

QUICK GUIDE TO PLAY

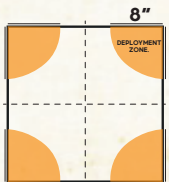
@THEAGEOFRIFT
BY STEAM HEAD STUDIO



DEPLOYMENT

ROLL IDIO inner chooses which corner to start on. The Rival goes on the opposite side.

THE DEPLOYMENT IS DONE IN AN ALTERNATING FASHION BETWEEN BOTH PLAYERS.



1 The winner begins placing a token within the DEPLOYMENT ZONE.

2 When all deployment tokens have been placed.

ROLL IDIO + TOTAL INITIATIVE*
(*You add up all (I) attributes from all the Heroes on your team)

3 The winner begins placing a Hero that must be touching their base with a placed deployment token.

1 THE DEPLOYMENT FINISHES ONCE ALL HEROES ARE ON THE GAME BOARD.

START OF THE ROUND

♦ DRAWING CARDS ♦

1

- ♦ In ROUND ONE you draw 4 CARDS.
- ♦ In EVERY ROUND THEREAFTER you draw 2 CARDS.

EACH CARD WILL EXPLAIN WHEN AND HOW THEY CAN BE USED.

THERE IS NO LIMIT ON HOW MANY CARDS YOU CAN USE IN A ROUND.

♦ ACTIVATION PHASE ♦

2

To determine who starts.

ROLL IDIO + TOTAL INITIATIVE

ACTIVATE A HERO UNDER YOUR CONTROL.

Each hero can do up to 2 ACTIONS from the following:

MOVEMENT (M)

CHANNEL

RANGED ATTACKS (RA)

1 THESE ACTIONS CANNOT BE REPEATED. IT IS NOT OBLIGATORY TO USE ALL THE ACTIONS.

MOVEMENT (M)

You can move up to the total of your Heroes MOVEMENT ATTRIBUTE (M), being able to combine the following:

NORMAL MOVEMENT: You can go through scenery elements of up to 2" of height

RUN. **ROLL IDIO** and add it to the movement of your Hero. IF YOU RUN, LOSE 1 ATTACK (COMBAT)

CLIMB OR DESCEND. You measure the height of the scenic element and if its higher than 2" it will count as movement spent vertically.

JUMP. From one scenic element to the other.

ROLL IDIO If it's the same or greater then it will be successful and it does not consume movement. On failure however you apply FALL DAMAGE.

JUMP DROP.

From one scenic element to the game board, it does not consume movement, applying FALL DAMAGE.

HEIGHT	DAMAGE
0" - 3"	NOT APPLIED
3" - 6"	IDIO / 2
7" 0 MORE	IDIO

TACKLE. When your heroes base touches a rival. You can choose to DEAL 1 POINT OF DAMAGE BUT YOU LOSE 1 ATTACK (COMBAT).

ASSAULT. If your Hero finishes base to base with a rival. If it was 2" or more in height they receive 1 EXTRA ATTACK.

FLEE. If in the previous round a hero was in combat. You can try to flee. Both players **ROLL IDIO** IF YOU WIN you can flee successfully.

IF YOU LOSS, the rival can make ONE ATTACK AGAINST YOU which you cannot save from. But you will be able to move freely without going into another combat or making ranged attacks.

CHANNEL

When channeling you can choose 2 BENEFITS:

- ♦ +1 RANGED ATTACKS.
- ♦ +1 ATTACKS (COMBAT)
- ♦ TO RUN, ROLL 2DIO, PICK THE HIGHEST.
- ♦ DISCARD A CARD FROM YOUR HAND AND TAKE ANOTHER FROM THE DECK.
- ♦ RETURN A CARD FROM YOUR DISCARD TO YOUR DECK AND SHUFFLE.

1 KEEP IN MIND:

- ♦ YOU CANT REPEAT BENEFITS.
- ♦ THE BENEFITS ARE PICKED SIMULTANEOUSLY.
- ♦ THE EFFECTS LIKE +1 ARE APPLIED UNTIL THE END OF THE ROUND.
- ♦ IF YOU CHANNEL WHILST IN COMBAT, YOU WON'T BE ABLE TO MAKE ATTACKS.

RANGED ATTACKS (RA)

A hero has 360° vision. It can attack from range as long as it can see a part of the objective hero with a part of itself. (without counting base.)

IN THE SHEET OF THE HERO IT SPECIFIES HOW MANY ATTACKS (X*) AND THE DAMAGE (X*).

*YOU ROLL A DIE FOR EACH ATTACK.

1 IF A HERO IS IN COMBAT, HE WON'T BE ABLE TO MAKE RANGED ATTACKS.

1 IMPACT:

Calculate DEXTERITY (D) → **ROLL IDIO** + THE MODIFIERS

SEE TABLE OF MODIFIERS

ABOVE OR SAME SUCCESS IMPACTS
LOWER FAILS DOESN'T IMPACT

1 IF THE RESULT IS 0: ADD +1 TO THE DAMAGE.

2 ROLL FOR LUCK(L):

The rival **ROLL IDIO** for each impact received.

ABOVE OR SAME SUCCESS NO DAMAGE RECEIVED
LOWER FAILS RECEIVE DAMAGE

3 RESISTANCE (R):

You can roll for resistance to get more damage.

ROLL IDIO
LOOK AT THE RESISTANCE TABLE

1 THE ACTIVATION PHASES ALTERNATE BETWEEN EACH HERO OF EACH TEAM UNTIL ALL HAVE BEEN ACTIVATED.

♦ COMBAT PHASE ♦

3

The rival heroes that are in contact BASE TO BASE are considered to be in COMBAT.

If there are multiple active combats the one that will activate will be the one with the HEROES WITH THE MOST INITIATIVE(I).

IN THE SHEET OF THE HERO IT SPECIFIES HOW MANY ATTACKS (X*) AND THE DAMAGE (X*).

*YOU ROLL A DIE FOR EACH ATTACK.

1 ROLL THE DICE:

In combat everything happens at once.

YOU ROLL ALL THE DICE INVOLVED IN THE COMBAT AT THE SAME TIME.

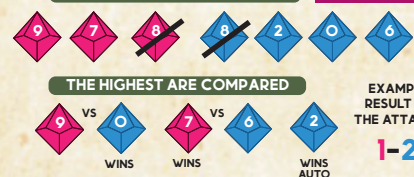
EXAMPLE RESULT OF THE ROLLS:



2 CONTESTED ROLLS:

SAME RESULTS ARE DISCARDED

1 IF THE RESULT IS 0: ADD +1 TO THE DAMAGE.



3 ROLL FOR LUCK(L):

The rival **ROLL IDIO** for each impact received.

ABOVE OR SAME SUCCESS NO DAMAGE RECEIVED
LOWER FAILS RECEIVE DAMAGE

4 RESISTANCE (R):

You can roll for resistance to get more damage.

ROLL IDIO
LOOK AT THE RESISTANCE TABLE

5 DETERMINE WINNER:

The team that did the MOST DAMAGE is considered the WINNER.

END OF COMBAT

4

El WINNING TEAM must do one of the following:

TRAMPLE	PUSH	RETREAT
ROLL IDIO	ROLL IDIO / 2 (ROUNDED UP)	ROLL IDIO / 2 (ROUNDED UP)
The entire combat is displaced in that direction.	Losing team is pushed. Winning team stays in place.	The winning team separates themselves. The losing team stays in the same place.

1 KEEP IN MIND:

- ♦ IF A PART OF THE BASE OF THE HERO IS OUT OF BOUNDS, THEY ARE ELIMINATED.
- ♦ IF WHEN YOU PUSH OR TRAMPLE, THE LOSING TEAM COLLIDES WITH A SCENIC ELEMENT THEY WILL STOP THE MOVEMENT EARLY BUT TAKE 1 POINT OF DAMAGE

SPLINTER EVENT

5

You will make the corresponding rolls for THE SPLINTER EVENTS active in the match.

END OF THE ROUND

TABLES

TABLE OF DEXTERITY MODIFIERS (D)

IF ANY PART OF THE TARGET HERO IS HIDDEN FROM THE ATTACKER.	-1 TO DEXTERITY
IF THE TARGET HERO HAS MOVED.	-1 TO DEXTERITY
IF THE TARGET HERO IS ENGAGED IN COMBAT.	+1 TO DEXTERITY
IF THE TARGET HERO HAS CHanneled.	+1 TO DEXTERITY
IF THE ATTACKING HERO IS 2" OR MORE ABOVE THE TARGET.	+1 TO DEXTERITY

RESISTANCE TABLE (R)

IF THE RESULT OF THE ROLL IS:

SAME OR UNDER THE RESISTANCE OF THE TARGET	-1 DAMAGE
GREATER THAN THE ENEMIES RESISTANCE	+1 DAMAGE
TWICE THE RESISTANCE OF THE TARGET HERO	+2 DAMAGE
A 0 ON THE ROLL	+2 DAMAGE



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