



GORGASALI

BATTLE ROYALE

RULEBOOK

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INTRODUCTION

There was a time when Gorgasali, a king of the kings unified ten kingdoms under the single rule of power. He was the first leader, who managed to bring peace and harmony to the people of all realms, who lived in constant agony of warfare and chaos. Gorgasali was the most powerful man who ever walked on the face of Elbrus, whose capabilities dominated amongst the greatest warriors of existing world. Under the presence of his almighty spirit, nobody would even dare to question his authority. Peculiarly, out of nowhere, King Gorgasali started releasing his inferiors from his castle. Over the course of a couple of months, he released all of them from their duty, ordering them to never return. For a long time, King Gorgasali was nowhere to be seen, therefore people started to believe that he abandoned his throne. As the time went by, tensions between the kingdoms increased and with the absence of a single ruler, dynasties regained their old influences and the world begun to change. Kingdoms fell into a complete chaos, they started to fight for individual gains through immoral acts of violence. As the responsibility to harm one another was absent, crime has become a natural state of being. Anarchy spread through the veins of ten kingdoms and the world as it was known before, ended. No place was safe in Elbrus and civilization was on the verge of extinction. Few of the distinguished members of all kingdoms created a council of elders, to find a solution and bring back the long forgotten peaceful times. The decision was made to find a sole ruler with undeniable virtue to replace the king of the kings and restore the balance. The battle royal was announced and ten kingdoms sent their best warriors, who would fight on the neutral battlefield to become the lone survivor and earn the crown of the King Gorgasali.

OBJECTIVE OF THE GAME

You win the game when all of your opponents are eliminated.

Begin playing from the sector and enter the map through the gate. Move across the map and try to open the loot in order to collect necessary cards for the battle. Engage in the battle with the opponents to eliminate them and acquire all of their cards. The better-quality cards you collect, the better chance you have of winning. Beware of the shrinking zone, because as the game advances you have less space to move around without getting hurt.

FOR THE FIRST TIME PLAYERS

If you are a first-time player, read the rulebook in the following order:

- ◆ Read the “Setup” chapter carefully and follow it step by step in order to prepare the game.
- ◆ Read the “Objective of the Game” chapter to understand the idea of the game.
- ◆ Read the “Basics of the Game” chapter carefully to understand how to move on the map and collect cards.
- ◆ Find your character in the “Characters” chapter to learn about the special ability of your character and understand how the cooldown of the special ability works.
- ◆ Read the “Character Mat” chapter, to understand how to use a character mat and how to correctly place collected cards on your mat.
- ◆ Read the “Combat” chapter, to understand the ways of dealing damage and how the players are eliminated from the game.
- ◆ One of the most Important parts of the game is to understand what actions can players take during their turns. Read the “Action List” chapter carefully to learn about the sequence of actions and to understand which actions are either optional or obligatory.
- ◆ In the “Player Cards” chapter the specificity of every card is explained in detail. There is no necessity to read an entire chapter in order for you to start the game. You can find the information about the collected cards, while playing the game.

COMPONENTS

72 Chests



10 Marking arrows



214 Support cards



101 Weapon cards



1 Rulebook
1 Story book



10 Player mat



1 Game board



10 Character figures



6 Throwable banners



10 Extra chests



10 Character banners



1 Round bar



7 Six sided dice



1 Twenty sided dice



15 Defensive banners



7 Cooldown marker



MAP



GAME SETUP



- 1 Place the gameboard in the center of the playing area.
- 2 Place 72 chests on the marked areas on the map.
- 3 Shuffle the weapon cards and support cards separately, place them facedown next to the gameboard.
- 4 Choose the character and take the relevant banner.
- 5 Take the character mat in accordance to your character banner.
- 6 Take an extra chest and place it on the extra chest slot.
- 7 Attach a marking arrow on the health bar at the 100-health point
- 8 If your character has cooldown bar then place the marker at the starting point.

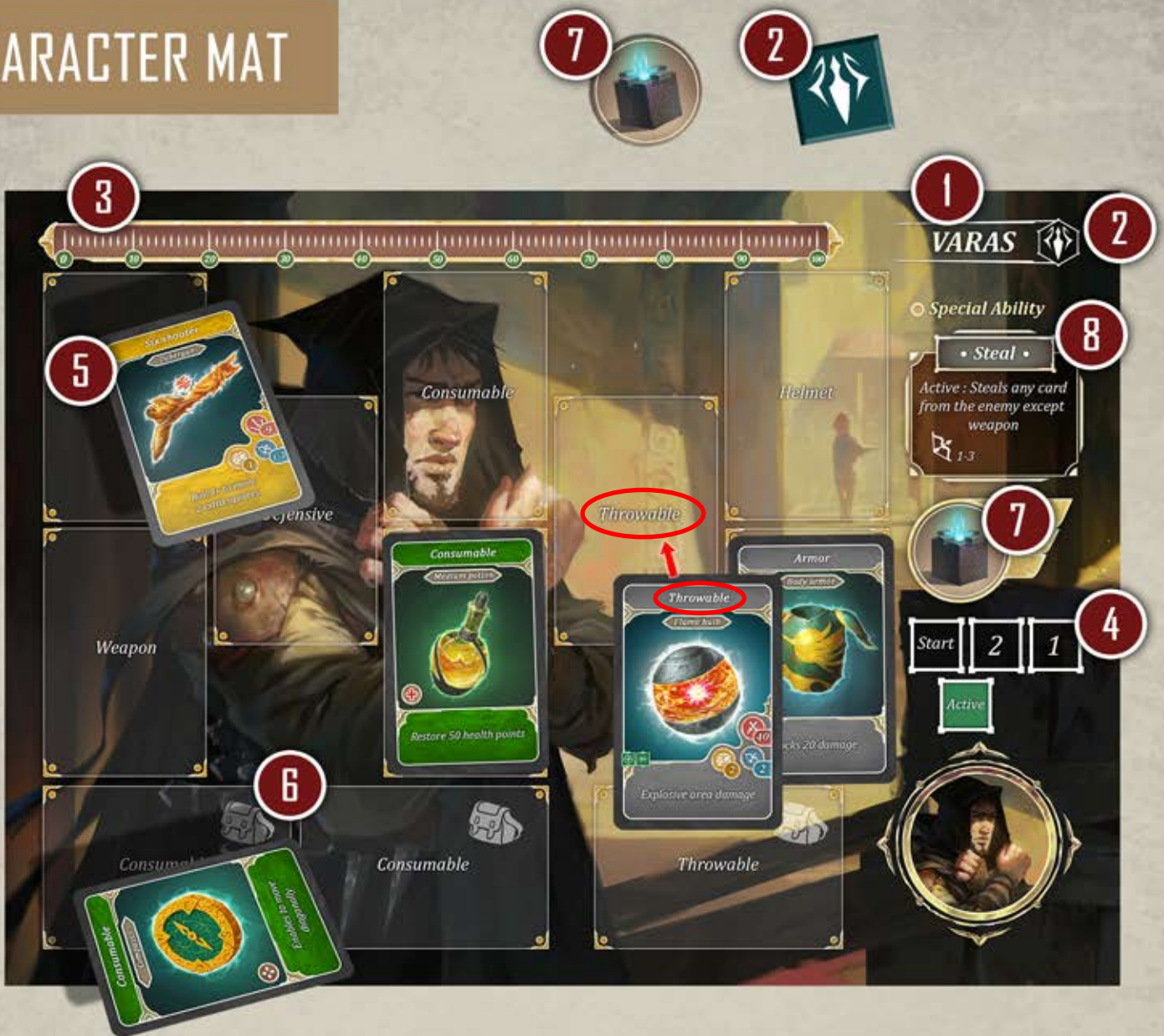
GAME SETUP

Decide who starts the game by rolling the 6-sided dice. Then, roll the 20-sided dice to determine your starting point (sector) on the map and place your character figure on the relevant number of the sector.

- 9 A player who starts the game must place the round bar next to him and at the beginning of each round must rotate the round bar to the next number.

The turn is taken clockwise by each player, starting from the first player.

CHARACTER MAT



Character Mat is where you manage your cards and game strategy.

- 1 **Character name:** Name of your character.
- 2 **Character icon:** An icon which is identical to the character banner you chose.
- 3 **Health bar:** Bar which shows your current health points.
- 4 **Cooldown bar:** Bar, which is used to count the number of rounds needed to use character's special ability.
- 5 **Card slots (active):** There are five categories of card slots on the character mat. The category of a card is displayed on the top side of that card. The collected cards must be placed on the relevant card slot in accordance to its category. You are allowed to use the card only from an active slot.
- 6 **Card slots (backpack):** There are two categories of cards you can carry in your backpack. Backpack is used only for keeping the cards. If you want to use those cards you must transfer them to active card slot.
- 7 **Extra Chest:** A place where you keep your extra chest.
- 8 **Special Ability:** A place on the character mat showing your character's special ability.

RULES OF USING CHARACTER MAT

You must place the collected cards on the relevant empty slots. If there is no remaining empty slot for the newly collected card, you can either replace any existing card of the same category or get rid of it. There are two ways to discard an existing card, either by using it or by replacing it with a newly collected card. At the end of your turn, cards from your backpack are automatically transferred to the emptied active slot of the same category.

HEALTH BAR

Maximum health points of each character is 100, which cannot be exceeded under any circumstances. Marking arrow shows your character's current health points. Move your marking arrow left or right to decrease or increase your health points. When you get damaged, move the marking arrow to the left by the relevant damage amount and when you get healed, move your marking arrow to the right by the relevant healing amount.



BASICS OF THE GAME



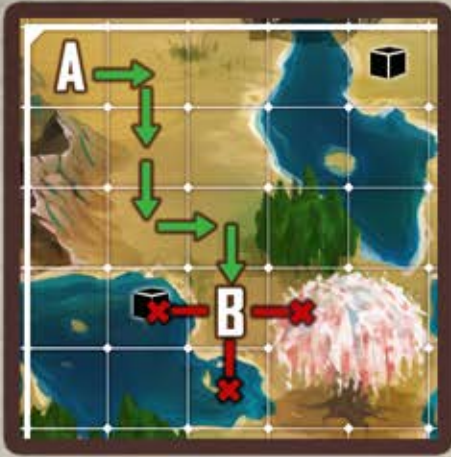
MOVEMENT

You can only move vertically or horizontally towards an intended point, for which you must roll two 6-sided dice. The rolled number on the dice determines the amount of squares that you must cover (except for penalties for obstacles).

The square that you have already covered cannot be crossed again during one turn.



You must either skip your movement or cover the exact amount of squares as indicated by the dice. If you cross the square with the chest during your movement, you can end your movement there and open the chest (despite of the number you rolled) or continue your movement and abstain from opening the chest. During your movement if you don't have enough numbers left to cross the surrounded obstacles, then you must end your movement.



EXAMPLE

You are standing on the square “A”, you rolled two and four, so the total number rolled on the dice is 6. Green arrows show the squares you’ve covered and it took 5 squares to reach the square “B”. Considering that you have one remaining movement number, you cannot cross water or forest obstacles, so you end your movement on the square “B”.

SKIP THE MOVE

During your turn, you have an option to skip the movement if desired, however you are not allowed to use this option two times in a row. In case you roll the double, you are not allowed to skip the movement.

THE GREAT TREE

The great tree is located in the center of the map. The area blocks movement and makes enemy unable to target you with any card, if enemy has no **clear view**. Special abilities are not affected by Great tree.

Clear view: Enemy has a clear view, if the straight line between you and the enemy is not crossing the Great tree.



OBSTACLES

There are three types of obstacles on the map: forest, mountain and water. You have movement penalties to cross these obstacles.

Forest – You need two movement numbers to cross one square of the forest.

Mountain – You need two movement numbers to cross one square of the mountain.

Water – You need three movement numbers to cross one square of the water.

RANGE

Range is the distance between any two squares. It measures a distance through which your card and special ability effects can last.



OPENING A CHEST

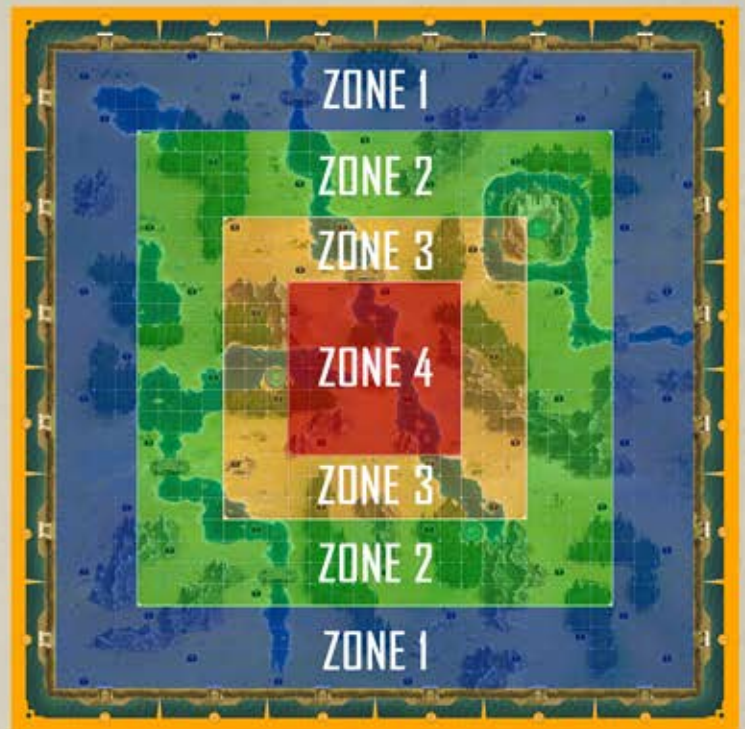
There are 72 chests on the map. When you open a chest, you get two consumable cards from the support deck and one weapon card from the weapon deck. With the collected cards you fill in the empty slots of your character mat. In order to open a chest you must end your movement on a chest square. Once the chest is opened it is automatically removed from the map.

EXTRA CHEST

At the beginning of the game, each player is given an extra chest. You can use your extra chest any time during the game. When you open your extra chest, you get two support cards from the support deck and one weapon card from the weapon deck. If you manage to acquire more than one extra chest during the game, you are allowed to open only one extra chest per turn.

MAP ZONES

There are four zones on the map, which shrink one by one after every five rounds. The shrunk territory is called an inactive zone, moving through which penalizes a player. Once the first zone shrinks, you are penalized by 5 health points per square for crossing an inactive zone. Once the second zone shrinks, you are penalized by 10 health points per square for crossing an inactive zone. Once the third zone shrinks, you are penalized by 15 health points per square for crossing an inactive zone.



HEALING POINT

If you end your movement on the healing point square you restore 20 health points.

ROUNDS

One round is completed only when all the players have made their turns. The number of rounds played is counted on the round bar.

CHARACTERS

SPECIAL ABILITIES OF CHARACTERS

Each character has its own unique special ability, which cannot be affected by any card. Special abilities can be used anytime during the game and some of the special abilities have cooldowns.

CHARACTERS WITH ACTIVE SPECIAL ABILITIES



ARMAZI

SPECIAL ABILITY "SUPERNOVA"

Armazi is charged with the energy of the sun, which is released towards his enemies

EFFECT

Range 1-2, Cooldown 5, Damage 35
If two of your enemies are standing next to each other, you can hit them both. The maximum number of targets you can hit is two.



EBUE

SPECIAL ABILITY "HYPNOSIS"

Ebue calls upon the ancient spirits and hypnotizes his enemy.

EFFECT

Range 1-5, Cooldown 4
You can pull your enemy towards yourself and place him anywhere next to you. Your ability is disabled if you are standing in an inactive zone.



VARAS

SPECIAL ABILITY "STEAL"

With his dexterousness, Varas steals useful equipment from his enemies.

EFFECT

Range 1-3, Cooldown 3
With your special ability you can steal any card from your enemy's player mat except for the weapons.



MEDEA

SPECIAL ABILITY "HEAL"

With her extraordinary talent, Medea has an ability to cure herself.

EFFECT

Cooldown 3, Health restore 20
Heal yourself by 20 health points (maximum up to 100 health points), and also receive one support card from the support deck.



PRINCESS TSIVA

SPECIAL ABILITY "FREEZING VORTEX"

With her ancient power, Princess Tsiva can freeze any living creature.

EFFECT

Range 1-3, Cooldown 3

With your special ability you can freeze everyone within the range of 3. Frozen enemies are unable to move during their turn and target Princess Tsiva.



OCTOR

SPECIAL ABILITY "IMITATE"

With his exceptional nature, Octor possesses a skill, which can steal an enemy's appearance.

EFFECT

Range 1-3

With your special ability, you can steal anyone's special ability within the range, except for E'moon's. Stolen ability is for one time use only. If you steal ability with cooldown, you start with the same cooldown as the standard cooldown of that ability. At the beginning of the game you choose the ability of a player sitting next to you. You can steal any special ability from any character as many times as you desire, per one turn.



KRUBER

SPECIAL ABILITY "EYE CONTACT"

With his supernatural blindness, Kruber can switch places with his enemies.

EFFECT

Range 1-6, Cooldown 4

With your special ability you can swap places with your enemies, meaning that you will appear on your enemy's square, while your enemy will appear on your square. After exchanging the places, if you do not make any movement, you have a choice to return to your initial square. Your ability is disabled if you are standing in an inactive zone.

CHARACTERS WITH PASSIVE SPECIAL ABILITIES



THARSIS

SPECIAL ABILITY "IGNITE"

With his flaming body Tharsis burns enemies standing next to him.

EFFECT

With your special ability, if you end your turn next to your enemies (in one range) or if your enemies end their turn next to you, you will damage your enemies by 10 health points, disabling them from using any healing cards.



D'RAIN

SPECIAL ABILITY "DRAIN"

With his phenomenal nature D'rain, drains liquid from enemy's wounds and uses it to restore his health.

EFFECT

With your special ability, while shooting your enemy, with each dice number rolled above 4, you deal additional damage of 5 health points and also restore your health by the same amount.



E'MOON

SPECIAL ABILITY "IMMUNITY"

With the power granted by the moon, E'moon is immune to all the special abilities.

EFFECT

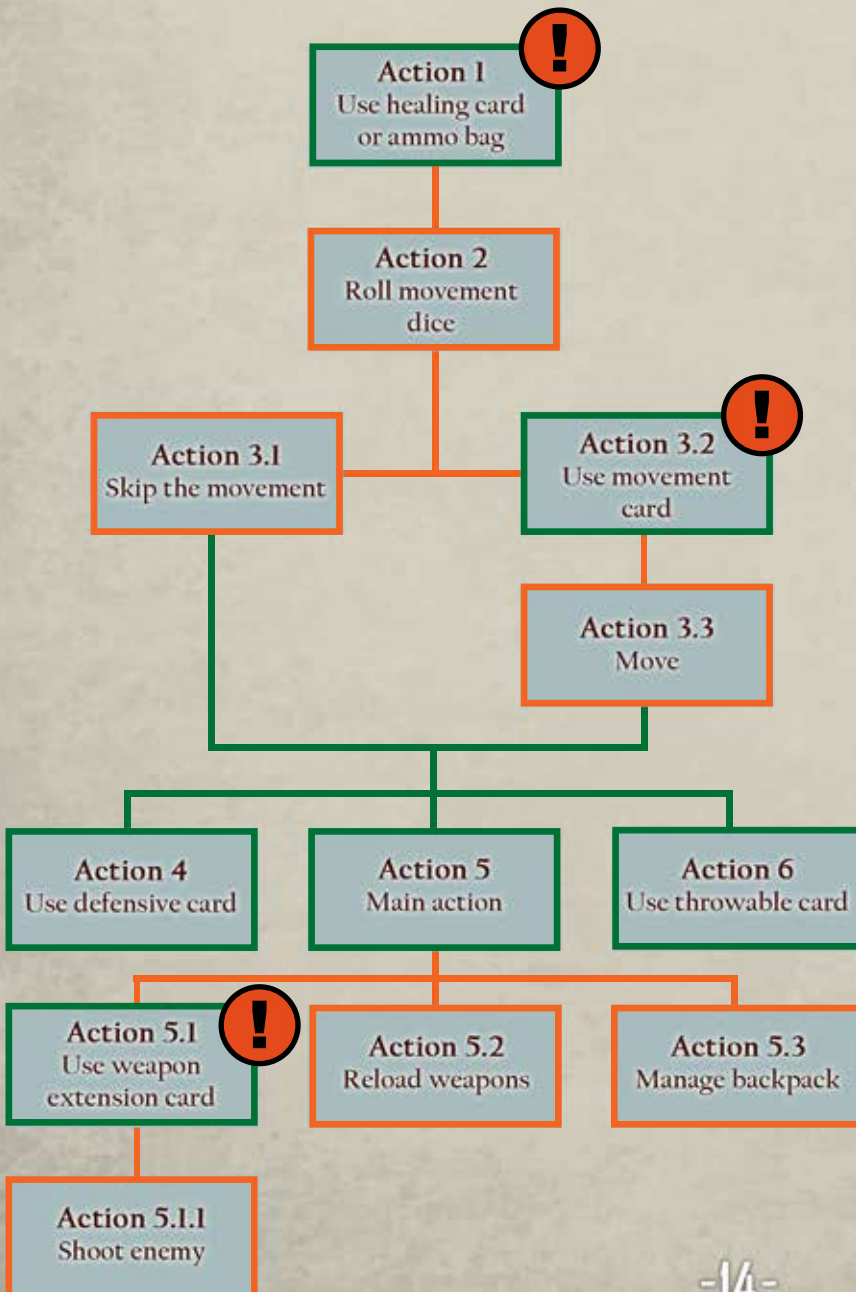
You cannot be affected by any other character's special ability.



COOLDOWN







Active cooldown – to use a special ability your cooldown marker must reach an active point. At the beginning of your turn, your cooldown is reduced by 1, until it reaches the active point. After using your special ability your cooldown marker returns to the starting point.

Passive cooldown – characters with passive special abilities do not have a cooldown bar, therefore their abilities are always active.



ACTION SEQUENCE

The illustration on the left demonstrates an action-sequence made per turn.

-  A green -framed square, displays all the optional actions, which you are allowed to skip.
-  A red squared-framed square, displays all the obligatory actions, which you are not allowed to skip.
-  If actions are connected with the green line, you are allowed to use all of the actions in any order.
-  If actions are connected with the red line, you must choose only one of the actions.
-  You are allowed to use only one consumable card per turn. Actions where you are allowed to use consumable cards are highlighted with .

ACTION LIST

Action 1. Use a healing card or ammo bag card – At the start of your turn you can skip the whole action or use either healing card or ammo bag card.

Action 2. Roll the movement dice – you must roll two 6-sided dice for the movement.

Action 3. Movement – You must either move or remain on the same place (you are unable to skip the movement if you roll the double). If and before you decide to move, you have an option to use the movement card. (3.2)

Action 4. Use a Defensive card – You have an option to use defensive card.

Action 5. Main action – You have an option to use main action. In main action, you must either, reload weapons (5.2), replace your cards from backpack to active slots (5.3) or shoot your enemy from the weapon (5.1.1). If and before you decide to shoot, you have an option to use the weapon extension card (5.1).

Action 6. Use a Throwable card – You have option to use throwable card.

Example: You began your turn and you skipped action 1. Action 2 is obligatory, so you rolled two dice (movement dice). As an action 3, you must choose to either skip the movement or move, so you decided to move without using a movement card. Now you have several options: you can make action 4, action 5, action 6 or end your turn on action 3. So, you decided to use the main action (action 5) first, you used weapon extension card (action 5.1) and shot the enemy, then you used the defensive card (action 4) and skipped the action to use throwable card (action 6) and ended the turn.

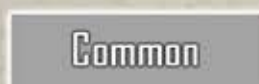
PLAYER CARDS

There are two main types of cards, weapon cards and support cards.



Weapon cards are primary combat cards and support cards are strategic cards. These cards are collected from chests, extra chest and through eliminating enemies. Cards have four different rarities: common, rare, epic and legendary (listed from the commonest to the rarest). Higher rarity cards have greater effects, therefore they are harder to collect.

Card rarities are represented with the following colors:



WEAPON CARDS

Weapon cards are used for shooting enemies. Each player can carry maximum of two weapons. Once you collect the weapon card, you keep it on your character mat until you replace it with another weapon. You can use only one weapon card per turn. You use weapon cards once you have completed your movement. Only Epic and Legendary rarity weapons have special skills. After using the weapon card, you put it face down on your player mat and you cannot use it until you reload it.

There are four groups of weapon cards:

SIX SHOOTERS



STRIKERS



MASSIVE WEAPONS



SCOUTS



Damage Per Bullet Icon



Fixed Damage Icon

There are two different types of damage you can deal to your enemies with weapons: fixed damage and damage per bullet. Six shooters and Strikers deal the damage per bullet. When dice are rolled for shooting, the sum of the rolled numbers is multiplied by the damage shown on the card. Massive weapons and scouts deal the fixed damage. You must roll the minimum number shown on the card in order to hit the target otherwise you miss your shot and deal no damage.

SIX SHOOTERS

Six shooters are short range light weapons. There are four different Six shooters in the game.



No special skill



No special skill



Roll exactly 7 in order to deal maximum damage. Rolling 7 is considered the same as rolling 12 (when using extra six, it is considered as 18)



If you roll 4 or higher, you can move anywhere by 2 extra squares without being penalized



- 1 Name of the weapon
- 2 Weapon group
- 3 Number of dice to roll for shooting
- 4 Damage per unit rolled on the dice
- 5 The range of the weapon
- 6 Special skill of the weapon

If you decide to shoot with Gemini, you must end your movement within 2 range from your enemy, roll two dice and multiply the sum of the numbers rolled on the dice to the damage of your weapon.

For Example: With two dice you roll 3 and 5, the sum of the numbers you rolled is 8, damage per unit of Gemini is 4 so the total damage you deal is $8 \times 4 = 32$ (health points as a damage).

STRIKERS

Strikers are medium range heavy weapons. There are four different Strikers in the game.



No special skill



No special skill



If you are standing diagonally from your target, you deal 4 damage instead of 3, per unit



If you roll 5 or higher you deal additional 5 damage per dice



- ① Name of the weapon
- ② Weapon group
- ③ Number of dice to roll for shooting
- ④ Damage per unit rolled on the dice
- ⑤ The range of the weapon
- ⑥ Special skill of the weapon

If you decide to shoot with Mantis, you must end your movement within 3 range from your enemy, roll five dice and multiply the sum of the numbers rolled on the dice to the damage of your weapon.

For Example: With five dice you roll 3,3, 6, 1 and 5, the sum of the numbers you rolled is 18, damage per unit of Mantis is 2 so the total damage you deal is $18 \times 2 = 36$ (health points as a damage).

MASSIVE WEAPONS

Massive weapons are close range weapons. There are four different Massive weapons in the game



No special skill



No special skill



If you roll 5 or higher while shooting you don't need to reload



If you hit the target you restore 15 health points



- ① Name of the weapon
- ② Weapon group
- ③ Number of dice to roll for shooting
- ④ Fixed Damage
- ⑤ The range of the weapon
- ⑥ Special skill of the weapon
- ⑦ Minimum number necessary to roll to hit the target

If you decide to shoot with Tochinator, you must end your movement within 1 range from your enemy and roll minimum unit of 4 with one dice in order to hit the target.

Example 1 (hit): With one dice you roll 4 and you hit the enemy, dealing fixed damage of 45 health points.

Example 2 (miss): With one dice you roll 2 so you missed your shot, which means that you dealt no damage.

SCOUTS

Scouts are long range weapons. There are two different Scouts in the game.

To hit the target scouts have different numbers necessary to roll depending on their range from the enemy.



If you roll 11 or higher while shooting you deal additional 15 damage



If you hit enemy, armor cards do not block your damage



- ① Name of the weapon
- ② Weapon group
- ③ Number of dice to roll for shooting
- ④ Fixed Damage
- ⑤ The range of the weapon
- ⑥ Special skill of the weapon
- ⑦ Minimum number necessary to roll to hit the target

If you decide to shoot with Breathhold, you must end your movement within 4 range from your enemy, To hit the target you have different numbers necessary to roll depending on your range from the enemy.

Range 1 – to hit the target, the minimum necessary sum of numbers rolled on two dice must be 11 or higher, otherwise you miss the shot.

Range 2 – to hit the target, the minimum necessary sum of numbers rolled on two dice must be 7 or higher, otherwise you miss the shot.

Range 3 – to hit the target, the minimum necessary sum of numbers rolled on two dice must be 6 or higher, otherwise you miss the shot.

Range 4 – to hit the target, the minimum necessary sum of numbers rolled on two dice must be 9 or higher, otherwise you miss the shot.

SUPPORT CARDS

Support cards give you additional opportunities, to enhance your strategic and tactical abilities during the game. Support card is a one-time use card, meaning that it is discarded from your character mat after being consumed.

There are four groups of support cards:

Defensive cards, Consumable cards, Throwable cards and armor cards.

DEFENSIVE CARDS

Defensive cards are tactical defensive mechanisms which help you avoid combat and reduce incoming damage. You can use only one defensive card per turn. You use defensive cards once you have completed your movement. When you decide to use the defensive card, you must place the relevant banner on the map. The banner can only be placed on the vacant squares.



The square on the map is not vacant if:

- ◆ Enemy is standing on the square
- ◆ There is an unopened chest on the square
- ◆ Another defensive mechanism is placed on the square
- ◆ There is the great tree on the square

The defensive card banner remains on the map for 2 rounds after which it must be removed.

Example: At the beginning of your turn, you placed your defensive card banner on the round 6, which must be removed from the map at the beginning of round 8.



BARRIER

Barrier is a defensive mechanism placed on 5 squares, which blocks movement and disables your enemy from targeting you with any card, unless he has a clear view. Barrier is not effective against special abilities of the characters.

Clear view: Enemy has a clear view, when the barrier does not block the straight line between you and the enemy.

Clear view



No clear view



Using the card: when using the card, you place relevant banner on the map, next to you (in 1 range).





BALL LIGHTNING

Ball lightning is a defensive mechanism placed on 1 square. If enemy ends his turn within the range of 3 from the ball lightning, he will get damaged by 35 health points.

Using the card: When using the card, you place relevant banner on the map, next to you (in 1 range).



TREE PLATFORM

Tree Platform is a defensive mechanism placed on 1 square. If you are standing on the tree platform, it is harder for the enemy to hit you. When enemy shoots you on the tree platform, every unit of each dice is reduced by 1. Tree platform is only effective against weapon cards.

Example: You are standing on the tree platform and enemy is shooting you from Lynx. He rolls 5,1 and 3. While normally you count the sum of the numbers rolled as $5+1+3=9$, in this case you will have to reduce each rolled number by 1 unit $4+0+2=6$, so the total damage dealt would be $6 \times 3 = 18$.

Using the card: When using the card, you place relevant banner on the map, under your character. If you leave the Tree platform, another player can take your place and all the card effects will be applied to that player.



MAGIC FIELD

Magic Field is a defensive mechanism placed on 1 square. If you are standing inside the magic field, half of all the incoming damage is blocked, except for enemy character's special ability.

Using the card: When using the card, you place the relevant banner under your character on the map. If you leave the magic field, another player can take your place and all the card effects will be applied to that player.



THROWABLE CARDS

Throwable cards give you additional opportunities in combat. You can use only one throwable card per turn. You use throwable card once you have completed your movement.



FLAME BULB

If you decide to use the flame bulb, you must end your movement in exactly 2 range away from your enemy. To hit the target, the minimum necessary sum of numbers rolled on two dice must be 9 or higher, otherwise you miss. All of the enemies standing next to your target (in 1 range) also get the same amount of damage. Flame bulb has fixed damage of 40 health points.



MAGIC SPEAR

If you decide to use the magic spear, you must end your movement within 6 range from your enemy. When throwing the magic spear, the number rolled on one dice must be exactly the distance between you and your target. Magic Spear has fixed damage of 60 health points.

Example: You are using the magic spear against the enemy, standing in range of 4. In order to hit target, you must roll exactly 4 with one dice, otherwise you miss.



NTT BULB

If you decide to use the NTT bulb, you must end your movement within 3 range from your enemy. When throwing the NTT bulb, the enemy must put his weapon cards face down on his character mat, which means that he is unable to use them until he reloads them. NTT is a single target throwable.



SMOKE BULB

When using the card, you place the relevant banner under your character on the map. The banner can only be placed on the vacant squares. While you are under the effect of smoke bulb, enemies are unable to shoot you from any weapon. Smoke bulb is effective only against the weapon cards. The smoke bulb banner remains on the map for 2 rounds after which it must be removed. If you decide to shoot or move, while you are under the effect of smoke bulb, then the effect disappears.

Example: You placed smoke bulb banner on the round 11 and at the beginning of your turn, on the round 13 the smoke bulb banner is removed from the map.



ARMOR CARDS

There are two different types of armor cards: Helmet and Body Armor. Armor cards are used when you are receiving damage from the enemy.



Armor cards block all incoming damage except for character's special abilities. Helmet blocks the damage of 10 health points and Body armor blocks the damage of 20 health points. After the armor card blocks the damage, you must discard it from the character mat. If the total blocked damage is less than the maximum effect of the armor card, you still discard it. If you are equipped with both armor cards and the effect of one of them is enough to absorb all the received damage, only that card is discarded.

Example: You are equipped with both, helmet and body armor.

Situation 1. Incoming damage – 7, Discarded – Helmet, Health bar damage – 0.

Situation 2. Incoming damage – 18, Discarded – Body Armor, Health bar damage – 0.

Situation 3. Incoming damage – 23, Discarded – Helmet and Body armor, Health bar damage – 0.

Situation 4. Incoming damage – 50, Discarded – Helmet and Body armor, Health bar damage – 20.

CONSUMABLE CARDS

There are 3 groups of consumable cards: healing cards, movement cards and weapon extension cards. There is also one unique consumable card called ammo bag. Each group icon is displayed on the left side of the consumable cards. Healing cards are used before rolling the dice, movement cards are used after rolling the dice and weapon extension cards are used before shooting from weapon. Player can only use one consumable card per turn.



HEALING CARDS

Healing cards are used to restore your health points. There are three different types of healing cards



Small healing
potion restores 20
health points



Medium healing
potion restores 50
health points



Large healing potion
restores health points to
the maximum

MOVEMENT CARDS

Movement cards boost the movement options on the map



Axe enables player
to cross the forest
without penalty



Boat enables player
to cross the water
without penalty



Rope enables
player to cross the
mountain without
penalty



Compass removes
the diagonal
movement
restriction



Adrenaline doubles
the numbers rolled
for movement



Teleport enables player to jump on any square horizontally or vertically within the range of 8. After using this card you continue movement according to the rolled number on the dice (or you can skip your movement using the skipping rule). You are allowed to jump only on vacant squares (see page 21 for vacant square)

WEAPON EXTENSION CARDS

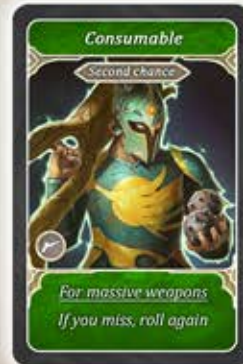
Weapon extension cards are tools for upgrading the power of the weapons. All weapon groups have their relevant extension card. There are 4 different extension cards



Weapon group:
Six shooters
You get additional dice when shooting from six shooters.



Weapon group:
Strikers
After rolling the dice, you are allowed to reroll any dice one more time (you can reroll as many dice as you wish).



Weapon group:
Massive Weapons
If you miss the first time, then you are allowed to roll again.



Weapon group:
Scouts
To hit the target, the minimum necessary number rolled is reduced by 2 units.

AMMO BAG



When using ammo bag, all weapon cards are instantly reloaded.

COMBAT

DEALING DAMAGE

There are three ways to deal damage to your enemies: weapons, throwables and characters special abilities.

When you successfully deal damage to your enemy, the health bar points should be reduced according to the amount of damage dealt, by moving the marking arrow

Weapons – In order to deal damage with your weapon, the enemy must stand within the range as indicated on your weapon card. See the weapon card instructions to find out about the damage information of the cards. You can use one weapon card per turn

Throwable – There are two types of throwables that deal damage: explosive bulb and magic Spear. In order to deal damage with your throwable, an enemy must stand within the range as indicated on your throwable card. See the throwable card instructions (Page 23) to find out about the damage information of the cards. You can use one throwable card per turn. After you use the throwable card you must discard it.

Special Abilities – Some characters have special abilities that deal different kinds of damage. In order to deal damage with your special ability, an enemy must stand within the range, as indicated by your character's special ability. See the special ability instructions to find out about the damage information of the ability.

RELOAD

After using a weapon card, you must put your card face down. You are unable to use that weapon, until you reload it. "Reload" is the main action, which allows you to reload both of your weapons in one turn. "Reload" is an alternative action to shooting or managing the backpack. You are allowed to choose only one main action per turn.

ELIMINATING OPPONENT

The player is eliminated when the health bar drops to zero. Defeated player transfers all of his cards on the character mat, including extra chest, to the opponent who eliminated him. Another way to lose the game is to be affected by an inactive zone, in case of which no one gets the player's cards.

DUO SCENARIO

The game also can be played in pairs. To play in pairs, there must be an even number of players. Before starting the duo scenario game, players from the same team must sit in front of each other, having the same number of opponents from both sides.



The members of the same team start the game from the same sector. Only one team-member has to roll the 20-sided dice to decide the starting location of the team.

TRADE THE CARDS

To trade items, one member of the team must end his movement next to his teammate (in 1 range). Teammates can trade any item (including extra loot) from their character mat. Both members participate in trade equally, regardless of who initiated the trade. The trade can be one-sided and two-sided. The number of tradable cards is not limited. During the trade, players are unable to throw away their cards. When you finish trading, you end your turn.

REVIVING TEAMMATE

During the duo game, if one team-mate is eliminated, he puts his character banner on the square, where he stood while he was alive. Eliminated player's banner is considered as vacant place. To revive the eliminated teammate, player must end his movement next to his banner (in 1 range) and use a healing card (using a healing card for reviving is considered as using a consumable card). If the player is revived and the square of character banner is not vacant, place the character figure on the closest vacant square. Revived teammate's health points are equal to the effect of the healing card. Revived players character mat is empty and his cooldown is reset to the starting point. After reviving the teammate, you can trade the cards. If you revive a player, you are unable to use the main action.

SPECIAL ABILITIES FOR DUO SCENARIO

Special abilities of some characters are applied to their teammates.

- ◆ **Medea** – Special ability “Heal”
Effect: Medea heals both, herself and her teammate by 20 health points (maximum up to 100 health points) in the range of 3.
- ◆ **Kruber** – Special ability “eye contact”
Effect: Kruber can swap places with enemies and also with his teammate
- ◆ **Ebue** – Special ability “hypnosis”
Effect: Ebue can pull an enemy or his teammate towards himself and place him anywhere next to him
- ◆ **Varas** – Special ability “Steal”
Effect: Varas can use his special ability on his teammate.
- ◆ **Octor** – Special ability “Imitate”
Effect: Octor cannot use his special ability on his teammate.

ADDITIONAL RULES

- ◆ Even if a player has more than one extra chest, he can still use only one extra chest per turn
- ◆ You cannot place smoke and defensive mechanism banner on the same square
- ◆ If damage received in the magic field is an odd number, you subtract 1 and then divide it by 2.
Example: Enemy is standing in the magic field and you deal 23 damage, so the total damage is $(23-1) \div 2 = 11$
- ◆ Ebue cannot pull his opponent out of an active zone and cannot place his teammate on the chest
- ◆ If you use dobergun’s special skill inside an inactive zone, you will not get the zone penalty
- ◆ If you use teleport to land outside of an active zone, you will be penalized by the same amount of damage as if you moved on one square outside the active zone
- ◆ If you hit your enemy with Breathhold, the armor cards of the enemy are ignored. Therefore, enemy does not discard armor cards from his player mat.
- ◆ If you eliminate your opponent with breathhold and if an enemy has armor cards on the player mat, then these cards are transferred to your player mat.