

## ◀ GAME PREPARATION ▶▶▶

Before starting the game, print out the Map, Tokens, and Rules sheets on A4 paper. Cut out each token from the Tokens sheet.

Ensure that each player has at least 3 Metal figurines.

If a player does not have enough Metal figurines, cut out any Metal tokens from the Tokens sheet until each player has at least 3 Metals.



## ◀ SETUP ▶▶▶▶

Place the Map sheet face-up in the middle of the table between both players so that the short side of the sheet is in front of the players.

Each player chooses a color and places their matching colored score marker on the '0' space of the score track on their side of the Map sheet.

Each player may have as many Metals as they own which they place nearby in an area called the **deployment pool**. Randomly determine the starting player such as playing a game of Rock-Paper-Scissors.

## ◀ OVERVIEW ▶▶▶▶

The game is played over a number of rounds where players take turns—beginning with the starting player—until one player reaches 10 victory points (20 if playing with factions).

### RULES

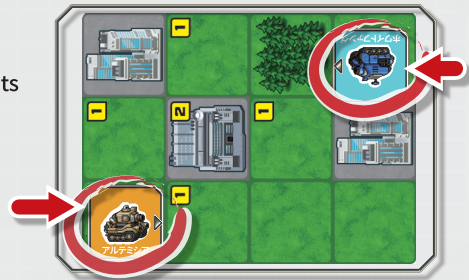
During a player's turn, they become the active player and they resolve the following phases in order:

1. Action Phase
2. Enemy Assault Phase
3. Occupation Phase

### ACTION PHASE

The active player **must** choose one of two actions to perform:

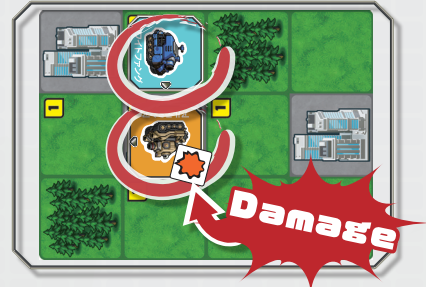
- **Deploy** : The player chooses one of their Metals in their deployment pool and places it on any corner space of the map and in any orthogonal direction—north, east, south, or west. A player cannot perform this action if they already have 3 Metals on the map.
- **Move** : The player moves one of their Metals on the map onto an adjacent orthogonal space. Afterwards, they may



## ◀ ENEMY ASSAULT PHASE ▶▶▶

Au cours de cette phase, Chaque figurines enemy attaquent les figurines du joueur actif se trouvant en ligne de mire (line of sight).

In this phase, each of the opposing player's Metals attack any of the active player's Metals that are within line of sight. For example: if Metal A is in front of Metal B in a straight line orthogonally, then Metal A is in Metal B's line of sight. For each of the active player's Metal that is within line of sight of an opposing player's Metal, that Metal is **damaged** (flipped onto its side or place a damage token on it). If it was already damaged over, it is **defeated** (remove it from the map and return it to the active player's deployment pool).



However, if an active player's Metal was just placed onto the map this turn OR it was on a Forest space, they do not get attacked.

### Gaining Victory Points

Whenever a player gains victory points, they advance their score marker on their score track that many spaces.

## ◀ OCCUPATION PHASE ▶▶▶▶

The active player gains any victory points printed on any space which they have a Metal on.

Any damaged Metal on a City space **recovers** (position it upright).

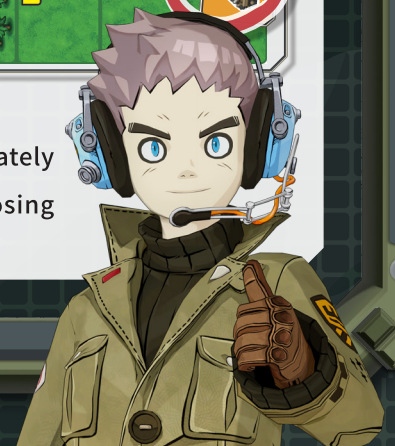
Afterwards, the active player's turn ends and the next player takes their turn, becoming the new active player.

This continues back and forth until the game ends.

## ◀ END OF GAME ▶▶▶▶

The game immediately ends when one of the following occurs:

- A player reaches 10 victory points (20 if playing with factions), immediately winning the game.
- The active player cannot perform any actions, in which case the opposing player immediately wins.



## FACTIONS

Each faction has special abilities that offer players a deeper strategy.

We recommend not using these for your first game. If you decide to use faction special abilities, then the victory point condition increases from 10 to 20.



**Artemisia**

+1 victory point when attacking an enemy Metal on a 2-point space.



**White Fang**

+1 victory point when attacking an enemy from their side.



**Zipang**

+1 victory point when attacking an enemy from their front or rear.



**Metaclyon**

+1 victory point when attacking an enemy on a corner space.



**Dinorda**

+1 victory point when attacking an enemy on a City space.



**Corsario**

+1 victory point when attacking a Metal that is not already damaged.

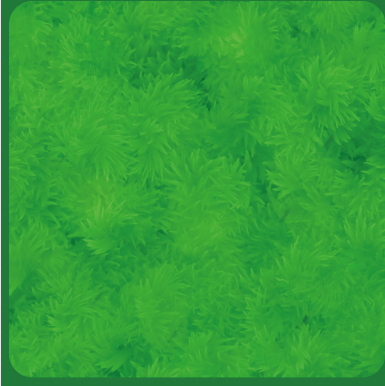


**Obsidior**

+1 victory point when attacking from a 2-point space.



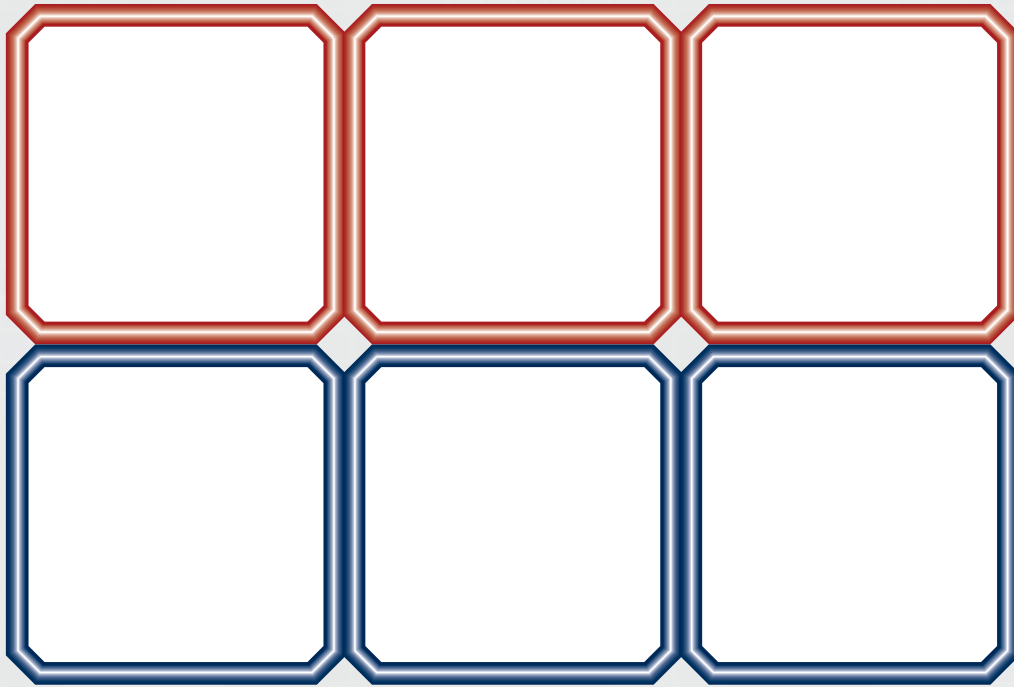
01 6 8 7 9 5 7 5 2 1



1 2 3 4 5 6 7 8 9 10

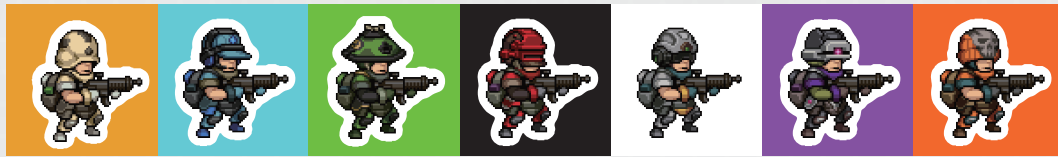
## Identification Markers (Blue/Red frame)

Used to identify which player the minifigurine belongs to.



## Score Markers

Place on the score track to use for calculating points.



## Minifigurines

If a player does not have enough minifigurines, included tokens can be used.



## Damage

Instead of flipping the minifigurine onto its side to represent damage, a damage token can be placed on it.

