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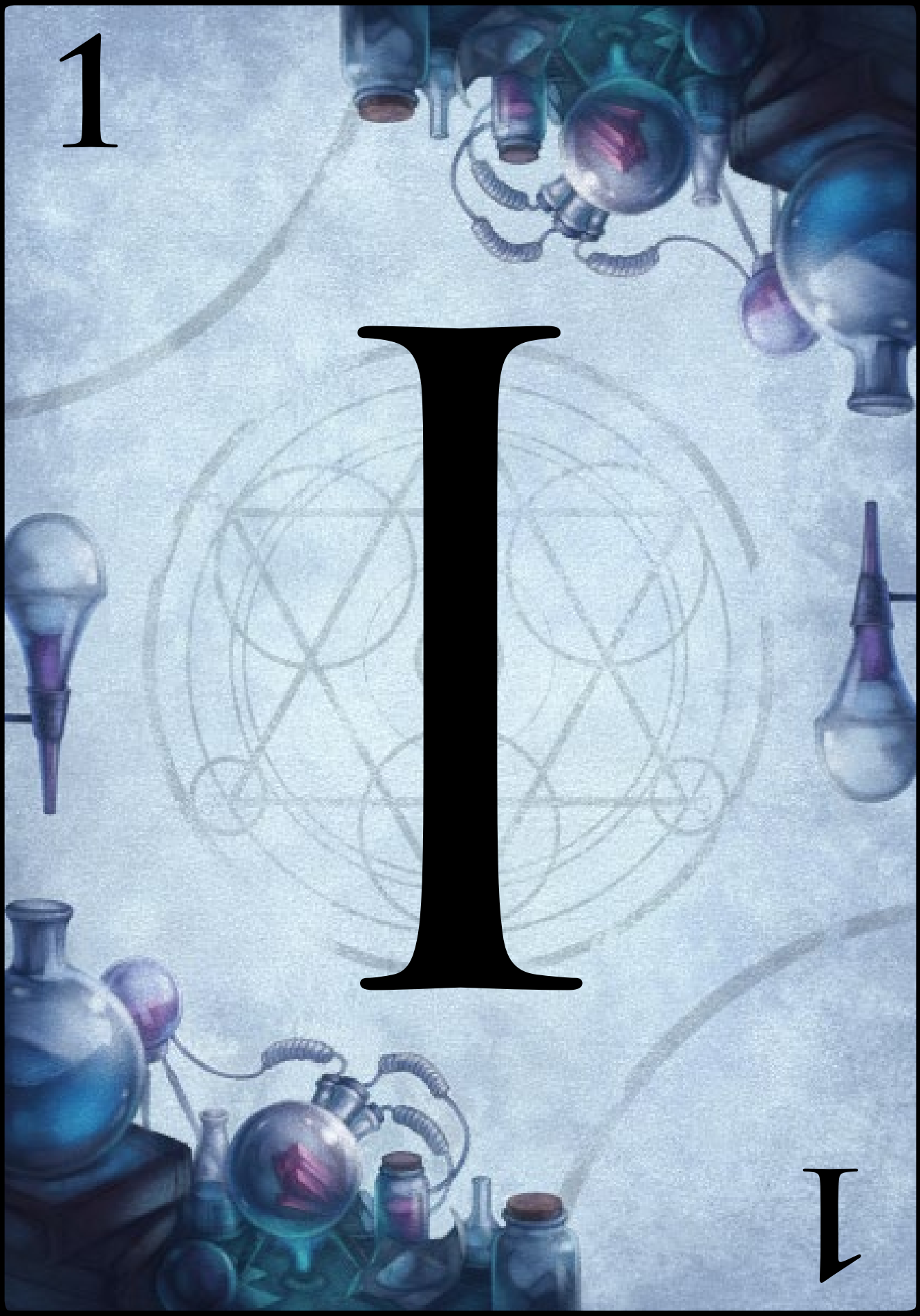
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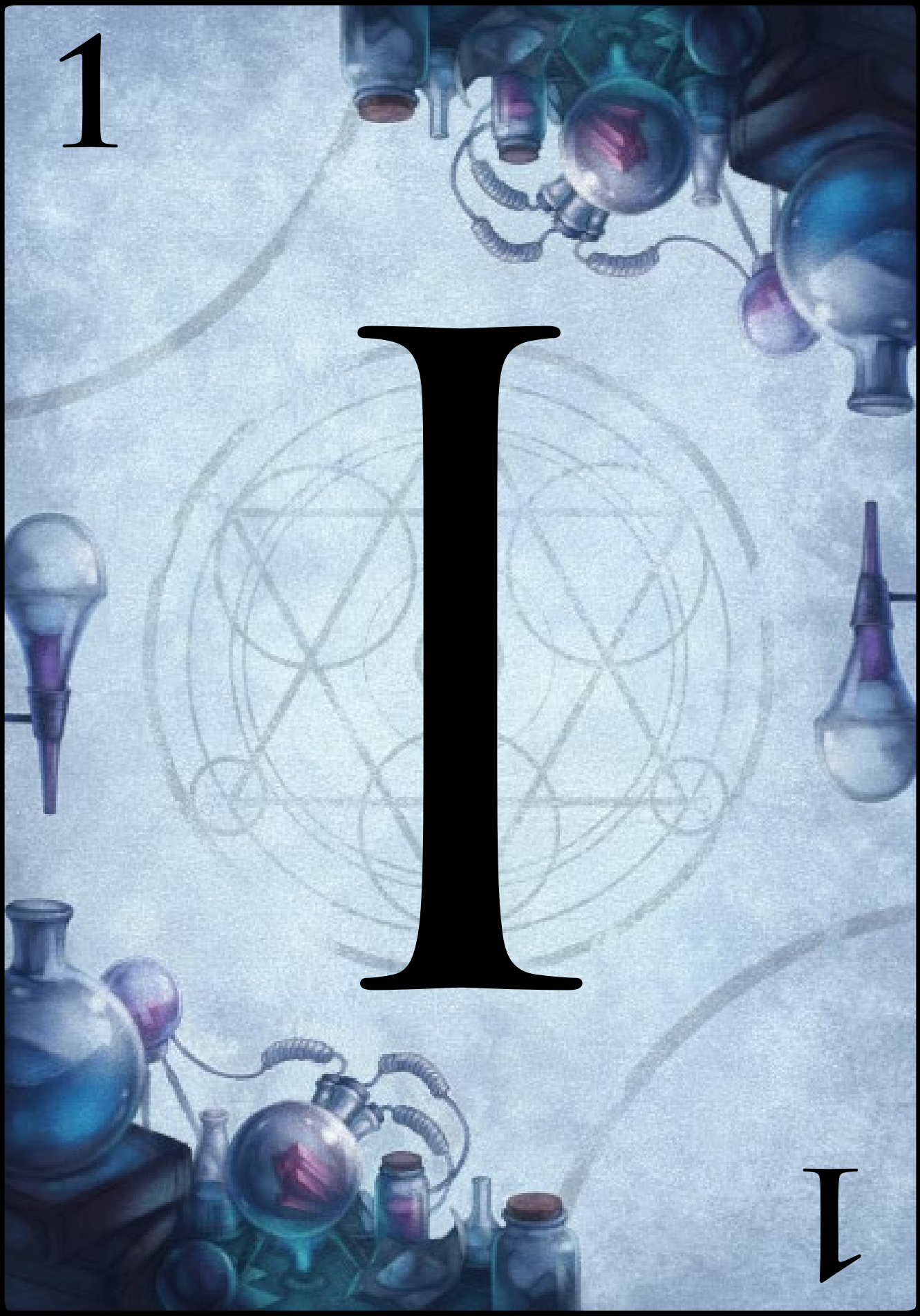
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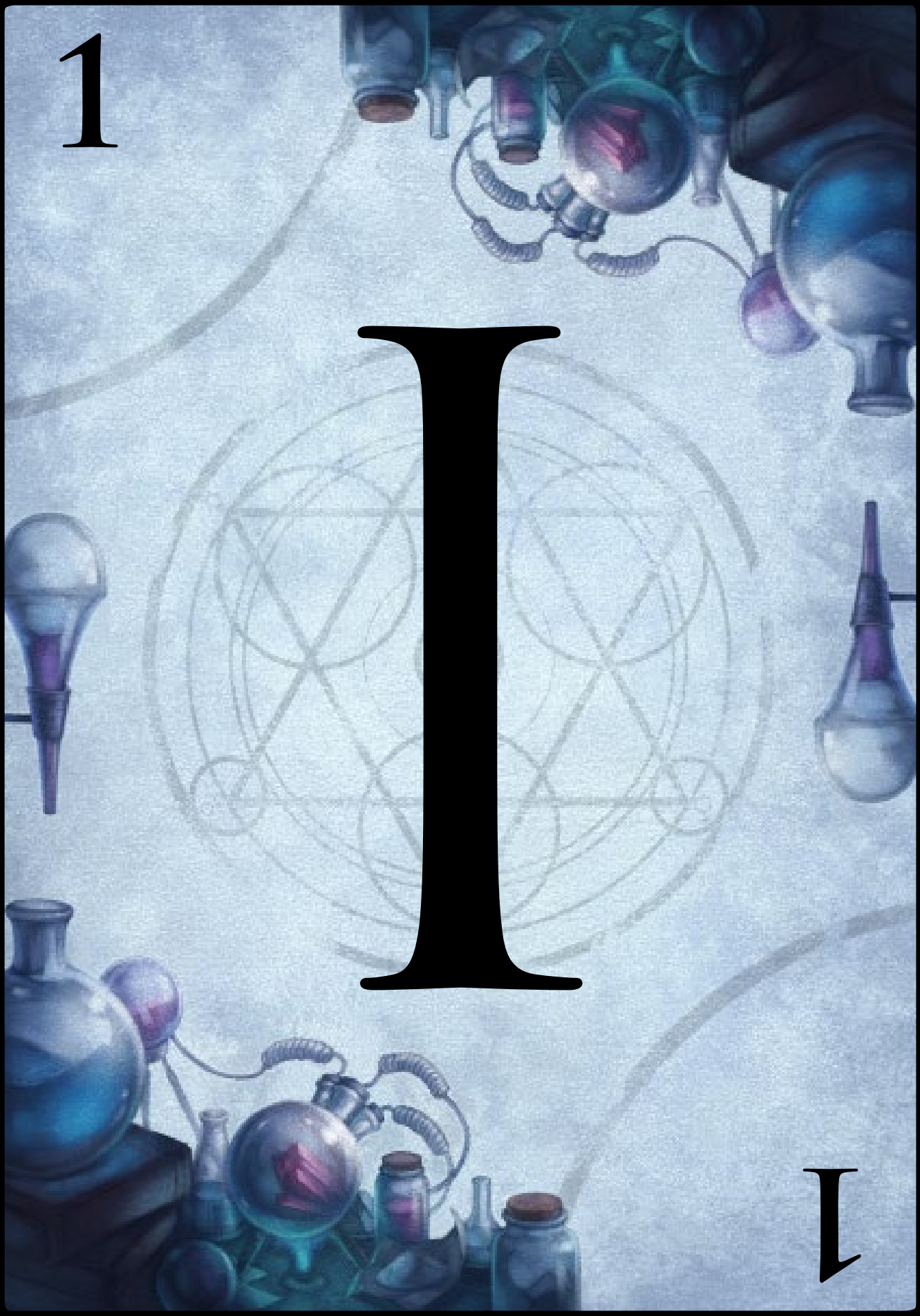
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High Guard

Opponent plays	Deal / Suffer
High Guard	⃠ / ⃠
Falling Swing (I or S)	⃠ / ⃠
Thrust (P)	⃠ / 0
Sweeping Cut (S)	⃠ / ⃠
Rising Attack (I, S or P)	⃠ / 2
Low Guard	⃠ / ⃠

High Guard

Opponent plays	Deal / Suffer
High Guard	⃠ / ⃠
Falling Swing (I or S)	⃠ / ⃠
Thrust (P)	⃠ / 0
Sweeping Cut (S)	⃠ / ⃠
Rising Attack (I, S or P)	⃠ / 2
Low Guard	⃠ / ⃠

High Guard

Opponent plays	Deal / Suffer
High Guard	⃠ / ⃠
Falling Swing (I or S)	⃠ / ⃠
Thrust (P)	⃠ / 0
Sweeping Cut (S)	⃠ / ⃠
Rising Attack (I, S or P)	⃠ / 2
Low Guard	⃠ / ⃠

Falling Swing

Damage Type:
Choose **Impact** *or* **Slicing.**

Opponent plays	*Deal / Suffer*
High Guard	⊘ / ⊘
Falling Swing (I or S)	0 / 0
Thrust (P)	0 / 2
Sweeping Cut (S)	3 / 2
Rising Attack (I, S or P)	3 / 1
Low Guard	2 / ⊘

Falling Swing

Damage Type:
Choose **Impact** *or* **Slicing.**

Opponent plays	*Deal / Suffer*
High Guard	⊘ / ⊘
Falling Swing (I or S)	0 / 0
Thrust (P)	0 / 2
Sweeping Cut (S)	3 / 2
Rising Attack (I, S or P)	3 / 1
Low Guard	2 / ⊘

Falling Swing

Damage Type:
Choose **Impact** *or* **Slicing.**

Opponent plays	*Deal / Suffer*
High Guard	⊘ / ⊘
Falling Swing (I or S)	0 / 0
Thrust (P)	0 / 2
Sweeping Cut (S)	3 / 2
Rising Attack (I, S or P)	3 / 1
Low Guard	2 / ⊘

Thrust

Damage Type:
Piercing

Opponent plays	*Deal / Suffer*
High Guard	0 / ⊘
Falling Swing (I or S)	2 / 0
Thrust (P)	3 / 3
Sweeping Cut (S)	⊘ / 0
Rising Attack (I, S or P)	2 / 1
Low Guard	1 / ⊘

Thrust

Damage Type:
Piercing

Opponent plays	*Deal / Suffer*
High Guard	0 / ⊘
Falling Swing (I or S)	2 / 0
Thrust (P)	3 / 3
Sweeping Cut (S)	⊘ / 0
Rising Attack (I, S or P)	2 / 1
Low Guard	1 / ⊘

Thrust

Damage Type:
Piercing

Opponent plays	*Deal / Suffer*
High Guard	0 / ⊘
Falling Swing (I or S)	2 / 0
Thrust (P)	3 / 3
Sweeping Cut (S)	⊘ / 0
Rising Attack (I, S or P)	2 / 1
Low Guard	1 / ⊘

Sweeping Cut

Damage Type:
Slicing

Opponent plays	*Deal / Suffer*
High Guard	⃠ / ⃠
Falling Swing (I or S)	2 / 3
Thrust (P)	0 / ⃠
Sweeping Cut (S)	0 / 0
Rising Attack (I, S or P)	2 / 2
Low Guard	⃠ / ⃠

Sweeping Cut

Damage Type:
Slicing

Opponent plays	*Deal / Suffer*
High Guard	⃠ / ⃠
Falling Swing (I or S)	2 / 3
Thrust (P)	0 / ⃠
Sweeping Cut (S)	0 / 0
Rising Attack (I, S or P)	2 / 2
Low Guard	⃠ / ⃠

Sweeping Cut

Damage Type:
Slicing

Opponent plays	*Deal / Suffer*
High Guard	⃠ / ⃠
Falling Swing (I or S)	2 / 3
Thrust (P)	0 / ⃠
Sweeping Cut (S)	0 / 0
Rising Attack (I, S or P)	2 / 2
Low Guard	⃠ / ⃠

Rising Attack

Damage Type:
Choose **Impact**, **Slicing** *or* **Piercing**

Opponent plays	*Deal / Suffer*
High Guard	2 / ⊘
Falling Swing (I or S)	1 / 3
Thrust (P)	1 / 2
Sweeping Cut (S)	2 / 2
Rising Attack (I, S or P)	1 / 1
Low Guard	⊘ / ⊘

Rising Attack

Damage Type:
Choose **Impact**, **Slicing** *or* **Piercing**

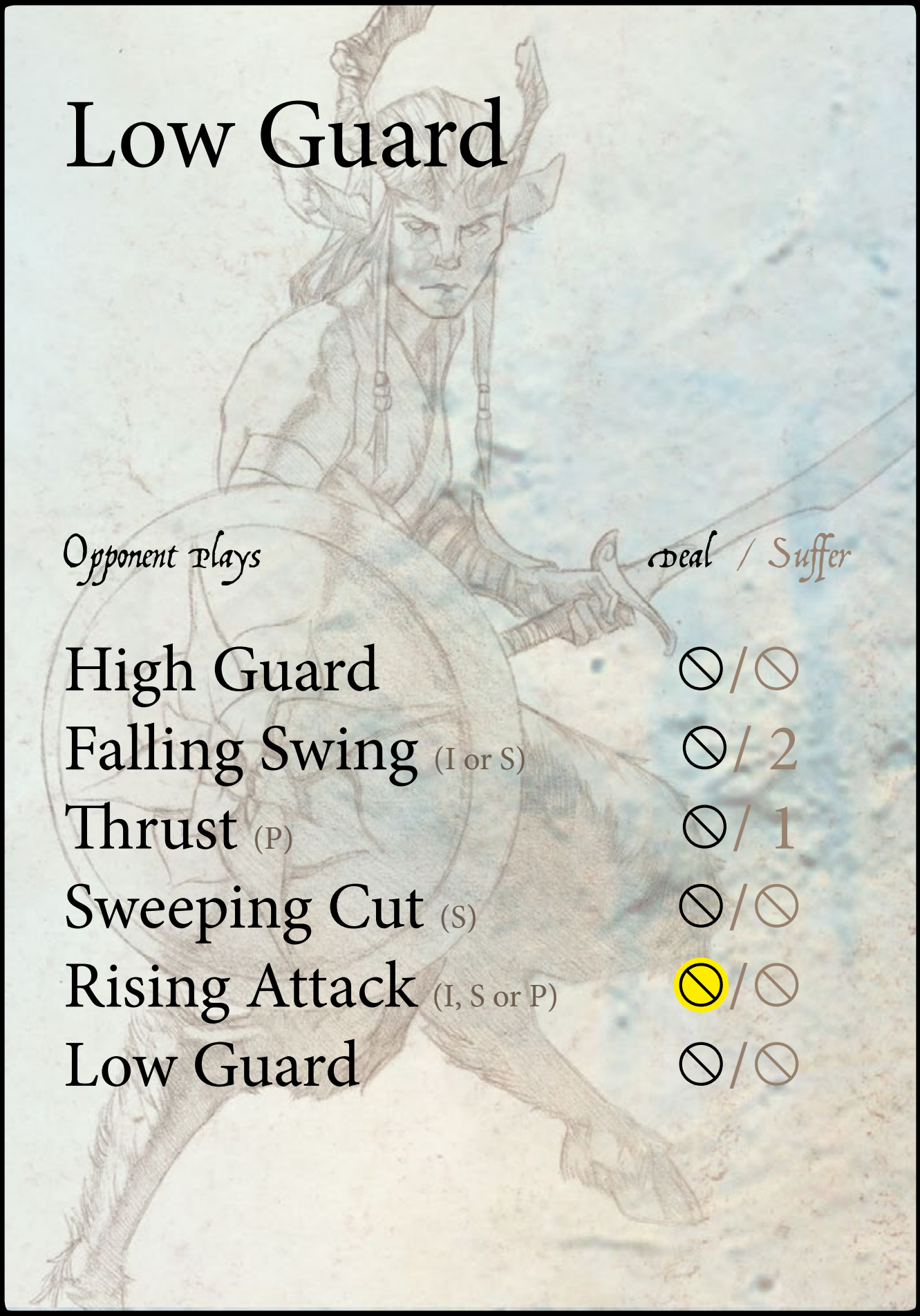
Opponent plays	*Deal / Suffer*
High Guard	2 / ⊘
Falling Swing (I or S)	1 / 3
Thrust (P)	1 / 2
Sweeping Cut (S)	2 / 2
Rising Attack (I, S or P)	1 / 1
Low Guard	⊘ / ⊘

Rising Attack

Damage Type:
Choose **Impact**, **Slicing** *or* **Piercing**

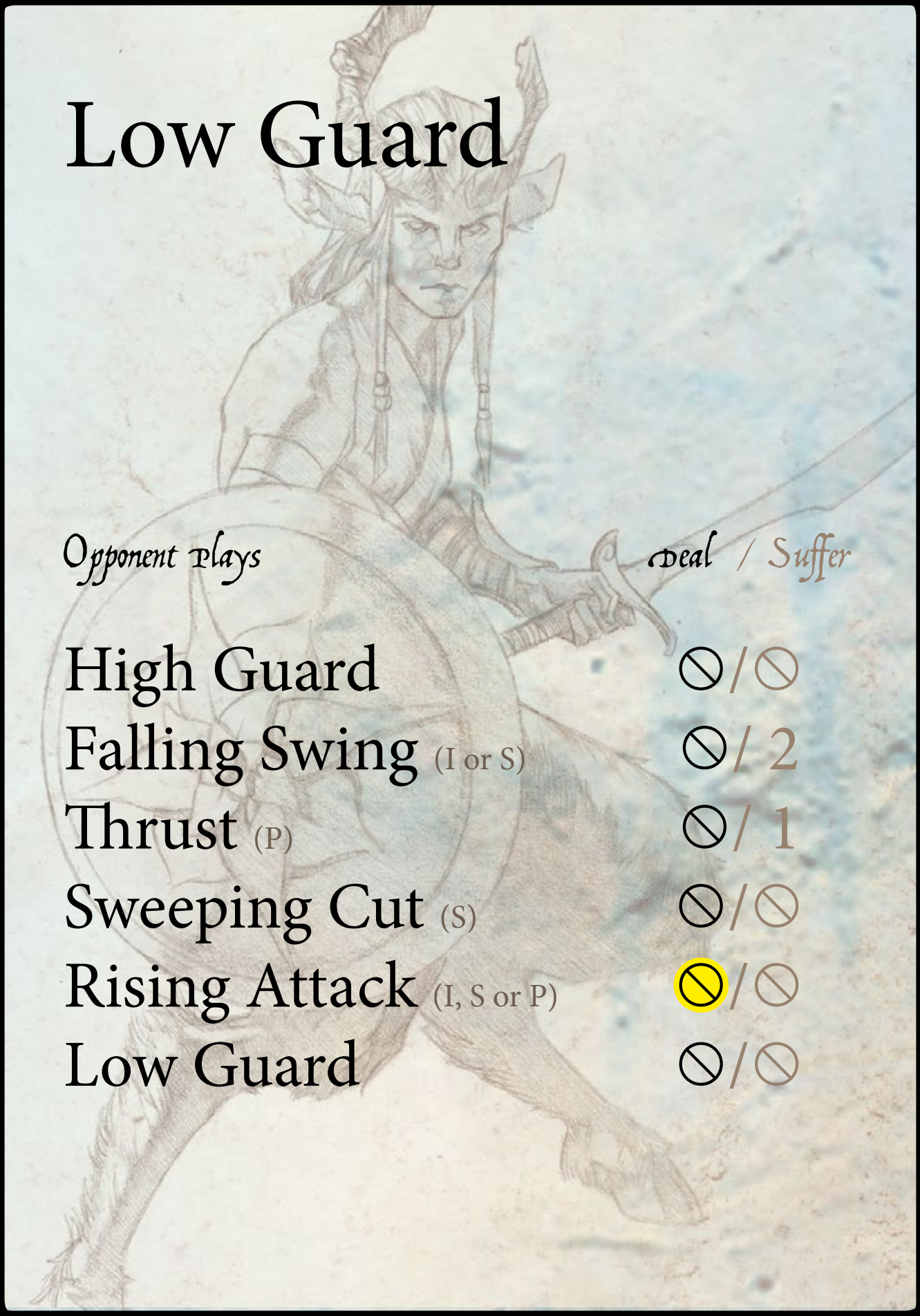
Opponent plays	*Deal / Suffer*
High Guard	2 / ⊘
Falling Swing (I or S)	1 / 3
Thrust (P)	1 / 2
Sweeping Cut (S)	2 / 2
Rising Attack (I, S or P)	1 / 1
Low Guard	⊘ / ⊘

Low Guard



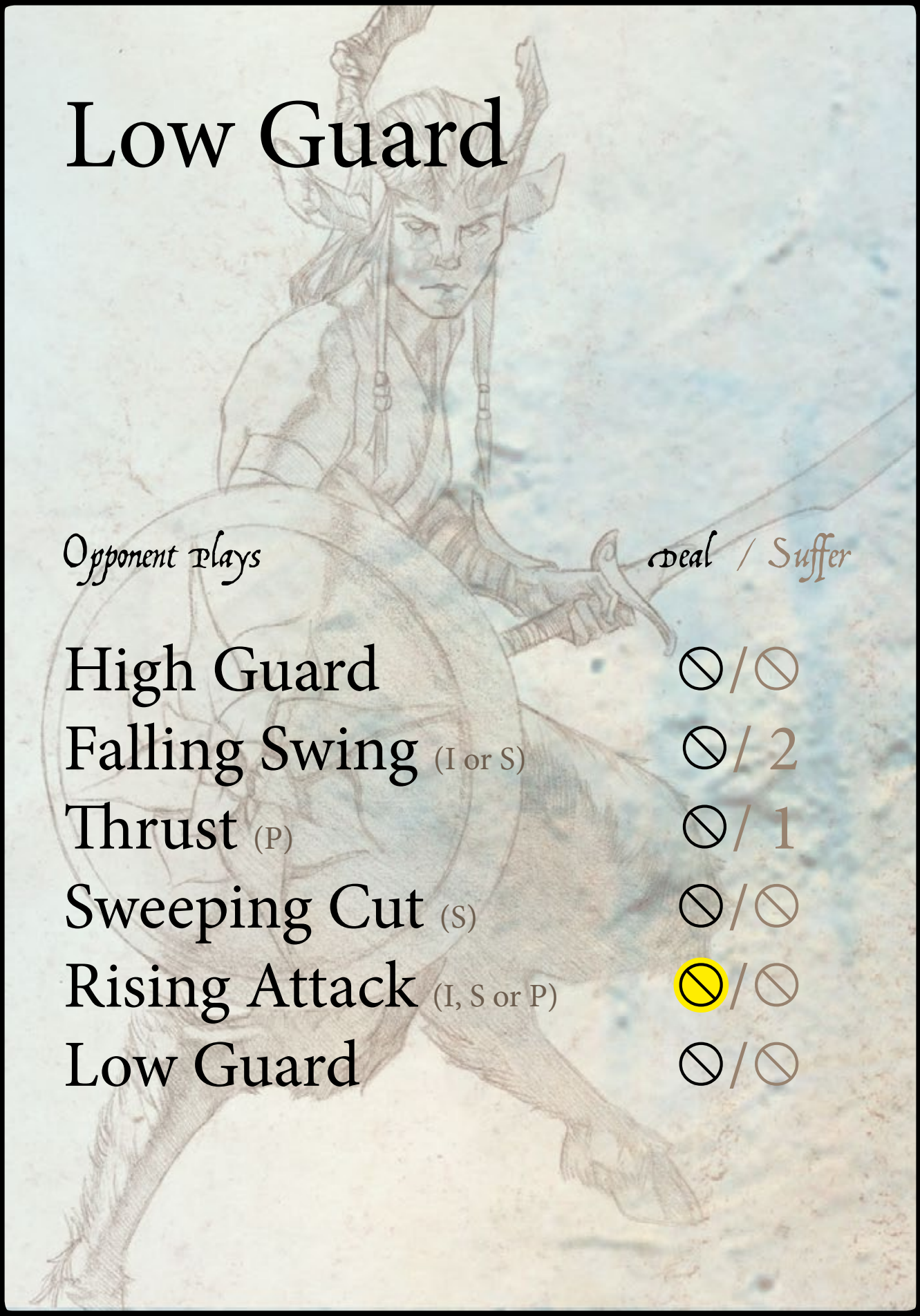
Opponent plays	Deal / Suffer
High Guard	⃠ / ⃠
Falling Swing (I or S)	⃠ / 2
Thrust (P)	⃠ / 1
Sweeping Cut (S)	⃠ / ⃠
Rising Attack (I, S or P)	⃠ / ⃠
Low Guard	⃠ / ⃠

Low Guard



Opponent plays	Deal / Suffer
High Guard	⃠ / ⃠
Falling Swing (I or S)	⃠ / 2
Thrust (P)	⃠ / 1
Sweeping Cut (S)	⃠ / ⃠
Rising Attack (I, S or P)	⃠ / ⃠
Low Guard	⃠ / ⃠

Low Guard



Opponent plays	Deal / Suffer
High Guard	⃠ / ⃠
Falling Swing (I or S)	⃠ / 2
Thrust (P)	⃠ / 1
Sweeping Cut (S)	⃠ / ⃠
Rising Attack (I, S or P)	⃠ / ⃠
Low Guard	⃠ / ⃠

Starting a Game

1. **Set Up Terrain**
2. **Choose Troupes**
3. **Select Event and Agendas (Optional)**
4. **Grow Moonstones**
5. **Deploy Troupes**

The game lasts 4 turns

Playing a turn

1. **Replenish Step**
   Place one blue energy token on each character card for every blue dot remaining on the character's health bar.

2. **Activation Step**
   The first player activates one character, then when the activation is complete the player to the left activates one character and so on. While activated, a character can perform actions by discarding energy tokens.

3. **Discard Step**
   Remove any unused energy tokens.

Actions

Jog. Cost: (0) energy. ***Once per turn.***
Move up to 4". Cannot move away from engaging enemy or through Water Features and Wooded Patches.

Step. Cost: (1) energy.
Move up to 1". No restrictions.

Traverse. Cost: (2) energy
Move to opposite side of an obstacle, max. 1" thick.

Harvest. Cost: (1) energy. ***Cannot be engaged.***
Reduce the depth value on any Moonstone in base contact by -1, or take possesion of a Moonstone with a depth value of '1'.

Active Ability. Cost: (X) energy.
Perform the effect listed in the ability's text.

Arcane Ability. Cost: (X) energy.
Select a target. Draw Arcane Cards equal to Arcane Stat, modified by target's Evade Stat. Resisting player draws 6 cards.

Melee Attack. Cost: (1) energy.
Target enemy within Melee Range. Both players draw Melee Cards equal to Melee Stat. Attacker draws +2 cards.