

# GAME CONTENTS

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- Rulebook
- The Hex Board
- The Board lid to be used as a Dice Tray
- 2 Dice sets, containing a total of 24 Unit Dice & 2 Battle Dice
- 2 Dice Trays, to keep your dice sorted
- The Scalar Core - a special d4 die
- 6 Control Tokens
- 4 Quick Reference cards
- Serialized Certificate

# OBJECTIVE

## OBJECTIVE

Players aim to occupy and defend the central area of the board, referred to as the **Control Zone**. They take turns deploying, moving, and battling dice across the board to strengthen their dominion and challenge the opponent.


# GAME SETUP

## GAME SETUP



Players choose a color for their formation and place all dice of that color next to the **Board**. They then take the **Reference Cards** matching their chosen color to use during the game, setting the remaining cards aside for general reference during the game.



Place the **Scalar Core Die** on the middle hex in the **Control Zone**. When starting a game, the top face should be the  one.



Place the **Hex Board Lid** within easy reach for both players to use as a dice tray, ensuring all dice rolls remain contained.



Set aside the **Control Tokens**; they will be used to track the progress toward the win condition.



Both players roll a **d6** to decide who takes the first turn, or use an alternative method if preferred.

# בְּמִלְחָמָה

## GAMEPLAY

**TURN ACTIONS** - Players can pick one of the following actions to do on their turn:

### ROLL & DEPLOY

### רֹלְל וְדֵפּלוּי

Roll a die from your available **Unit Dice** to determine its power.

- You may place it in the **Deploy Zone** with the rolled value face up, or skip deployment and reroll it on a future turn if you are unhappy with the roll.
- If all four **Deploy Zone** slots are filled, you cannot deploy a die.

### MOVE

### מְוֵעַ

Pick and move an already deployed die to an adjacent, unoccupied hex.

- The **d4** and **d6** dice can move 2 hexes per turn and can jump over other dice.
  - When attacking, they cannot strike over other dice and must attack an adjacent die.
- Dice can move in any direction on the **Board**.

### ATTACK

### אֶתְרָעַק

You can declare an attack on any adjacent enemy die and on the whole **Board**.

- To resolve the attack, the face values of both dice are compared, and both players roll their **Battle Dice** simultaneously.
- The die with the higher combined value wins the battle.
  - If the attacker wins, it advances into the defender's space, capturing and removing the defeated die from the board.
  - If the defender wins, it holds its ground while the attacker is captured and taken off the board.
- If both dice are even, the attack ends in a draw and no changes occur.

## בְּמִלְחָמָה בְּמִלְחָמָה

### CLAIMING DOMINION

To claim dominion over the **Control Zone**, a player must have 4 dice from their formation on it at the start of their turn, before performing any actions. When this happens, they take a **Control Token** and roll the **Scalar Core Die** to shape the next stage of the game.

## הַגָּא בְּמִלְחָמָה

### WIN CONDITIONS

The first player to get 3 **Control Tokens** wins the game!

However, depending on how the game unfolds, it may end before either player reaches this objective.

If the game reaches a state where no **Control Tokens** can be claimed because all players have fewer than four dice, the player with the most **Tokens** wins.

If both players have an equal number of **Control Tokens** and no more can be claimed, the game is resolved by a battle to the last die.

# THE SCALAR CORE

## THE SCALAR CORE

Start the game with the die on its **Æther** side, positioned at the **center of the Board**.  
When a player takes a **Control Token** they should also roll the **Scalar Core Die** and its new effect will be active until the die is rolled again.



ÆTHER

ÆTHER

At the start of the game, no effect is active.  
When Aether is rolled, clear all Units from the Control Zone by pushing them one hex outward.



MOMENTUM

MOMENTUM

Players can make two actions per turn.  
Players may perform any two actions, in any order, such as deploying two dice or deploying and attacking.



EQUILIBRIUM

EQUILIBRIUM

All dice currently on the board have their values set to 3.  
Any dice deployed afterward are not affected.



REVERSAL

REVERSAL

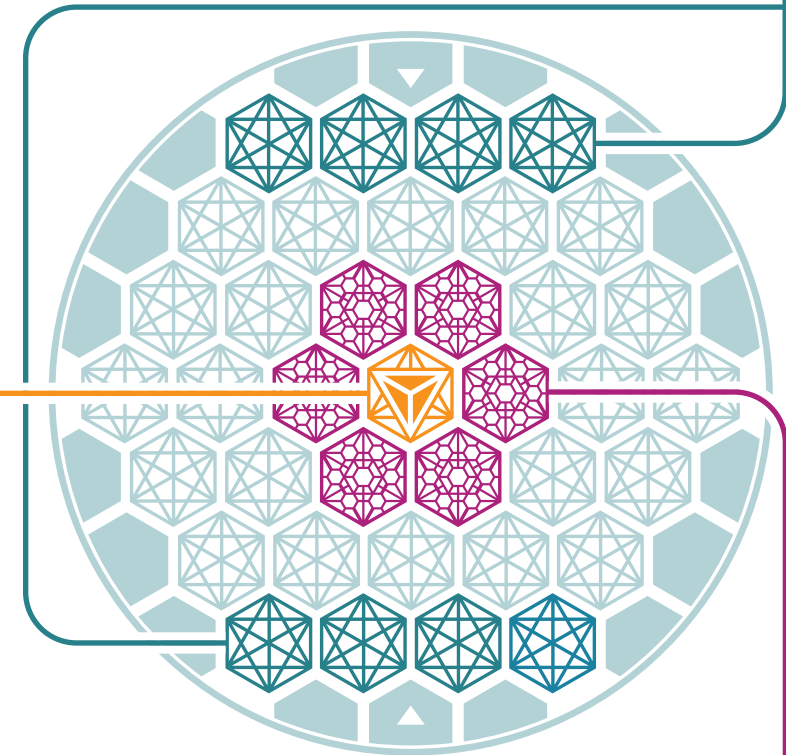
All dice currently on the board must be rotated to display the value opposite their current one.  
• D4 Swaps as: 4 ↔ 2, 3 ↔ 1.  
Any dice deployed afterward are not affected.

# HEX BOARD

## HEX BOARD

DEPLOY ZONE

DEPLOY ZONE



CONTROL ZONE

CONTROL ZONE

# UNIT DICE

## UNIT DICE

**Light** Low-value units with big strategic utility; they move 2 hexes per turn.



D4 א4



D6 א6



## Medium

Medium-value units: dependable and consistent.



D8 א8



D10 א10



## Heavy

Heavy-value units: risky to play, devastating when they hit.



D12 א12



D20 א20



# BATTLE DICE

## BATTLE DICE

The **Battle Dice** provides flat stat boosts (+0 to +9) and the following effects:



**DOUBLE POWER**

**DOUBLE POWER**

Double the value of your attacking die.



**SWAP**

**SWAP**

Swap your die value with your opponent's one.



**EVADE**

**EVADE**

You can move to an empty adjacent hex and escape the combat.



**INDESTRUCTIBLE**

**INDESTRUCTIBLE**

Your die remains regardless of the opponent's values.



**SELF-DESTRUCT**

**SELF-DESTRUCT**

Destroy your die and the opponents one.

## RESOLVING COMBINATIONS

## RESOLVING

The two **Battle Dice** can produce several outcomes that call for a closer look:

- **Swap** is applied after the opponent's modifier. If both players roll **Swap** - no effect takes place and only the base values determine the outcome.
- In a **Self-Destruct** vs. **Indestructible** situation, the **Indestructible** die survives.
- In a **Self-Destruct** vs. **Evade** situation, the **Evade** die may survive if there is an available **hex** to move to.