

COMBAT

- **No piece can ever be landed on. Minions have 1 HP, Heroes 4.**
- **Adjacent** = the 8 surrounding squares; **range** counts king-steps, and "within 2" means "range 2". **Blocked** = off board, Ruin, or occupied. A **step** is one king-step onto an unblocked square; steps never jump.
- **LoS:** a straight row, column, or diagonal, blocked by Ruins and pieces.
- **Push** moves a piece directly away from the attacker, **pull** directly toward it, as far as it can go. You may pull an already-adjacent piece; it has nowhere to go. A push or pull that moves its target 0 squares **crushes** it for 1 damage instead, which damage prevention stops as usual.
- Damage resolves before the push and stacks with a crush, so a 1-damage attack whose push is blocked deals 2. If the target dies, no push is made.
- **Gamble** attacks roll the Gamble d6.

THE RELIC

- A piece that **ends an effect** on the enemy Relic, or any dropped Relic, picks it up. That means wherever a piece comes to rest: a card move, an escort or lunge step, the end of a push or pull, a swap, a faction's step.

- A carrier keeps the Relic however it moves, may carry only one, never its own, and can still attack normally.
- **Push or pull a carrier and it drops the Relic on the square it left**, however far it travels. A carrier that is only *crushed* keeps it. A slain carrier drops the Relic where it died.
- You may stand a piece on a Relic to guard it.
- A carrier can be targeted **ignoring Ruins** for LoS, but bodies still block. Range and adjacency still apply.

WINNING

Slay the enemy Hero, or Steal: end a turn in your own back row carrying the enemy Relic, however you got there.



The Vigil: Each full round with no HP lost and no Relic picked up or dropped lowers the die by 1; anything else resets it to 6. Any HP loss counts, including your own pieces'. At 0 the game ends. Each player scores **+1** for a carrier in the **enemy half**, **-1** for one in their **own half**. Higher score wins, then less Hero damage, then more Minions, then a draw.



Reliquary

Two warbands duel amid ruins for each other's holy relic.

2 PLAYERS · ~20 MIN

You need: a square grid, 8×8 to 12×12, per player 1 Hero + 3 to 5 Minions + 1 spare Minion + 1 Relic token, the 18-card deck, 3 Rite cards, 9 Faction cards (yours holds your HP track and your slain Minions), 2 d6 (Gamble die + Vigil counter), damage tokens.

BOARD SCALE

Agree a size, then use its row:

BOARD	MINIONS EACH	RUINS	DEPLOY ROWS
8×8	3	4	2
9×9 to 10×10	4	6	2
11×11 to 12×12	5	8	3

Bigger boards need more bodies, or the armies never meet.

RITES

Part of the base game: every player has a Rite.

Draft at setup step 5, once the Ruins are down and the first player is known: the **second player picks first**, the first player takes one of the remaining two, and the last is dealt out of the game face-down. A Rite is played with any card in place of its move and attack, once per game,

then discarded. Every Rite sets the Vigil to 6.

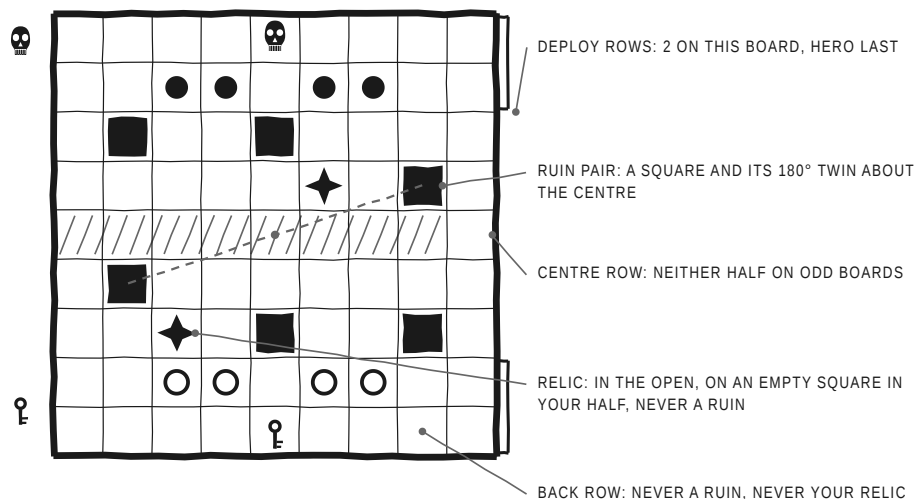
EXHUMATION. Place a new Minion on any empty square in your back row. Set the Vigil to 6.

DESECRATION. Remove a Ruin in your half. Place a new Minion on the cleared square. Set the Vigil to 6.

HARROW. Place one slain enemy Minion on any empty square in your back row. It fights under your sigil. Mark it. Set the Vigil to 6.

SETUP

1. Take a sigil, **Key** or **Skull**. The row nearest you is your **back row**; your **half** is every row on your side of the middle. On odd boards the centre row belongs to neither player.
2. Mark the **Ruin** squares: players alternate placing pairs (a square and its 180° rotation about the centre), Key first. Never a back row, never the exact centre.
3. Secretly pick a **Faction card**, reveal together, and both pick again if you matched. It gives your **Faction Attack**, and for some factions a Passive.
4. Deal 7 cards: 3 face-up to each player, 1 aside as the **waiting card**. Its stamp takes the first turn. Box the rest. Set the Vigil die to 6.
5. **Draft Rites**: second player first, each pick 1 of the 3 Rite cards. The last is set aside face-down, out of the game.
6. **Deploy**: first player first, alternate placing one piece at a time, into the rows nearest you; the table says how many. Hero last.
7. **Place your Relic**, first player first, on an empty square in your half. Not your back row, not a Ruin.



A 9x9 game set up. Key holds the near side: 4 Minions and a Hero in the deploy rows, 6 Ruins in 3 mirrored pairs, both Relics on the board, one in each half.

YOUR TURN

Play 1 of your 3 cards in **one** mode, then set it aside as the new waiting card and take the old one. The card you played reaches your opponent next turn.

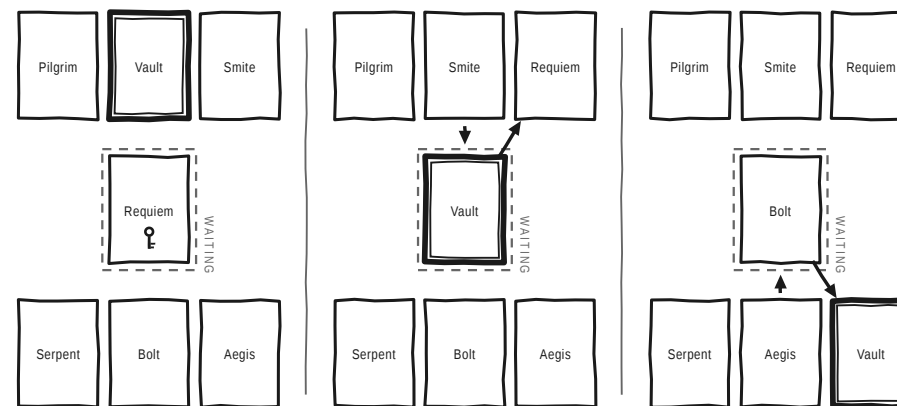
- **MOVE (top)**: move one piece exactly as the diagram shows (top of diagram = toward your opponent). Pieces jump, but never end on an occupied square, a Ruin, or off the board. If the card bears the **Escort** ♣ mark, one *other* friendly piece (the Hero counts) may then step 1 square.
- **ATTACK (bottom)**: choose an attacker and do what the card says: the **Hero**: line for your Hero, **Minion**: for a Minion. An **adjacent** attack lets the attacker step 1 square first (the **lunge**), and need only be legal from the square it steps to.

Faction Attack means use the attack on your Faction card. You make no **MOVE** this turn.

- **RALLY**: forgo the card's move and attack. Return one of your slain Minions to any empty square in your back row. A Rally is quiet: it never resets the Vigil, though the returned Minion losing HP later resets it as usual.
- **RITE**: once per game, with any card: forgo its move and attack and do what your Rite card says instead. Every Rite sets the Vigil to 6. The played Rite is discarded, out of the game.

If any card offers a legal play you must make one, and an **ATTACK** or a **RITE** is legal only if its effect can be carried out in full. If nothing is legal, pass any card and take the waiting one. **Neither player may ATTACK on their own first turn.**

THE CARD CYCLE



The deal: 3 cards each, Requiem waits. Its stamp says Key starts.

Turn 1: Key plays Vault, sets it aside as the waiting card, and takes Requiem.

Turn 2: Skull plays Bolt and takes Vault, the card Key played.