

TSUKUYUMI

FULL MOON DOWN



CODEX
2.5 EDITION

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CYBERSAMURAI ① INITIATIVE

The *Cybersamurai* are a high-tech military force. Led by the artificially intelligent being *Amaterasu*, they develop new technologies designed to foil the plans of their adversaries. They can, for instance, block lines of approach and shut down units using targeted orbital lasers. The *Cybersamurai* can counter any plan.



MEDIC DRONE Mascot of CYBERSAMURAI



DARK SEED ② INITIATIVE

The board is teeming with this unstoppable swarm of insects. There is no escaping them. What their units lack in robustness, they make up for in numbers. When insects die, they always leave eggs behind and a new cohort of the swarm hatches out. Winning a battle against the *Dark Seed* never keeps them at bay for long.



LADY BUG Mascot of DARK SEED

CODEX VS. RULE BOOK

The codex gives you helpful information and player aids concerning cards, game board setup or faction rules.

You will find detailed clarifications for almost all cards, the faction rules (as addition to the faction sheets) and present you a variety of pre-defined steep scenarios if you aim for a curated game play.

The rule book contains all definitions and rules. Use the codex as a reference book, but learn all rules in the main rule book.



NOMADS 8 INITIATIVE

For the *Nomads*, high-speed guerrilla warfare is the strategy of choice. With their weapons they can wreak destruction on a large scale, and led by *Lt. Dan*, they can move faster across the board than any other faction. Their *Stuff Sergeants* lay mines to safeguard key positions.



TRUDY
Mascot of NOMADS



BOARLORDS 13 INITIATIVE

These highly evolved descendants of wild boars shape the land according to their desires. They entrench themselves in defended positions and build tunnels to connect areas with each other. The *Boarlords* slowly but steadily build up impenetrable strongholds. Their tenacious units are able to capture more and more areas.



BOARGLI
Mascot of BOARLORDS



>>> SCENARIOS

Scenarios describe a given setup of the board that changes the regular rules for the game setup. Some scenarios require special area tiles and goal cards, which must be selected before being laid out. Grey area tiles are random or arbitrarily selected tiles, and do not represent a specific area type.

All special rules that apply to a particular scenario are explained next to the scenario setup.

>> UNWANTED NEIGHBOURS

2
PLAYERS

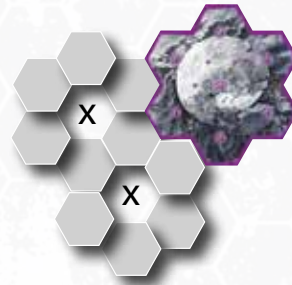
Area Tiles

- 10

Special Rules

- Follow all rules for a 2 player game.
- **x** cannot be used to place a homezone (even **Wild Homezones**.)

Land is scarce. Ressources are even more. It is quite obvious that all sources and fountains attract more than one party. In one way or another we have to deal with our unwanted neighbours.



>> THE FAR STRETCH

2
PLAYERS

Area Tiles

- 10

Special Rules

- Follow all rules for a 2 player game.

In the beginning it is an advantage to start off alone and safe but our goals ask for a conflict sometimes. We can make it win a race or we have to attack our opponents in their "safe zone" first to assure our win.



>> PROMISED LAND BEHIND THE MOON

2
PLAYERS

Area Tiles

- 10

Special Rules

- Follow all rules for a 2 player game.
- Player 1 must lay out the homezone in contact with A, player 2 in contact with B. The rules for **Wild Homezones** are cancelled.

On the other side of the moon, behind the Oni and the fear we see and smell fresh water, clean air and land promised to us. We have to overcome not only the forces of the moon, but also race against other competitors that will surely run for that land, too.





>> CONTROL

Area Tiles

• 21

Special Rules

- Each player must start in one of the area clusters.
- You cannot place your homezone adjacent to the moon.

Exception: *Dark Crusade*.

- Only use the exact number of *fertile ground* tiles (green) shown in the diagram, remove the rest from the game.

We must determine what lies behind this mountain range: new land or new enemies? In any case, sitting around doesn't help us. If this is our fate, then we meet it now. We will prove ourselves and, if necessary, wipe out our opponents if they challenge us and threaten to take our land.



3
PLAYERS

>> PACIFIC STANDOFF

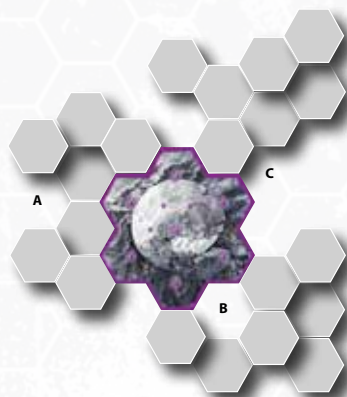
Area Tiles

• 21

Special Rules

- **Take into account that you cannot fly/jump over the holes!**
- Each player must place their homezone at A, B, or C.

Resources are becoming scarce. Soon, winter is coming and beside us there are two rivals who also hope to profit from the scarce reserves. Waiting and bunkering could be a possibility, but if we misjudge, this could be our end...



3
PLAYERS

>> EXPLORATION

Area Tiles

• 21/28/35

Special Rules

- No faction-specific goals.

Spreading out fast will bring us victory. Our explorers test the trails and our army then takes the land. We've already seen our enemies, but we simply have to be quicker or strike hard before they take what is ours.



3-5
PLAYERS

3-5 PLAYERS



>> A NEW WORLD

Area Tiles

- 1 per player

Special Rules

- Create a stack with ALL remaining areas. Keep this stack hidden (a bag or under a towel for example).
- Everytime your action card grants an event action you may reach to the hidden stack and place an area in contact to two existing edges, instead. Do not draw or play an event card in that case.

Just around the corner is untouched, bare and undiscovered land. What is there to find? What is there for fear? We can only find out by going where no one has gone before...

3-5 PLAYERS



>> SHATTERED EARTH

Area Tiles

- 26

Special Rules

- Home zones may not be placed in the spaces marked with x (this also applies to **Wild Homezones**).
- No new areas can be placed in that game. Neither from event cards, faction effects or any other source. Remove any such event cards from the deck prior to playing the game.

Earth is different nowadays. Where once was endless water and ways there are canyons, cliffs and creeks. It is harder to get around, but we have to find ways or else we will not ascend to where we once were.



4 PLAYERS



X = Empty without area tile

>> SPOILED EARTH

Area Tiles

• 28

Special Rules

- Take into account that you cannot fly/jump over the holes!
- Homezones can not be placed into the holes (X).

The earth's crust has disintegrated in many places, huge cracks and holes open up, in many places the interior of the earth protrudes. The little land that can still be utilized becomes all the more valuable and our opponents have recognized this opportunity for themselves. If we don't show courage now, we may not be here tomorrow.

4/5 PLAYERS



>> THE CANYON

Area Tiles

• 7 per player

Special Rules

• none

There is only one way: to the moon. We have discovered the entrance of the canyon, the trail the dragon has left when it landed on earth. The edges of the canyon are miles above us, it's either backwards or forwards, but it cannot be avoided. We must devote all our strength to what lies ahead.

5 PLAYERS



>> FULL MOON DOWN

Area Tiles

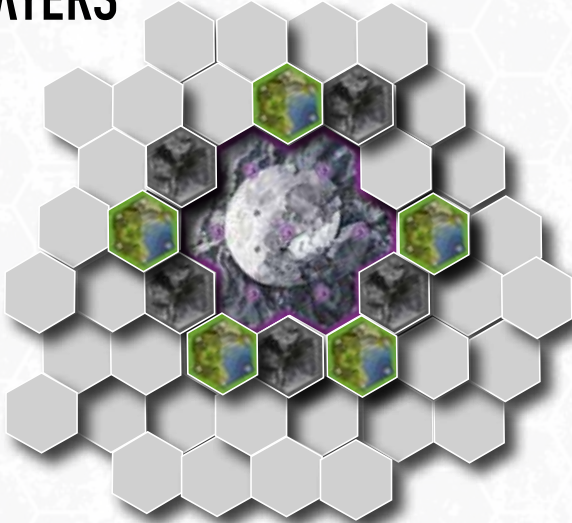
• 35

Special Rules

• 2 x radioactive areas, 4 x fertile ground

It's a battle for supremacy in the world after the Moonfall. The ocean floor has risen and we are not the only ones who have come here. On the horizon we can already see the enemies, they are making their way to the moon or taking possession of land here in the plain. If we are to survive, we must act now. Now we must prove our strength and get as much land under our control as possible!

6 PLAYERS



>> THE SHIFTING WORLD

Area Tiles

• 42

Special Rules

- Each player starts the game with 2 event cards. (Deal these cards before shuffling epic events into the pile.)
- Shuffle all **Epic Events** into the event card deck.

The moon is moving and with it the land, the mountains and the water. You can see how everything moves and shifts. Unfortunately, we cannot afford to be cautious. If we don't make our demands clear soon, it could be too late tomorrow.

6 PLAYERS



>> SINK HOLES

Area Tiles

• 42

Special Rules

- No **Epic Events** can be used.

The world is disappearing before our eyes. Less and less space remains for us, the rest is swallowed up by the earth, leaving only rugged canyons. The way to the moon is paved with Oni and other enemies. Do we find our happiness in the hinterland?

>> FORCED ALLIANCES

Area Tiles

• 40

Special Rules

- Homezones can only be placed along the red lines.

And suddenly you have to conclude a truce with a strange intelligence... just when you are sitting on the same side of the world and sharing limited resources. But where some see a truce, others see...the chance to finally wipe out an opponent.



>> LAKE SCENERY

Area Tiles

• 42

Special Rules

- No placement adjacent to the moon.
- No **Epic Events** may be used.

In some places the water has returned and forms lakes that are too large to cross. Paths have been cut off and only a few ridges are still free of water. Fortunately, winter is coming soon, which will open up more passages again due to snowfall and ice.



>>> EVENT CARDS



Ascent/Passage

You may cover a printed blockade with one of the gray *Passable* markers or simply remove one blockade marker, that has been placed previously.

This event cannot be used to remove faction-specific blockades like the ones from the *Boarlords* or *Cybersamurai*.

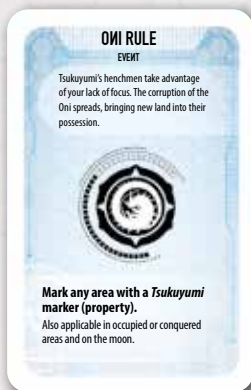


Tectonic Shift/ Unsolid Ground

An area can be rotated as far as you like in either direction. All blockades and other markers are rotated with it.

This event cannot be used on the Moon.

If there is a *Boarlord* tunnel between this area and an adjacent one, the tunnel is placed back in the same connecting position. Units are not influenced.



Oni Rule

Place a *Tsukuyumi* marker in an area of your choice to give the area the property *Tsukuyumi*. From now on, Oni can be placed in or adjacent to this area. Any territory marker and/or units in the area are unaffected.



Onward March

As the active player, you can only move your own units and the Oni. If opposing units are also affected by this event, the other players may move their own units.

Once you have chosen an area, you do not get to decide whether an enemy in this area moves or not.



Danger in the Deep

Give an area of your choice the property *unstable*. In *unstable* areas, the effects of event cards can be used even if there are enemy units in that space, e.g. *Radioactive Contamination*.



New Alignment

The areas must be adjacent to each other and both must be free of units and/or be *unstable*. When swapping, you get to decide how – i.e. in which alignment – the areas are put back on the board. Units (only in *unstable* areas) and territory markers move with the area.

Cannot be used on moon areas.



Land Gain/New Land

You decide which area from the reserve you want to place. You also have a completely free choice of where you place the area on the board, provided the new area touches at least 2 existing areas/homezones. You do not have to take blockades into account for this.

You cannot replace areas with this.



**Neutralization/
Swallowed by the Earth**

This effect enables you to negate a property of your choice from any area. If an area has multiple properties, choose one of them.

If the property is printed, place the *negation* marker over it. If a property was introduced with a marker, simply remove the marker.

Cannot be used on territory markers. Does not change the type of area (fertile ground, mountain range etc.).

Swamp/Invisible Hazard

Close off any side of an area of your choice by using the red blockade markers. You may also use this in areas where there are units and in moon areas.

If a *Passage* marker has been placed previously remove that marker, to reveal a blockade again instead.



Play it again, Sam!

You may search through the discard pile and use one event of your choice immediately.

Stocking Up

You may immediately execute the **Production** action with 1 **Production symbol**. All rules that apply to the regular *Production* action apply.

You do not gain any bonus Production for this event as you would during the *Green Phase*.



Change of Tactics

You may move your initiative marker one place up or down in the Initiative Order.

Offensive

You may execute 1 **Combat action**. All rules for combat apply.

This event does not allow you to move.



Change of Position

Immediately execute a **Movement action** with range 1. All rules apply.

Radioactive Contamination

This effect can only be used in **unstable** areas or areas without units.

Place a *radioactive* marker in the area so that it has the property **radioactive**.



>>> GENERIC COUNTERATTACKS



Defence Action

If the faction has a **defence action** on their faction sheet, the player may use it. All the rules on the faction sheet are to be followed.



Protection

Note: This counterattack becomes effective immediately **before** damage is assigned in the aftermath.

If the defender chooses *Protection* as counterattack, they may increase their units' health points **before** distributing the attacker's damage to his units. The *protection value*, by which each unit's health points are increased, can be found on the faction sheet.

If this value is for example +5, each unit's health points increase by 5. If the value is x2, the health points are doubled. If it's +0, the units do not receive a bonus.

Damage of the attacker must therefore be distributed among the new, increased health points. These increased health points also apply against damage from other defenders.

Counterstrike

The defender uses their units to cause damage. To calculate the damage, all of the defender's units are considered, even if the attacker may have already assigned damage to them. The attacker therefore cannot protect themselves by destroying all of the defender's units.

The defender may direct the damage to the attacker but also to another defender's units or divide it between attackers and other defenders.

Note that some combat cards cut the defender's damage in half before assigning. Round down in that case.

Hold the Line

If at least 1 unit has survived, the defender may mark the area with a territory marker. The conquest points do not matter. If more defenders choose the same counterattack, the conquest points are compared. If they are the same, the one with the highest initiative conquers the area.

Landscaping

The defender may decide for himself whether he wants to set or remove a blockade and also on which side.

Nature's Wisdom

The defender may use the event in any area, not only in the contested area.

Retreat

After the attacker's action, the defender may move **all** their units that survived the battle into adjacent areas. The defender must take blockade into account but can use any properties that ignore blockade, e.g. *flying*. They may decide for each individual unit whether they want to move it and, if so, to which adjacent area. Movement bonuses, such as those from *Wasp* or *Hunter*, also apply here. This can also be used by *massive* units.

Slow Conquest

The defender may immediately move the attacking player's **initiative marker** up or down one place in the Initiative Order and move the other markers accordingly.

Time Consuming

The attacker may continue to attack in any other area, but may not use any further attacks in that area.

ONI COUNTERATTACKS

Hold your Ground

If the defending player has the most conquest points of all factions involved in this area, including Oni, they may mark the area with one of their territory markers. In the event of a tie, the Oni win, or the order of initiative decides.

Where There is One...

The new Oni can, as usual, be placed in any Oni territory or *Tsukuyumi* area or adjacent to one, but not across blockades. If there are no more Oni in the reserve, this counterattack cannot be chosen. The player **DOES NOT** get a conquest action with the Oni instead!



>>> ACTION CARDS

Archenemy (Card Number 94)

That territory marker can be removed from any area in play. The conquest bonus applies to all combats against that enemy both in attack and defence.

Disturbance (Card Number 86)

This mean you can also remove a mission that other players already had fulfilled. They will lose that victory points as the mission leaves the game.

Exploring New Land (Card Number 88)

You may select any area from the supply of your choice. Do not draw at random. The new area must be place at the edge of the board but you are free at what position if it touches at least two existing areas and/or homezones with at least one edge each.

Nomadic Tribe (Card Number 93)

Swap the position of your homezone and any one adjacent area. Move all units and markers along and choose the orientation of both areas as you like. You also may move up to two own territory markers in adjacent areas if you do not replace enemy territory markers with that. Ignore blockades for both actions.

Restocking (Card Number 76)

You may pick and select any area of your choice but must replace an area under your control. Place all units, (territory) markers, tokens and other play material into the newly placed area. The effects of that new area's properties and area type are in effect immediately e.g. radioactivity. If it is a *mountain range* you may ignore the mountain range value and just place your territory marker again.

2-Player: Cleansing Wind (Card Number 110)

You are free to pick any game material that is named marker from the game and put it back in its respective supply.

2-Player: Scouting (Card Number 107)

You may look at them and then decide which to put back on top and which to discard. You also decide the order in which the cards are place back on top.



>>> BOARLORDS - FOR BOARDOM!



We are the Boarlords! The wise counsel of the Boarmother guides us. We make the ground our home and no one can ever strip it from us again. Our thick skulls and sharp tusks make it so. We are the Boarlords!

Strategy Tips

You need to find the right balance between securing areas and expanding to conquer new territory.

Your units are strong in conquest and health points. Both values can be further increased with *Terraformings*. Your units are tough, but not invincible. New units are expensive, so be careful about stretching yourself too thin. It can make sense to play it safe and expand slowly if you want to be victorious.

The *Boarriors'* main task is to place *Terraforming* markers. Since *Boarriors* have very low health, make sure to protect these units as you spread out your units.

Defense Action

This **does not counter or undo the combat result** of the chosen combat card i.e. *conquest* of the area! You may displace even if you have no units left in that area.

Terraforming Markers

Terraformings are considered **markers** in all aspects and cannot be attacked, displaced or removed by enemies except an effect allows to target **markers**.

Terraforming markers do not allow the *Boarlords* to choose a counterattack enemy combat cards used in their areas.



Pig Blockade of Pigs

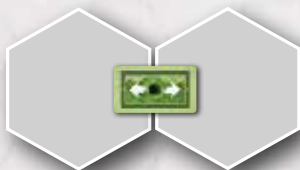
Place the *Blockade of Pigs* so that it blocks one edge like a blockade would and may replace/cover other blockades see p.12 in the rule book.



Tunnels

Tunnels must be placed so that they overlap the edges of 2 adjacent areas, connecting them to each other.

There can be any number of *Tunnels* on the same edge.



Stronghold

Strongholds work like the mountain range special rule but work always in favor for the *Boarlords* but negatively for all other factions.

Example: The *Boarlords* have 3 *Strongholds* in a single area. Every enemy now must have at least 45 conquest points to conquer that area. If the *Boarlords* have a *Boarguard* in the same area they even have 95 conquest points - in defense and but also if they want to conquer that area!



Cover

Every time you receive damage in an area with **Cover** markers, the **total damage** is reduced by 10 for each *Cover* marker, but not individually for each unit. **They DO NOT work like the Protection counterattack!** Covers have no benefits for enemy units and also do only trigger if damage is dealt to *Boarlords* units.

Example: 2 *Covers* are in an area alongside 3 *Boarlord* units. The *Nomads* later attack the units in that area with a total of 70 damage points. Before assigning the damage to *Boarlords* units the damage is reduced to 50. So the *Boarlords* only have to assign 50 damage points.



Boarmother

She is not only the spiritual leader of the *Boarlords*, but source of their units. The *Boarmother* is also constantly pregnant and can bear new *Squeakers* whenever you spend the necessary **production points**.

The *Squeakers* are then placed directly into the *Boarmother's* area and can **also** grow into higher-value units **right away**.

Goal: Territorial Expansion

The completion of this **goal** is determined at the conclusion of one of your **red phases**. This means that players whose turn is after yours cannot prevent this or render the goal invalid.



Alternative Goal: Holy Ritual

To fulfill this goal, all four *Boarriors* and six *Boarmaidens* must be present at the same time in the same area with the *Boarmother*.

FACTION EVENTS

Burrowing for the Mother

Each *Boarrior* may place 3 *Terraforming markers* in this round.

From the Depths

You can use *Tunnels* with any number of units as often as you like in this round.

Rich Harvest

Only the *Strongholds* currently in play count, regardless of their location. If there is an odd number, the number is rounded up. The *Squeakers* are placed according to current (*Boarlords*) rules.

Deep Trenches

This card should be visible for all to see until the end of the round, so that the other players are aware of the effect. All other rules for *Terraformings* and *Strongholds* in particular, continue to apply.

For Mother!

The increased movement range applies during the whole round, i.e. in all phases of the round. If the *Boarmaidens* may move through other events, counterattacks or special rules, this additional movement range also applies.



MISSION CARD



As soon as a player has conquered a total of 2 *Tsukuyumi* areas they get 1 **victory point** immediately. For that the player must conquer that areas - taking control or moving a territory marker is not enough. Areas whose *Tsukuyumi* property has been deactivated do not count.

Note: If an already controlled area receives the *Tsukuyumi* property it does not count towards this mission as it asks for *conquer*, not control.

LEADERS

Mother Ishtar

You may place all your units and terraformings also in these additional areas. The additional starting areas must be selected like regular starting areas (*adjacent to existing areas, etc.*)

Mama Jhora

As soon as you have **all** your terraforming markers in play at the same time you have this goal fulfilled, immediately.

The Old Hag

All rules for placing terraforming markers still apply.

COUNTERATTACKS

Trampled to Death

This counterattack is an exception to the usual rules. The **defender** may actively choose any attacking unit and destroy it, regardless of how many damage points they could cause or how many health points the unit has.

Martyrs

The attacker gets to decide which 3 of their units are destroyed. Health points are irrelevant.

Loss of Control

The defender may remove up to 2 *Terraforming markers* from areas that have the defender's territory markers in them (also *Tunnels* that touch that area). They then return the *Terraformings* to the *Boarlords* player.

De-Evolution

The defender may choose any 2 *Boarriors*, not just those in the contested area.

Escape

The defender decides.

COMBAT CARDS

Conquest/Annihilation

If the *Boarlords* sustain damage through counterattacks, the damage may be reduced by the *Terraforming Cover*, which works in the usual way.

Raging Horde

The player may add their units' health points to their attack damage. The damage is distributed according to the rules. It is essential that at least three *Boarlords* units are taking part in this attack, but it does not matter which units.

Stampede

Conquest and damage are executed at the same time. Both mechanisms follow the basic rules on p.24 of the rule book. *Conquest* is executed first. The *Boarlords* must therefore have at least as many conquest points as their opponents at the beginning of the battle in order to conquer the area.

>>> CYBERSAMURAI - AMATERASU'S REVENGE



Connection to combat unit 001001 established. Receiving data stream. Situational Analysis complete. Counter initiated with a projection of an 87.27% chance of success.

Strategy Tips

The *Cybersamurai* can adapt to any situation by developing the right *Uplinks*. Be careful with spending too many Production points on *Uplinks* though as this won't leave you with enough units on the field to defend your own territories or conquer new ones.

The *Uplinks* can be your biggest strength. With *Uplinks*, you can make your units virtually indestructible, while still causing havoc for your opponents. Not every *Uplink* works for every enemy, hence the importance of finding the right combination.

Defense Matrix

Of course, you have to have activated and installed the relevant *Uplinks* beforehand to use this effect. If your blue *Kaneda/Rocket Attack* is already in play you may displace it, but you do not get a third marker.



Goal: GPS Mapping

The various types of areas have to be controlled all at the same time, i.e. be marked with one of your territory markers.



Alternative Goal: Target Finder

This goal needs at least 3 Missions on display to be fulfilled. As soon as the *Cybersamurai* fulfill three of the displayed missions this goal is accomplished as well.



Digital Mimicry

You may use it to copy your own event card as well as another player's, but not faction or epic events. Note that with *Digital Mimicry* you only act after the actual event. The copied event cards do not stack.



Update 2.1

The event only increases the initiative by 1 if the *Cybersamurai* are in second place in the initiative order, but otherwise always by two places.

Solar Laser

It's sometimes better to save this one for the right time. This does not give you an additional use of the *Tetsuo* laser. The event does not have to be used next time *Tetsuo* is used.

Combat Analysis

Even if one action can be executed twice, actions must always be used after one another. If you select *Production* twice, these points do not add up to 2  **production points** but always have to be used as two individual  **production points**.

Raider Drone Update

These free attacks refer exclusively to the use of the combat card *Conquest*. All units in an area still join the fight when a battle is initiated. Not just the *Shield Drones*.

If there are several *Shield Drones* in an area, several combat actions may be used there, but one after the other. If, after a fight, there are no *Shield Drones* left, their attacks expire. The additional combat actions are not mandatory.

MISSION CARD



As soon as a player controls a total of 1 fertile ground, 1 mountain range and 1 ocean floor they get **1 victory point** immediately.

LEADERS

Cyberlord X-0

You may fulfill this goal over several rounds and phases.

Kanagawa A.I. Cluster

The marked areas are under effect of *Kaneda* until the blue/red phase of your first round. You may select ANY areas, not just adjacent ones to your areas.

Kusanagi

You may use a total of three actions, not five. This way you may select three times the combat action if desired.

COMBAT CARDS

Annihilation/Conquest

Note that both of these cards have very few counterattacks. Also, defenders cannot choose *Defense Action* as a counterattack against either card!

Target Acquisition

When calculating the total damage you may add **+10 damage** if you have installed the *Tetsuo Uplink*. This does not affect the regular *Tetsuo* attack in the *Blue/Red Phase*.

Important! The *Cybersamurai*, not the defender, get to decide which of the defender's units take damage. This is an exception to the basic rules.

COUNTERATTACKS

Damaged Earth Crust

The area receives the property *unstable*. Place an *unstable* marker in the area.

UPLINKS



General rules

Uplinks do not expire and cannot be destroyed. Place every produced and active *Uplinks* face-up in front of you.

If *Uplinks* are linked to a specific phase *Cybersamurai* decide at what exact time they want to use it in that phase, but it must always be before or after actions never “inbetween” actions.

If the current action card does not have a blue/green/red phase, *uplinks* can still be used.

Rocket Attack and Kaneda Token

Rocket Attack and *Kaneda* are not considered markers but **token**. *Tokens* are also placed in areas but can only be affected by effects that clearly names *Tokens*. They are immune against all other effects e.g. *remove markers*, etc.

Both, *Kaneda* and *Rocket Attack*, each have a **blue** and a **red token**. By installing the uplink you unlock both.

You must remove the blue tokens at the beginning of the *cybersamurai's* turn in the blue phase and the red ones at the beginning of the *cybersamurai's* red phase **BEFORE** taking any actions. If a chosen action card does not show a certain phase that phase still happens and the respective tokens must be removed. Of course they can be placed anew.

The red token can be placed in the red phase, in any area of your choice even in the same area as the round before.

The blue token can be either placed with the *Tenno-Sub A.I.* during the faction effect or the Defense Action *Defense Matrix*.


Amaterasu

Amaterasu A.I. allows you to produce and place either an *Attack Drone* or a *Shield Drone* free of charge during the *Green Phase*. Place those in or adjacent to your homezone.

Bushido

With *Bushido*, you cannot select the same counterattack twice. You are not required to select a second counterattack. Both counterattacks are executed after each other, the *Cybersamurai* decide in which order.

Espionage

It does not matter if the other player draws one or more events, you can always draw exactly 1 *face-down event* after the active player has drawn. This ability does not include the option to play any events. *Espionage* triggers always when an event is drawn not just with an  **Event Action**.

Ghost

Always draw a random action card from the pile of unused action cards before drafting in each round. You have to pass on exactly as many cards as the other players, even if you were allowed to select from 1 more. So you have to discard one action card before passing them on the others. Discard this card to the discard pile but not to the unused card pile!

Kaneda


The *Kaneda token* has been deliberately designed to look like a **Blockade marker** but is not a **marker!** The *Kaneda* token is placed like a blockade and stops enemy units from crossing this edge **under all means** even for flying/ pioneer units, *tunnel markers*, etc. *Kaneda* beats all all other special rules. *Kaneda* can be placed in any area, including moon areas or homezones.



Cybersamurai ignore *Kaneda* when moving and also may even cross edges that would be blocked with a blockade normally but are covered with *Kaneda*.

If the area with *Kaneda* is moved, replaced or turned *Kaneda* stays at the same edge. If the area is removed *Kaneda* is too.

Rocket Attack

The *Rocket Attack* token negates all markers and unit properties in its area. The area itself is not influenced, but units lose their properties (with the exception of *massive*). No other player can execute their  **Faction Effect** in this area. All faction-specific markers such as *Terraforming*, *Eggs* etc. lose their effects.

Area properties remain active. *Cybersamurai* itself are not negatively affected by *Rocket attack* in any manner.


Samurai

It is important for this *Uplink* that you make the decision to use the *Samurai Uplink* **BEFORE** the attacker has chosen their combat card. No matter how much damage an attacker causes, only one selected unit will be destroyed. All other units are free to leave the area. Counterattacks can only be performed with the units that remain in the area of attack, but not with the unit sacrificed and not with those that moved out of the area. If all units are moved out of the area, the *Cybersamurai* player may not choose a counterattack for this attack.

Shogun

You still need an  **Event Action** to play the additional event card and of course additional event cards in hand to play.

Tenno SUB-AI

You may use exactly 1 effect noted on the uplink. The *Tenno Uplink* allows the use of *Tetsuo*, *Kaneda* or *Rocket Attack* in the  **Faction Effect** if the respective *Uplink* has been installed already.

Install uplinks as always except paying its costs. You cannot install *Shogun* for free, though!

All Drones can be moved by 1 and may ignore blockades due to *flying*. You may move all your units named *Drone*.

Tetsuo Orbital Laser

Once during the *Red Phase*, you may choose an area to cause **10 damage points** in. As usual, the defender chooses which unit the damage is distributed to.

You **do not** have to spend a combat action or play a combat card to use *Tetsuo*. The defender therefore does not choose a counterattack.



>>> DARK SEED - SWARMING HORDES



Grow. Multiply. Eat. Protect the nest. Alone we are weak, together we are strong.

Strategy Tips

Don't be afraid to lose units. As long as other players are busy killing your units, they are not conquering areas.

Breeders and *Planters* are the only ones you should be wary of sacrificing, because they can help bring more units into play.

Try to get your units into every part of the board as quickly as possible. Lurk in wait for the moment your enemy moves their units and leaves empty areas behind.

Your defense action makes a single *Worker* into a good bodyguard for your valuable *Planter* and *Breeders*.


Defense Action: For the Queen!


This counterattack takes place **before** the aftermath and units escaped cannot be targeted by attacker's damage.

Wasp's Bonus Movement

Wasps can always move 1 additional area. This applies not only to the movement action but also if a *Wasp* can move for some other reason, for example because of a counterattack.

Planter and Breeder

The additional production points can be spent however you like; they are not connected with the units' position. So, for example, with a *Breeder's* additional  **production points**, you can have a *Worker* hatch from an *Egg* elsewhere on the board.

Planter and *Breeders* only grant these points in the *Green Phase*. If your action card does not have a *Green Phase*, you can still use the  **production points** of *Breeders* and *Planter* solely.

Conqueror

The conqueror's special attack can always be executed in the *blue phase*, even if your action card has no *blue phase*.


After the attack has been used, a *Conqueror* must be removed from the area. If there are 2 or more *Conquerors* in an area when this option is used, only one of them must be removed after the attack. If 1 of the 2 *Conquerors* is killed in the attack, the survivor must be removed. Naturally, all *Dark Seed* units may take part in the attack and you are free in your choice of combat card. You do not have to choose *Conquest*.



Faction Effect

You may execute 2 actions of your choice in any order:

• All Units Flying

All units enjoy the benefits of the property *flying* for the whole round. This bonus is in effect immediately even for that very  **Faction Effect** e.g. *Additional Move*.

• Additional Move

Wasps bonus movement will apply in addition to this. *Flying* units can ignore blockades, while non-flying units must comply with all regular movement rules.

• Egg Throw

Each *Planter* and *Breeder* may place a new *Egg* marker in their own area or an adjacent one. Blockades may be ignored when doing so. The *Eggs* can, of course, be placed in areas in which there are enemy units, markers and/or territory markers. *Mines* cannot be triggered by *Eggs*.

Goal: Space for the Swarm

The player may distribute the conquests over several phases, as long as the phases are in the same round.

Territory markers or others can be used to track the areas conquered. The goal will be considered accomplished even if the territories are again conquered by other players in the same round.

Alternative Goal: Fodder For The Swarm

You can use your territory markers to count the number of destroyed units. The losses of the *Dark Seed* don't matter. The phase in which the destruction took place don't matter, as long as all units were destroyed in the same round.



FACTION EVENTS



Old Seed

It does not matter whether the areas belong to you, whether they are connected or whether there are already units in them, etc. The areas are freely selectable. Homezones do not count as areas - so *Egg* markers may not be placed there.

The Queen Travels




If there is already an area at the new location remove territory markers, place the homezone and then place all other markers (*Mines, Eggs, blockades, etc.*), as well as units again in the same place on the homezone. Homezones of other factions may not be covered by this event.

If the *Fireborn* destroyed your homezone, you may turn it back to the regular side. The *Fireborn* lose the 3 VP for devastating your homezone but may of course devastate it again.

Pioneers for the Nest

Each *Conqueror* may only be used once to initiate a battle, but the unit does not need to be removed in this round.

Food for the Queen

The *Dark Seed* must spend these  **production points** immediately at the end of the round and may not combine them with other faction bonuses. The player may spend the  **production points** as they choose and according to the rules (of the *Dark Seed*). Each destroyed enemy unit is worth exactly 1  **production points**.

Full Nest

An *Egg* marker may be used as often as desired in this round to place new units in this area and are not removed in that round.

MISSION CARD



If a player has **control** over 7 or more areas at any **given** time, that player receives **1 victory point** immediately. If you lose (some of) these areas **later** it does not affect the mission and you the victory point.

LEADERS



Ant Queen

You may place these eggs even in enemy starting areas, homezones, moon areas or any other area you like. The *Workers* have to be placed like your other starting units, too.

Spider Queen

If there are less than 3 enemy homezones you still must have at least 1 *Breeder* in each enemy homzone at the same time as your *Planter* in your own homezone.

Queen Bee

Treat all your units as if they have the properties  **Flying** and  **Fast (1)** for the whole game.

COUNTERATTACKS

A Darker Future

The defender may remove any 2 eggs from the board. They may be removed from up to 2 different areas and do not have to be from the area of the attack. These eggs are put back into the *Dark Seed's* supply so they might be placed again at a later time.

Crush the Bugs

Regardless of how much damage the defender's units would cause, the *Dark Seed* lose exactly 2 units.

Pushback

After the attack the *Dark Seed* units must leave the area and move towards their own homezone. They must take blockades into account, but can use **flying** and *Wasp's* additional movement. If there are at least 2 routes of equal length, the defender may decide the direction in which the *Dark Seed* must withdraw.

Sacrifice

The defender may destroy their own units and use their health points as damage to the *Dark Seed*. For example, if the defender removes units with a total of **25 health points**, the *Dark Seed* player must distribute **25 damage points**.

Total Loss

The *Dark Seed* player loses all units in this area.

COMBAT CARDS

Kamikaze

The player may add their units' health points to the units' damage points. Assign the damage according to the usual rules. *Kamikaze* cannot be played as the last or as the only combat action in a phase.

Swarm Attack

The conquest points of all *Dark Seed* units from all 7 areas (the area being fought over and the 6 surrounding areas) are added together. If the *Dark Seed* player sustains damage, only the units in the area actually being fought over can be affected. Counterattacks do not cause any damage to supporting units from the other areas.

>>> NOMADS - ROVING ARMY



Welcome to the Nomads! We strike fast and we strike with overwhelming force. Our objective: maximum damage to the enemy and with no collateral damage to us. Our Guerrilla Attack is perfect for this!

Strategy Tips

Using your long movement range, move and position yourself so that enemies cannot attack you. You can easily cover the distance to destroy units as an attacker.

Using *weapons*, your units are strong when attacking but have low health for defense. You can defend and retain your areas effectively using *Mines*. The enemy will have to be prepared to sacrifice units to get past them. Combine multiple *Mines* to deter even larger units.

Note that you do not have any option to ignore blockades. Position your base so that you have as much freedom of movement as possible and can't be cornered by enemies.



Lt. Dan and Hunter/Dog

This ability only works if your units may move. This does not grant a movement action in the first place.



Weapons

Weapons can be used as the attacker or defender (e.g. when *Counterstrike* is used.). You don't have to announce the use of *weapons* beforehand. As soon as you actually deal damage, you may discard your *weapons*. *Weapons* are neither markers nor any other game material other players can in any manner affect. There are no further costs for using *weapons* in combat.



Mines

There is no maximum number of *Mines* per area. Each *Mine* causes **15 passive damage** points to units that move into the area. Combat cards are not needed to cause damage with *Mines*. For the same reason, no counterattack is executed if you only have *Mines* in an area.

The *Nomads* player decides whether and how many of their *Mines* explode and cause damage with damage always going to the weakest unit first (*passive damage!*)

Mines are not activated if units are placed in the area. For example, by production of new units, *Dark Seed* hatching from *Eggs*, *Oni* are placed, units leaving the area or against units already in the area. Units removed from *Mines* are not considered destroyed by the *Nomads*.

Goal: Regain Former Strength

The player may distribute the conquests over several phases, as long as the phases are in the same round.

Only the **conquest** matters, not if the area is held.

Areas under the effect of *burrow* do not count towards this goal.

Alternative Goal: Conquest

To fulfill this goal the Nomads must **control** all 8 areas at the same time.



FACTION EVENTS



Secret Operations

Homezones may not be chosen. Note that *Mines* cannot be used to attack units that are already in an area!

All Guns Blazing!

At least one *Nomad* must be involved in the fight to be allowed to use *weapons* at all. Note that exactly one additional *weapon* may be used in total, not +1 per *Nomad*!

Reload!

The effect of this event is only valid for the duration of a fight. The *Nomads* may still be forced to discard weapon markers by counterattacks on the *Nomads'* combat cards.

Perimeter Defence

Opponents who are already in the areas remain in the area. They may leave the area if they do not enter any of the two affected areas. However, it is still possible to place units in these areas, for example using the *Egg* markers of the *Dark Seed*.

Offroad Training

The amount of enemy units do not matter as you move through the area. However, the strength of the *Nomads'* units are still valid for enemy units when they move.

MISSION CARD



Once a player destroys three enemy units, they receive **1 victory point** immediately. It does not matter whether they actively destroy these Oni as attackers or passively as defenders or with faction-specific passive damages effect like *mines*, *flaming skin*, or similar.

However, if units are destroyed by a neutral effect such as *radioactivity*, it does not count towards this mission.

LEADERS

Archangel

If there are less than 3 missions in play you cannot fulfill this goal. You fulfill this goal even if a former fulfilled mission was discarded e.g. action cards.

Cpt. Morgan

In every faction effect *Stuff Sergeants* may place 1 additional Mine in their area. You still have to have the additional weapons ready to be used with *Launchers*.

General Myerscough

The *Mines* can be placed in your regular or in the additional starting area.

COMBAT CARDS

Annihilation

For each *Nomad* (except *Dog*) **1 weapon** can be used to increase damage.

Assume a Position

The *Nomads'* total conquest points are doubled before being compared to those of the defenders.

Guerrilla Attack

Conquest is executed first, therefore you must have enough conquest points at the beginning of the battle to conquer the area.

The units themselves do not cause damage; only the weapons that are used. After damage and counter attacks have been executed, all remaining *Nomads* may move one area. *Fast* units may move additionally as usual.

COUNTERATTACKS

Martyrs

The attacker gets to decide which 3 of their units are destroyed. Health points are irrelevant.

Misfire

The defender may remove any mine from the board. It may be removed from any area, it does not have to be from the area of the attack. The mine is put back into the *Nomads'* supply so it might be placed again at a later time.

Misfire


The defender may remove any **1 Mine** from the board.

Out of Ammo

The player of the *Nomads* is free to choose which weapon they discard: either one of the free +10 starting weapons or a purchased, higher-quality weapon.


Regardless of whether they have used it or not, they must place the chosen weapon on the stack with the inactive weapons. If the *Nomads* do not have any unused weapons after the attack, they must select one of the free weapons.

Vendetta

The defending player receives a single  **combat action**, **free of charge**. The player can use it even if they have already acted in this phase, but only after the *Nomads* have completed their phase. The player whose turn it would normally have been must wait.

Note: The combat action contains no movement and may only be carried out in an area with defender's units. However, the defender may fight in any area with his own units.

What a Racket

The defender receives a free  **movement action** with a range of **1**, but only for units in a single area. This movement is subject to all the regular movement rules. Alternatively, the defender may move Oni units from one area.

TYPE OF AREAS

>> including all released expansions



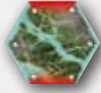
OCEAN FLOOR
No special characteristics.



FERTILE GROUND
Is worth 2 victory points for the player **who controls it** at the end of the game.



MOUNTAIN RANGE (X)
Attackers need at least (x) conquest points to be able to conquer the area. Defenders get (x) as a bonus on conquest points.



RIVERLAND (EXP.)
Grants the player who controls it one additional production point in the **green phase**.



DEVASTATED LAND (EXP.)
This area is no longer worth any victory points.

OCEAN AREA (EXP.)
The area is automatically controlled by the player.

not yet ;)

FERTILE AREA (EXP.)
The player who controls it may place new units in this area instead of in its homezone.



BLOCKADE
The area **cannot be left or entered** over this edge.

AREA PROPERTIES

>> including all expansions



RADIOACTIVE
All units in this area will be destroyed at the end of a round.



TSUKUYUMI
New Oni can be placed in and/or adjacent to this area.



UNSTABLE
Events can be used here even if units are present.



TOXIC (EXP.)
This area is worth 0 Victory Points.



AMATERASU (EXP.)
Oni cannot conquer this area.

ACTIONS



Draw 1 event card and play up to 1 event card.
>>p.PAGE



Use your faction effect.
>>p.PAGE



Move up or down x spaces in the Initiative order.
>>p.PAGE



Produce units/upgrades up to a value of x.
>>p.PAGE



Choose Oni from 1 area, move them up to 1 area and execute x attacks.
>>p.PAGE



Place any x Oni in/adjacent to Tsukuyumi/Oni areas.
>>p.PAGE



Move each of your units up to x areas.
>>p.PAGE



Execute up to x combats.
>>p.PAGE

UNIT PROPERTIES

>> including all released expansions



FLYING
Ignore all negative effects on movement, blockades and enemy units when moving.



MASSIVE
Massive units can only move a maximum of 1 area **per phase** cannot be **displaced** by enemies.



FAST
Everytime this unit moves it may move (+x) areas additionally even if moving through a counterattack or a special effect.



PIONEER
This unit may ignore blockades while moving.



CAVALRY
This unit always may move up to (x) areas everytime it is allowed to move.
Gain a free **Movement Action** in the red phase.



AGGRESSIVE
This unit has an extra combat action in the *indicated Phase*.



PRODUCTIVE
This unit grants (x) additional production points in the *Green Phase*.



UPGRADABLE
This unit can be upgraded into another unit.



SPAWN
(Some) new units may be placed in this units area instead of in/adjacent to the homezone.



BURROW
This unit automatically controls the area it is in.



RADIOACTIVE IMMUNITY
This unit is immune to the effects of *radioactive*.



SPECIAL
This unit has a special role in the **Faction Effect**.

AURA



A property marked with an Aura grants its effects to all other own units in the same area.

UNIT VALUES



Conquest Points
(territory marker shape)



Momentum 1



Health Points
(heart)



Momentum 2



Attack Damage
(arrow)



Momentum 4

STANDARD COUNTERATTACKS



Defence Action
(see faction sheet)



Protection
(see faction sheet)