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## Duel Mode

# 1.1 Game Objective

The main goal is very simple: conquer 3 territories or eliminate all enemy hunters. When you achieve one of these objectives, you win the match!

## 1.2 Phases

## 1.2.1 ★ Setup

At the beginning of the match, each player must set up. Each player takes 12 materials of their choice, then reveals the first hunter card. If they have the materials needed to recruit it, they do so immediately; otherwise, they must adjust their materials (by reducing one) and try again. If, after several attempts, they run out of materials, the player automatically loses.

Each player may recruit up to 3 hunters and, once done, draws 6 Resource cards from their deck. To decide who starts

the game, players roll a 10-sided die, and the one with the highest result chooses whether to start on offense or defense.

## 1.2.2 ★ Exploration

The exploration phase kicks off the adventure. If you are on the offense, you have the opportunity to use portals, scrolls, or abilities to gain an advantage. The defender, in turn, may respond with their own abilities or scrolls. If the attacker doesn't play a portal, the defender must reveal the first territory from their deck and both players collect materials and resources.

# $1.2.3 \bigstar Supply$

Now it's time to prepare for the offensive. If you are the attacker, you may reveal a new hunter and recruit them if you have the required materials. If you decide to replace one of your hunters with the newly recruited one, remember that the old hunter goes on top of the revealed hunter pile. Additionally, you may equip your hunters with weapons or artifacts to make them stronger! If you are the defender, you'll follow the same steps after seeing the attacker's actions.

### $1.2.4 \bigstar Confrontation$

Now that everyone is prepared, it's time for direct confrontation. The attacker may play a scroll or ability to pressure the defender, who may respond in kind. In the end, the attacker must choose whether to attack or retreat. If they choose to attack, the defender can only retreat by playing a portal. If they do, the territory is conquered by the attacker without a fight, and the next turn begins directly on the target territory chosen by the defender's portal.

### $1.2.5 \bigstar Battle$

If both choose to fight, the battle phase begins and players face off using their hunters. Each battle is turn-based: abilities are activated, dice are rolled, and damage is calculated. The hunter who loses the fight will be defeated or, in the worst case, eliminated. Battles continue with alternating decisions on which hunter to send into combat. The defender chooses the first two hunters to fight.

### $1.2.6 \bigstar Conclusion$

At the end of the battle, the player with more undefeated hunters wins the turn and conquers the opponent's territory. If there is a tie, the defender keeps the territory. Players remove any scrolls and portals played offensively, restore defense points for surviving hunters, and prepare for a new turn.

# Iconography

# 2.1 Card Types

Icon	Category	Represents
0	-	Portal
A.	-	Territory
' <u>'</u>	Artifacts	Tool
£.	Artifacts	Weapon
	Artifacts	Trap
الس رو « م	Scrolls	Stratagem
<b>(</b> )	Scrolls	Ritual
Ť	Equipment	Armor
1.	Equipment	One-handed Weapon
75	Equipment	Two-handed Weapon

Icon	Category	Represents
	Hunter	Engineer
2	Hunter	Rogue
0	Hunter	Cleric
AIN	Hunter	Berserker
<u> </u>	Hunter	Mage
M	Hunter	Paladin

# 2.2 Attributes

Icon	Category	Represents
<b>O</b>	Materials	Oil
4/1/2	Materials	Ingots
	Materials	Crystals
	-	Resources
<b>@</b>	-	Aura
	-	Defense
X	Damage Types	Melee Damage
	Damage Types	Projectile Damage

Ico	n	Category	Represents
64		Damage Types	Magic Damage

# 2.3 Permanent Penalties

Icon	Туре	Represents
*	Tokens	Oil Bath
	Tokens	Poison
*	Tokens	Weakening

# 2.4 Other

Icon	Type	Represents
<u> </u>	Activation Costs	Card destruction
1.	Activation Costs	Material cost
1 <b>≅</b> 6	Dice Types	1 six-sided die

## $2.4.1 \bigstar Damage Types$

Each card capable of dealing damage also specifies its type. This allows other cards to modify the attack or defense only for the specified types.

- Melee Damage
- . Magic Damage
- · Projectile Damage

### Warning

Projectile damage always implicitly includes the Ranged Attack effect, while for the other damage types this effect must be explicitly stated on the card itself or added by another card to be present.

#### Note

When referring to combat damage, it means the total damage the hunter can deal during combat, including both their personal damage and that of their equipment.

### 2.5 Effects

Effects are keywords that encompass an ability present on a card.

#### Note

All the effects described below, except for permanent penalties, end their effect by the end of the turn.

### Warning

Effects with a numerical value can be overwritten by an ability only if the new effect has a higher value.

**Exception:** probability effects are always overwritten, regardless of value.

**Example:** The Burn 2 effect can overwrite Burn 1, but

Burn 1 cannot overwrite Burn 2.

# $2.5.1 \bigstar Probability$

#### Success X

The associated positive effect is activated only if, by rolling an  $\mathfrak{D}10$ , the result is equal to or greater than the success value.

### Fail X

The associated negative effect is activated only if, by rolling an  $\Xi 10$ , the result is equal to or lower than the failure value.

#### Infallible

The Success effect is removed from the associated ability.

### $2.5.2 \bigstar Defense$

### Dodge

The lowest-valued combat damage die from the opponent is removed. The hunter may choose to use this effect only once per turn.

#### Barrier

The highest-valued combat damage die from the opponent is removed. The hunter may choose to use this effect only once per turn.

### **Resistance** [damage type]

X Reduces by X the damage taken from sources containing the specific type, even if mixed.

### Mixed Grip

If the hunter equips only one weapon with this effect, they receive the bonus listed on the card.

### Fury

The hunter may reroll the lowest attack die.

### **Ranged Attack**

The hunter may choose to use the Ranged Attack to deal their combat damage before the opposing hunter deals theirs. In this case, they must perform an aiming roll with the condition: "Fail 3: no damage is dealt". The rest of the hunter's and their weapons' damage, without the Ranged Attack ability, is still dealt afterward, simultaneously with the opponent's damage. If the hunter decides not to use the Ranged Attack effect, combat damage is dealt simultaneously with the opponent's damage.

### **Surprise Attack**

The effects of permanent penalties that the hunter is about to suffer are negated. The hunter deals combat damage before receiving the opponent's combat damage, even if the opponent has Ranged Attack.

## $2.5.4 \bigstar Utility$

### Recycle X

During the enhancement phase, the player may discard X cards from hand and obtain X materials of their choice.

### $2.5.5 \bigstar Instant Penalties$

Instant penalties have an immediate effect.

#### Burn X

Success 6: the opposing hunter suffers X magic damage.

### Shock

The opposing hunter suffers 2 magic damage if they are equipped with heavy armor or shields.

### Inhibit

The target's abilities cannot be activated in response to this effect. If the target is a hunter, they also cannot respond with stratagems or resource abilities assigned to them. Inhibit takes effect immediately when declared.

## 2.5.6 ★ Temporary Penalties

Temporary penalties are effects that last until the end of the turn.

#### Silence

The target hunter cannot use scrolls or activatable abilities until the end of the turn.

#### **Deactivate**

The target loses all abilities until the end of the turn.

#### Vanish

The target remains out of play until the end of the turn. If the target is a hunter, any artifacts or equipment assigned to them return to the inventory.

### 2.5.7 ★ Permanent Penalties

Permanent penalties are effects represented by permanent counters that remain on the hunters even after the end of the turn. They can only be removed by specific abilities or scrolls.

### **Weaken X**

The affected hunter has aura -X.

### **language** Poison X

The hunter has defense -X.

### **3** Oil Bath X

The hunter has damage -X and the Burn effect on them also gains the Infallible effect.