

CATASTROPHE



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1

I

I



1

I

I



1

I

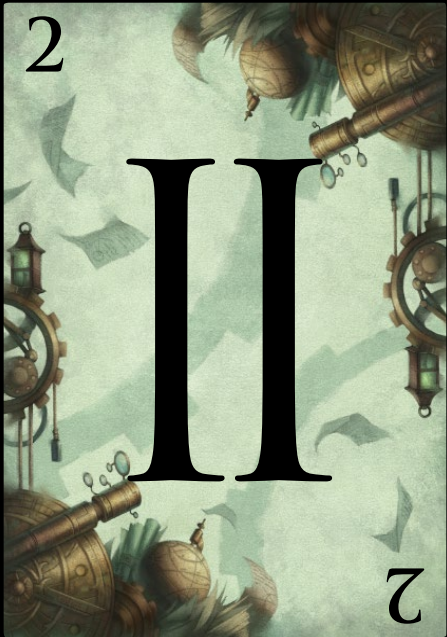
I



2

III

2



2

III

2



3

III

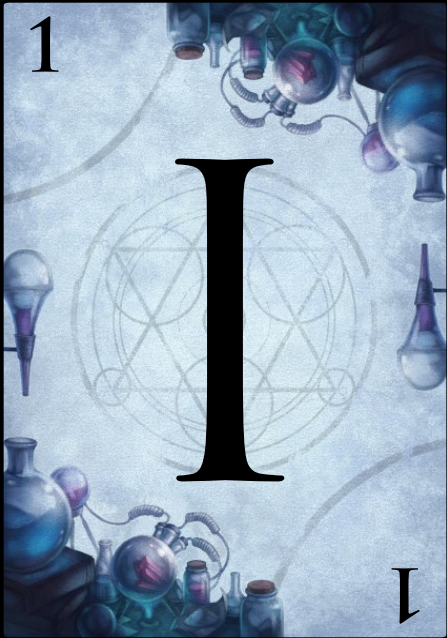
3



1

I

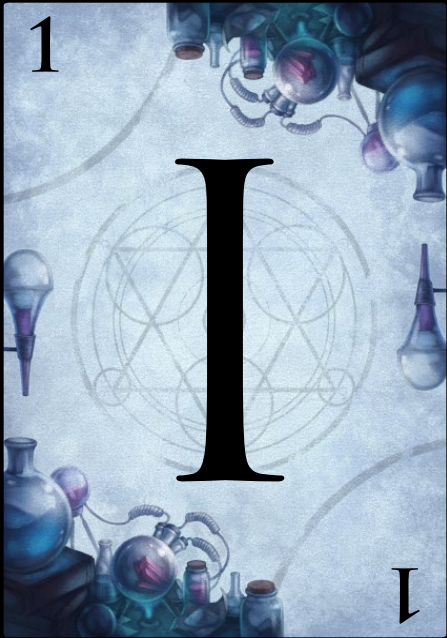
I



1

I

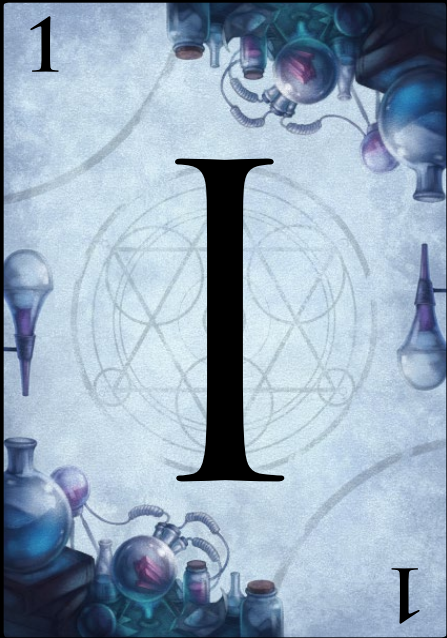
I



1

I

I



2

III

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2

III

2



3

III

3



1

I

I



1

I

I



2

III

2

2

III

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3

III

3

High Guard

A detailed pencil-style illustration of a samurai warrior in a high guard stance. He is wearing a traditional headpiece with a large, flowing plume. He has a stern expression and is looking slightly to the right. He is holding a katana, which is partially visible at the bottom right. The background is a light, textured wash of blue and white.

Opponent plays

Deal / Suffer

High Guard

○/○

Falling Swing (I or S)

●/○

Thrust (P)

○/○

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)

○/○

Sweeping Cut (S)

○/○

Rising Attack (I, S or P)

○/2

Low Guard

○/○

High Guard

A detailed pencil-style illustration of a samurai warrior in a high guard stance. He is wearing a traditional headpiece with a large, flowing plume. He has a stern expression and is looking slightly to the right. He is holding a katana, which is partially visible at the bottom right. The background is a light, textured wash of blue and white.

Opponent plays

Deal / Suffer

High Guard

○/○

Falling Swing (I or S)

●/○

Thrust (P)

○/○

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) ⊙ / ●

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

0 / 0

Falling Swing (I or S)

2 / 3

Thrust (P)

0 / 0

Sweeping Cut (S)

0 / 0


Rising Attack (I, S or P)

2 / 2

Low Guard

0 / 0

Sweeping Cut



Damage Type:

Slicing

Opponent Plays

Deal / Suffer

High Guard

0 / 0

Falling Swing (I or S)

2 / 3

Thrust (P)

0 / 0

Sweeping Cut (S)

0 / 0


Rising Attack (I, S or P)

2 / 2

Low Guard

0 / 0

Sweeping Cut



Damage Type:

Slicing

Opponent Plays

Deal / Suffer

High Guard

0 / 0

Falling Swing (I or S)

2 / 3

Thrust (P)

0 / 0

Sweeping Cut (S)

0 / 0

Rising Attack (I, S or P)

2 / 2

Low Guard

0 / 0

Rising Attack

Damage Type:

Choose **Impact**, **Slicing** or **Piercing**

Opponent Plays

Deal / Suffer

High Guard 2 / 0

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 0 / 1

Rising Attack

Damage Type:

Choose **Impact**, **Slicing** or **Piercing**

Opponent Plays

Deal / Suffer

High Guard 2 / 0

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 0 / 1

Rising Attack

Damage Type:

Choose **Impact**, **Slicing** or **Piercing**

Opponent Plays

Deal / Suffer

High Guard 2 / 0

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 0 / 1

Low Guard

A detailed pencil-style illustration of a warrior with pointed ears, wearing a tunic and a hood. The warrior is in a low guard stance, holding a sword with both hands. The background is a light, textured wash of blue and white.

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

A detailed pencil-style illustration of a warrior with pointed ears, wearing a tunic and a headpiece. The warrior is in a low guard stance, holding a sword with both hands. The background is a light, textured wash of blue and white.

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

A detailed pencil-style illustration of a warrior with pointed ears, wearing a tunic and a headpiece. The warrior is in a low guard stance, holding a sword with both hands. The background is a light, textured wash of blue and white.

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 possession 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.