sentience is placed on an overhang or bridge, the Sentience can have a maximum of two hexes hanging off the edge in mid-air. Otherwise destroy the overhang or bridge and place the Sentience on whichever hexes were directly below it.



The Sentience movement rules apply in all modes whether the Sentience is player controlled or not.

CLIMBING THE SENTIENCE

Climbing onto the Sentience is a core part of the game and is extremely important for survival, power, and rewards.

Units on the Sentience cannot be targeted by any friendly or enemy units not on the Sentience. This includes any Action, skill, or item cards. Units on the Sentience also cannot target other units that are not on the Sentience.

Units on equal or adjacent tiers of the Sentience are considered to be engaged with each other.

SENTIENCE SHAKE

Whenever a Sentience shake is triggered all units on the Sentience will be knocked off. In turn order, each player will place their units on an unoccupied hex adjacent to the Sentience.

SENTIENCE MOBS

The Sentience will have uniquely named units that are referred to as Mobs. Mobs will be spawned onto the map throughout the game. Mobs also use the Lost Stats, same as the other Monsters but only have 1 health. These Mobs will have special abilities and can increase the strength of the Sentience, add obstacles, and trigger large-scale damage.

In Shadow of Fear, the Sentience Mobs are tentacles. These tentacles will be spawned in as Fear continues taking turns. They can be attacked and destroyed. They cannot use the road mechanic. They have a height of 4 and 1 health. When a tentacle is defeated, remove the tentacle from the Void and deal 1 damage to Fear.

When playing Fear in the Skirmish mode, be sure to grab the Tentacle Mob card.



MONSTERS

There are two types of Lost Monsters in TimeStrike: Beasts and Brutes. These Monsters are summoned throughout the game, slowly becoming an ever-greater threat to the players' Characters. Sentience cards will frequently cause Monsters to attack non-Lost units. Monsters can be attacked, tamed, or defeated.

TAMING

Taming is a mechanic used to capture and recruit Lost Monsters to a team. Lost Beasts and Lost Brutes can be tamed by Survivor units. Tamed Monsters can then be activated when taking a turn with the Character that tamed them. Tamed Monsters use the stats on their Character board rather than the Lost stats.

Note: Tamed Monster are no longer considered Lost units. Tamed Monsters cannot be activated on the turn they were tamed.

TAMED BEASTS

When a Beast is tamed, its Character card is placed next to the Character board of the unit that tamed it. When taking a turn with a Character that has tamed one or more Beasts, you may also activate each Beast the Character has tamed. If a Character that tamed one or more Beasts is defeated, each tamed Beast will revert to a Lost unit controlled by the Sentience.



TAMED BRUTES

When a Brute is tamed, the unit that tamed it is mounted on top of it. The two units are collectively called a Behemoth. When taking a turn with a Character that has tamed one or more Brutes, you may also activate each Brute the Character has tamed. When activating a unit mounted on a Brute, it may no longer use its Movement stat, but still uses its own Energy to perform actions.



BEHEMOTHS

When a Survivor is mounted on the back of a tamed Brute, it is called a "Behemoth". Units mounted on tamed Brutes are considered to be engaged with that Brute and any other units engaged with the Brute and may count range starting from any space the Brute occupies.

Units mounted on tamed Brutes cannot be targeted by enemies. Instead, only the Brute can be targeted by enemies for attacks or other abilities. If a tamed Brute is targeted for an attack and receives any damage from the attack, the mounted unit must also roll Defense against each hit from that attack.

If a tamed Brute is defeated, the mounted unit is placed by its owner on any unoccupied hex that the Brute previously occupied.

If the mounted unit is defeated, the Brute reverts to a Lost unit controlled by the Sentience.

BOSS BATTLE ROYALE RULES

When playing the Boss Battle Royale, there are a few unique rules and win conditions.

WIN CONDITIONS

Victory: Be the last team standing after the Lost and all enemy player teams are defeated.

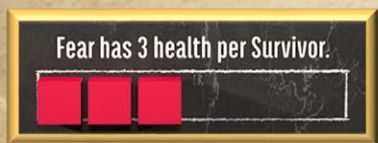
Lost Victory: If all player teams are defeated before the Lost are defeated, then the Lost wins.

Strategy: First eliminate the Lost by defeating the Sentience then all enemy player teams.

DEFEATING THE LOST

Attack Fear or its tentacles to inflict damage to Fear. Defeating or taming Lost Monsters will help keep Fear from regenerating health. Once Fear receives damage markers equal to or exceeding its total health it is defeated, then all remaining tentacles and Lost Monsters are removed from the Void.

At the bottom of Fear's Stat card is its health, which scales based upon the number of starting Survivors in the Void. As Fear takes damage place markers on this card to track its current health.



ADDITIONAL LOST REWARDS

You may gain additional rewards for defeating a Lost unit. Defeating a Lost Monster will grant 1 item and unlock 1 awakening to the unit who defeated it. Defeating the Sentience will grant 3 items and unlock all awakenings to the unit who defeated it.

DETERMINING INITIATIVE

The player who controls the unit occupying the highest tier on the Sentience when a Sentience card is drawn at the end of each round will have initiative and take the first turn in the following round.

If units are on equal tiers or if the Sentience has

been defeated, initiative is determined by a D20 roll among the tied units/remaining players with the highest roller taking initiative.

MYTH

The Myth mechanic (only in the Boss Battle Royale mode) allows players who have been defeated to continue to play and seek revenge on those who may have wronged them during the game. A player can only become a Myth if their team is defeated before the Sentience is.

Note: There are no limits to how many players can become Myths.

ONCE THE MYTH IS ACTIVE

- The Sentience will shake off all units from all tiers of the Sentience in turn order.
- Players can no longer Tame Monsters or Climb the Sentience.
- The Myth has control of the Sentience every turn.

MONSTER CHANGES UPON MYTH ACTIVATION

Monsters will now act as normal Characters for the Myth to control. Myths will take their turn, during the normal round, using the exhaustion system just like the other remaining players. Cheap Shots, rolling for combat, buffs, curses, skills, and the exhaustion system are all in effect. Monsters under the control of a Myth use the stats listed on their Character board, rather than the Lost stats.

This also means that Monsters will no longer move or attack when the Sentience action card is drawn.

HOW TO PLAY THE MYTH ROLE

The Myth's goal is to use the Lost to keep any remaining players from winning.

Whenever a card from the Sentience deck is drawn, Myths will have control of the Sentience card.

When a card says to move a tentacle or Fear, the Myth may choose exactly where they move using the Lost Stats.

When a card says to spawn a tentacle on a given target, the Myth may instead choose that target.

SKIRMISH RULES

When playing Skirmish, there are a few unique rules and win conditions.

WIN CONDITIONS

Victory: Be the last team standing after all enemy player teams are defeated.

Strategy: Defeat all enemy player teams.

ITEMS

When a Character deals damage to an enemy unit as the result of an attack or skill, it draws one Item card and places it in their inventory.

DETERMINING INITIATIVE

At the end of each round each team will roll D20s. The team with the highest roll will go first, with all other teams taking turns in clockwise order.

BOSS RAID RULES

When playing the Boss Raid, there are a few unique rules and win conditions.

WIN CONDITIONS

Victory: Have at least one Survivor alive after defeating Fear.

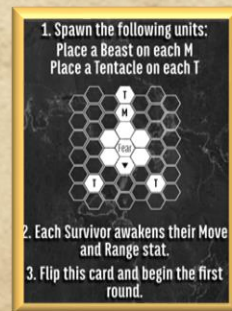
Strategy: Push Fear through multiple phases by first destroying its tentacles then depleting its health in each phase.

LOST CHEAP SHOTS

Disengaging from the Lost will trigger a Cheap Shot on players' units. The Lost do not roll for this Cheap Shots; they are automatically successful.

SENTIENCE PHASES

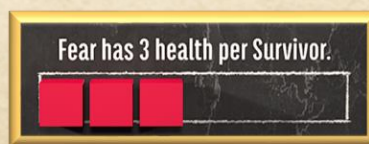
Fear has multiple phases it will move through as players deal damage. Each phase has a setup card to spawn monsters and mobs followed by various other steps like awakening Characters or drawing Sentience Action cards.



DEFEATING THE LOST

Attack Fear or its tentacles to inflict damage to Fear. Once Fear receives damage markers equal to or exceeding its health it is pushed to the next phase. Depleting the health of Fear in its final phase will destroy it and defeat the Lost.

At the bottom of Fear's Stat card is its health, which scales based upon the number of starting Survivors in the Void. As Fear takes damage place markers on this card to track its current health.



FEAR'S TENTACLES

Fear will never spawn more than 5 tentacles, 2 Beasts, or 1 Brute at a time. So anytime a card has more spawns to be placed but the limit is already met in the Void, ignore those spawns.

SIMULTANEOUS TURNS

In this mode, all player Characters can take their turns simultaneously. For example, you can move one Character, then switch to another Character to move and perform an action, and then return to the first Character to continue playing. This way, you can mix and match play across Characters without waiting for each turn to end.


BOSS BATTLE
ROYALE RULES

SKIRMISH
RULES

BOSS RAID
RULES

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PLAYTESTERS

Aidan Leatherdale
Alexandros Chapin
Allison Dohnert
Andrew Gelman
Brian Zuzulock
Chad Parris
Chris Albertson
Corinne Messina
Daniel Paparelli
David Lappert
Divy Lankapothu
Eric Mok
Isaiah Sotero
Jason Chapman
Jeremy Lightcap
Joe Nicastro
Jose Rijo
Josh Schuster
Kensy Almonte
Kyan Ferreira
Lauren Sachs
Luke Rosamilia
Maximo Roman
Patrick Goepfert
Peter Messina
Rahul Desai
Rotem Arazi
Ryan Wilke
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Thank you for embarking on this adventure with us! Your time, energy, and feedback have been invaluable in shaping this game into something truly special.

Playtesting is no easy feat. It requires patience, a keen eye for detail, and a passion for gaming. By diving into the mechanics, exploring strategies, and sharing your thoughts, you've helped us see our creation from fresh perspectives. Every suggestion, critique, and word of encouragement has pushed us to refine and perfect our game.

You are the unsung heroes of the tabletop world. Your dedication and enthusiasm fuel the creativity of designers like us. Because of you, our game is not just a set of rules and components but a rich, engaging experience that we hope will bring joy to many.

Thank you for your incredible support and for being part of this journey. We couldn't have done it without you!

With heartfelt gratitude,
The Adventure Together Team

TIMESTRIKE: SHADOW OF FEAR CREDITS

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A heartfelt thank you to everyone who has contributed to the making of TimeStrike, your dedication and passion inspired us daily. To those of you who supported the designers and fueled this team with your enthusiasm for our vision we are forever grateful. Without you, this adventure could not exist.

You are what has made this journey worthwhile.

Adventure Together is an American tabletop technology and publishing company dedicated to fostering meaningful human connections. Our name reflects our core values and our commitment to bringing people together. We are a diverse community of gamers, storytellers, artists, writers, engineers, and dreamers united by a passion for creativity and curiosity, inviting you to embark on the most important journey you will ever take—the one that leads you home. Return to your roots, spend quality time with family and friends, and rediscover the joy of shared adventures. Join us, and let's

Adventure Together.

HOUSE RULES

In all of our games we encourage our community to tweak and make their own updates to the rules.
The next 2 pages are left blank for you to record your own updates and additions to TimeStrike!

HOUSE RULES CONTINUED

QUICK REFERENCE

GAME SETUP

- Choose a game mode (Page. 14)
- Build the Void (Page. 13)
- Setup for chosen game mode (Pages. 15-17)
- Determine teams and turn order (Pages 15-17)
- Draft Characters using snake draft (Pages. 15-17)
- Place the Lost (if applicable) (Pages. 15-17)
- Place teams in the Void (Pages. 15-17)
- Start with the first player's turn (Page. 17)

CHARACTER BOARD (PAGE 10)

At the start of play, fill in the appropriately colored slots with the colored markers under the awakenings, buffs, curses, and exhaustion slots. As Characters' statuses change, remove markers to reveal numbers or symbols to show the effects. However, do not fill in the health bar with markers. Only add damage markers as a Character takes damage.

PLAY OVERVIEW (PAGES 17-18)

1. In turn order, players choose a non-exhausted Character on their team to play one at a time.
2. Once all players' Characters are exhausted the round is over.
3. At the end of the round, if there are Lost in the Void, draw the next Sentience action card.
4. If there are no Lost in the Void, each team rolls a D20 to determine a new turn order. (Not for Boss Raid).
5. To begin the next round, remove Exhaustion from all player Characters.

PLAYER TURN (PAGES 17-26)

1. Move Character units up to the number of hexes of their move stat.
2. Pause movement and spend energy to complete actions.
 - Fish (cannot be engaged to an enemy)
 - Mine (cannot be engaged to an enemy)
 - Trade (cannot be engaged to an enemy)
 - Climb Sentience
 - Contest
 - Tame Monster
 - Cast Ability
 - Attack (cannot move after attacking)
3. Mark Character Exhausted

CALCULATE STATS (PAGE 18)

When calculating a Character's Move, Range, Attack, or Defense, start with their base stat. Then, work your way from left to right to add or subtract the awakenings, buffs, curses, and skills. Additionally, consider factors such as height advantage and equipped artifacts to calculate the total stat.

COMBAT (PAGES 26-29)

1. Check if target is in line of sight.
2. Check if target is in Range.
3. The attacker rolls D6s equal to the attackers total Attack stat. Swords are hits.
4. If the attacker rolls any hits the defender rolls D6s equal to their total Defense stat. Each shield blocks a hit.
5. Golden swords are Lucky hits and golden shields are Lucky blocks. These usually work with Character skills.

FAQS

Using items, using fish, building and crafting do not cost Energy and can be performed at any time during the Character's turn.

Multi-unit Characters use their stats independently. If a Character has 2 units and 2 Energy, each unit can use 2 Energy for a total of 4 Energy.

Actions are unique and cannot be performed multiple times on a turn by the same unit.

A Character may not use more than 4 Energy or activate more than 4 units on a given turn including tamed Monsters.

Inflicting damage to a Lost unit via an attack or skill allows the attacker to draw an item. In Skirmish mode this changes to inflicting damage to a player unit.

Lost units refer to the Sentience Stats card when checking for Move, Range, Attack, and Defense.

All engagement effects still trigger against Lost units. Lost units do not Cheap Shot during the Boss Battle Royale mode but will Cheap Shot during the Boss Raid mode with an automatic hit.

Only trigger a Cheap Shot when a Character disengages using normal movement. Using items, skills, Contests, Sentience Climb, etc... do not trigger Cheap Shots.

When attacking or defending, you can only use 1 attack or defense skill at a time.