

—◆— Reliquary —◆—

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

2 PLAYERS · ~20 MIN

SETUP

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

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.

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. **Deploy**: first player first, alternate placing one piece at a time, into the rows nearest you; the table says how many. Hero last.
6. **Hide your Relic**: secretly write down a square in your half left empty after deployment. Not your back row, not a **Ruin**.

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.

If any card offers a legal play you must make one, and an **ATTACK** 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.**

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. Landing on a **hidden** **Relic** reveals it and picks it up in one motion.
- 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 revealed **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'; a mere reveal does not. 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.

