

GAME MANUAL



LAST DAYS of OLD EARTH



AUROCH DIGITAL

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THE LAST DAYS OF OLD EARTH

The Last Days of Old Earth is a turn-based, 4X-style strategic card game, that combines elements an inspirations from several well-loved titles to create an entirely new experience.

You join as either the leader of the Skywatchers clan – one of the last desperate survivors of humanity struggling to survive in a bitter and inhospitable frigid landscape – or as the Automata – a race of machines seemingly programmed only to destroy the remnants of humanity.

As the Skywatchers you have been forced to migrate your entire people northwards and must tackle new challenges and triumph against the wilds stretched before you, lest you perish.

But wild wolves, slavers, and the weather are not the only things you must fear: something new lurks within the snow, devoid of compassion, it senses your brittle flesh, its myriad eyes turning towards you...

MAIN MENU

At the start of the game you are presented with an introductory narrative scene, providing some background information to the world of Old Earth. Once it concludes you are presented with the Main Menu.



TUTORIAL

This option puts you straight into the action, providing a basic rundown on how to play the game, allowing you to gain an understanding of playing Units, moving Units, and engaging in combat.

CAMPAIGN

The Campaign is a narrative-driven set of levels featuring custom-built Decks that explore more of the world of Last Days of Old Earth, following the Skywatchers and their struggle to survive. You join them on one of their generational migrations north – the Northwalk – helping them overcome the various challenges and enemies they encounter along the way.

The Campaign introduces you to the different Units and Heroes as you progress through each level. From the campaign map you are able to select a difficulty before you enter each level, allowing you to tailor the experience or increase the challenge. Those difficulties are as follows;

- ♦ **Beginner:** You start with +6 AP and +2 of each Resource, gain +2AP per round.
- ♦ **Normal:** You start with +4 AP and +2 of each Resource. (The default difficulty for the Campaign)



- ♦ **Hard:** No bonus.
- ♦ **Very Hard:** No bonus. More enemies are present on the map.
- ♦ **Impossible:** You begin with - 2 of each Resource. More enemies are present on the map. AI Factions receive +4AP per round.

Levels are locked until the level preceding it has been completed, but once they are unlocked you can replay them as you choose without resetting your overall campaign progress. Your progress through the Campaign is automatically recorded.

Autosaves are present within each level in a Campaign, but it is strongly recommended that you make a hard save before exiting a level you would like to return to, which is handled through the in-game menu. Level saves are loaded from within the level selection screen, or from the in-game menu.

Once you've selected a level you'd like to play, the first thing you'll be presented with is story text, plus details of the current



victory and failure conditions. These also appear at the top left of the screen throughout the level itself.

Once you have completed a level you are presented with the new Cards that will be part of the makeup of your Deck, or present as part of an Army, in the next level. Each of these Cards gives a little more detail about its history, or how you can better use it to your advantage.



SKIRMISH

This mode is a single player experience in which you go up against one or more AI opponents. You are able to choose between all available Decks to play, including custom Decks. You are also able to choose map size and resource availability.

Your goal is to conquer your opponent's HQ while defending your own. If multiple Factions are in play then your goal is to be the player with the only remaining HQ.

Sudden Death is an optional Sub Victory condition that comes into play if players fail to beat their opponent within the required number of turns. At this point, the winner is the first person to have the largest amount of Supply.

Sudden Death can be toggled on / off as desired, while Annihilation is the standard victory condition for defeating your opponents, and so is always valid and active.

The screenshot shows the 'Skirmish Game' lobby interface. It is divided into several sections: 'Players' and 'Deck Name' at the top, 'Enemies' below it, 'Game Rules' on the left, and 'Map Settings' on the right. At the bottom are 'Back' and 'Accept' buttons.

Players	Deck Name	Cards
	Sky Watchers - Mixed ▾	40

Enemies		
	Automata - Mixed ▾	40
	None ▾	
	None ▾	

Game Rules

- ☒ Annihilation
- ☒ Sudden Death After 50 Turns
- ☒ Supply Victory

Map Settings

Map Size: Medium ▾

Map Resources: Normal ▾

Starting Resources: Normal ▾

Back Accept

MULTIPLAYER

In Multiplayer you are able to either join or create 1v1 matches to compete against other players around the world.

To play Multiplayer you must sign into a Slitherine account and have an Internet connection. After you sign in you are provided with the game lobby where you are able to join or create a game of your own.

 **Slitherine Account Log In** 

User Name:

Password:

[Can't Log In?](#) [Log In](#)

[Don't have a Slitherine Account?](#)

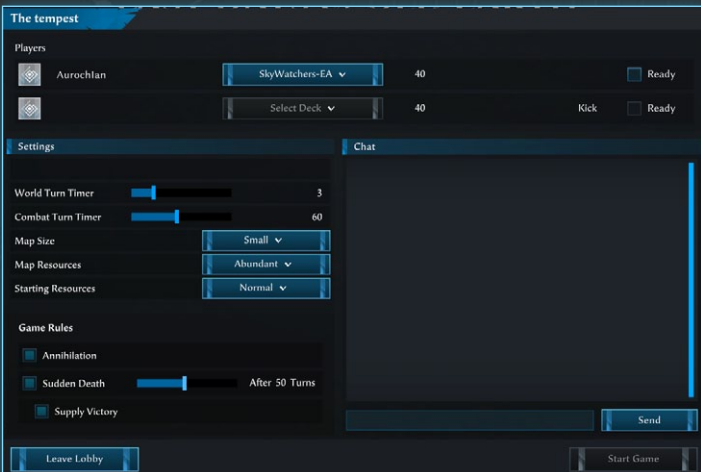
[Create a Free Account](#)

Once you are part of a created game you are able to chat with your opponent via text. If you are the game host then you are also able to set the parameters of the game and, should the need arise, may remove a player by selecting Kick.

The setup options are similar to that of Skirmish, with the exception that there are no AI opponents in Multiplayer.

A screenshot of the 'Game Browser' window. The title bar reads 'Game Browser'. Below the title bar, there is a search section with the text 'Search by Name' followed by a text input field, and 'Passwords?' followed by a small blue square icon. Below this is a table with two columns: 'Game Name' and 'Host Name'. The table is currently empty. At the bottom of the window, there are three buttons: 'Back', 'Join Game', and 'Create Game'.

ve time limits to ensure that each game continues at a steady pace. Some elements of these timed instances can be adjusted whilst setting up a game, to tailor the match to the host's requirements.



DECK BUILDER

Here you can create and customise your own Decks, tailoring them to specific strategies, favouring certain types of Cards, and so on. Initially you choose between New Deck (creating a brand new Deck from scratch), Load Deck (returning to a Deck you've previously saved), and Import Deck (import a Deck from the online Deck Builder at <http://oldearth.slitherine.com>).

When selecting New Deck you first choose your Faction and then select the Cards you'd like to include in your Deck from those available. To add a Card to your Deck, click on the Card you want to include at the top of the screen, which adds it to the Deck at the bottom of the screen. Click on the Card in the lower Deck again to remove it. You can also right-click to Inspect a Card and see more detail about it.

There are some Card limits you should be aware of, for example you cannot have more than five of any one card within a Deck, with Heroes and Facilities having stricter limits. The smallest Deck size you can build is 40 Cards.



Once you are happy with a Deck, select Deck Options and Save Deck As to save the current Deck configuration. Note that even if you haven't added the minimum 40 Cards you can save your Deck and return to it for editing at a later date.

Choose Faction



Cancel

Create



LOAD GAME

This allows you to load and play a previously saved game.

Load Game

NAME	DATE
[AUTOSAVE_15-03-2016_16-25-59]	15/3/2016 - 16:25
[AUTOSAVE_15-03-2016_16-26-27]	15/3/2016 - 16:26
[AUTOSAVE_15-03-2016_16-26-36]	15/3/2016 - 16:26

Back

Delete

Load this saved game

OPTIONS

This menu allows you to customise your Video, Audio, Gameplay and Hotkey options.

The **Video** tab allows you to change Screen Resolution, Display Mode, and modify visual effects.



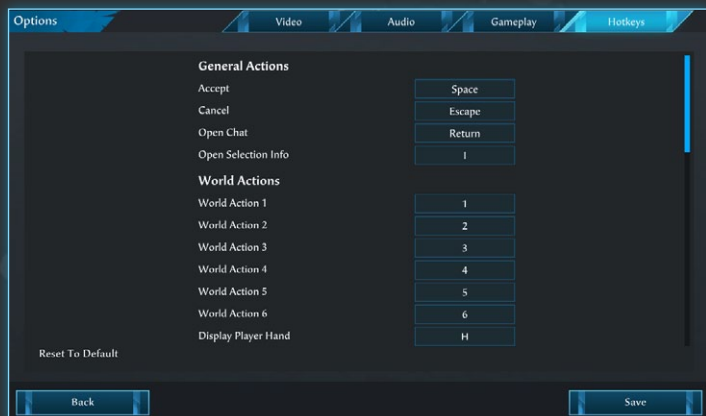
Clicking **Audio** brings you to a screen where you can adjust volume levels by channel, including Master, Sound, Music, and Ambient.



The **Gameplay** tab lets you customise map scrolling speeds and the time delay for tooltips appearing.



Hotkeys can be changed under the Hotkey tab, allowing you to choose your own shortcut keys for certain actions within the game.



Remember to click Save to ensure any changes you make are stored.

CREDITS



Click this option to see a list of all those associated with the development of Last Days of Old Earth.

EXIT

Exit the game and return to the Desktop.

HOW TO PLAY

Once you've selected a game mode to play, you'll jump straight into the action of playing the game itself.

Please note: we recommend all players play through the Tutorial at least once to familiarise themselves with the basic gameplay systems.

THE WORLD VIEW

From this view you are able to move Armies over the tile-based landscape and give orders for specific actions that those Armies can perform, be that attacking an enemy or Structure, building your own Structure, or something else. From the World View you also play new Heroes and Units.

You can see from this screen the number of Action Points (AP) you currently have, along with the Resources you possess to perform certain actions with (these are Energy, Population, and Material). These two sets of currencies are integral to your ability to successfully prepare, defend against, and eventually conquer your opponents, and managing these wisely is one of the keys to victory.

Also laid before you is a starting hand of Cards, which represents the Heroes, Units, Facilities, and Aircraft you have available to play to either an HQ or Outpost, assuming that you can meet the Resource and AP costs stated on them. Note that Garrisons within Structures do have limits, see the section on Garrisons for more information on this.



Groups of Heroes and Units on the map are called Armies. Right-clicking on an Army provides a pop up containing details of that Army, showing its statistics and the individual Cards within it. Each of these is able to be examined in even more detail should you right-click on the respective card. This can be informative when unfamiliar on a Hero or Unit's specific ability bonuses.

Any Structure and Army currently visible to the player can be examined by the player during their turn, including the Structures and Armies of their opponent.

RESOURCES

Resources are available to you in two main ways. Firstly by generating them in your HQ, and secondly by constructing Collectors on tiles which provide Resources. Without these Resources you are unable to play new Units from your Hand or perform certain actions, such as Construction.

ACTION POINTS (AP)

Action Points are assigned after the Initiative Roll at the beginning of each round. The majority of actions you can perform in a round are linked to your pool of Action Points, so it is important that you use your limited supply wisely.

TILES

The map is constructed from a number of tiles, the exact number of which varies between maps. A highlighted red border illustrates the bounds of play.

Of the tiles that the player is able to traverse the neutral Waste tile is the most common, but the player will encounter any number through their exploration of the map. Certain tile types convey bonuses or penalties to Armies that occupy

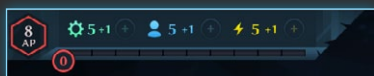
them. How you make use of these differences is down to your strategic skill.

- ♦ **Waste:** A generic tile which provides no bonus to your Army.
- ♦ **Hills:** They carry with them a Movement cost of +1 over a normal tile to traverse, provide a +1 tile sight range once climbed, and a +1 Defence to all Unit types upon it.
- ♦ **Mountains:** These carry a movement cost of +2 over a normal tile to traverse, meaning only those with a movement of 3 or higher may scale them (unless they have the Mountaineer skill). They also provide a +1 tile sight range once occupied and a +1 to Defence and Attack for all Unit types.
- ♦ **Ruins:** When occupied the mixed makeup of Ruins provides Infantry with a +2 Defence and a +1 to Heavy units as well.
- ♦ **Forest:** Forests conceal whatever enters them. Infantry Units gain a +1 Defence and Attack whilst occupying the tile.
- ♦ **Settlement:** The rough structure of dwellings provides Infantry with a +1 Defence when occupied.
- ♦ **Spire:** These provide a +1 Attack to all Unit types occupying them.
- ♦ **Ancient Power Facility:** Offer a +1 Attack bonus for Infantry Units sheltering within it.
- ♦ **Encounters:** Typically these tiles offer no bonus when occupied, however there are some exceptions to this during Campaign levels.
- ♦ **Impassable:** These are large wall-like Mountain tiles which no Unit can traverse.

URNS & INITIATIVE ROLLS

Each player must roll for Initiative throughout play, both in Combat and in the World View. Combat Initiative is covered in its own section.

At the start of a match and at the start of every new turn, you are presented with the requirement to roll for Initiative. This roll determines the amount of AP available to you that Round, with the Faction rolling the highest Initiative gaining 12 AP for that round, second receives 8 AP, and any additional Factions receiving 6 AP.



Your current amount of AP and available Resources are displayed continuously

in the upper left of the screen. If you end your turn without fully exhausting your AP then the remainder is gathered in the Surplus Bar and once filled (the bar contains 10 points) converts the Surplus into a single point that can itself be converted into a Resource of your choosing, by clicking the + button next to the Resource you desire.

At the Initiative screen, through the spending of Resources, you are able to purchase additional dice to gain an advantage in the roll. However, the buying of these dice becomes incrementally more expensive to acquire.



If you did spend Resources to pay for dice and still lost the Initiative roll then those resources are refunded.

From this Initiative roll also comes the order of play for the round, with the player that gained the highest Initiative going first. The order of play is indicated in the upper right corner of the screen.



It may be advantageous for a player that ended the round in what they consider a tricky position to expend extra Resources to try and gain the Initiative in the following round so that they may remedy the situation.

In the case where two or more players score a draw those players undergo an automatic re-roll to determine their position. This re-roll only affects those players that have drawn, the positions of other players are unaffected.

STRUCTURES

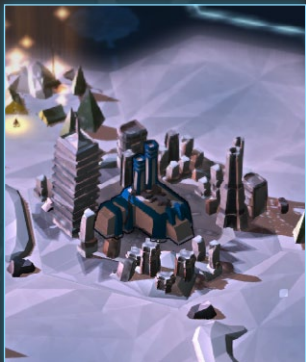
There are three Structures available to you: the HQ, Outposts, and Collectors, and each has a specific role to play.



The **HQ** is the starting point for each player and, at least initially, is likely where the majority of your Armies will be played to and deployed from. This is the most important location in the game, as losing it means Game Over. Along with being able to house a Garrison and create Armies it also generates Resources each turn.

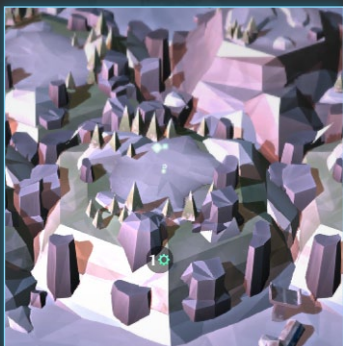
Outposts are your military arm and without them you'll have a limited vision of the world, a limited Supply and sight range, and will find it difficult to effectively protect and reinforce weak locations against the enemy. There are benefits to being strategic with their placement, these include increased vision range from Hills and Mountains to some Stealth conferred in Forests.





Collectors are a player's lifeline to Resources, which are vital to beating opponents.

You can only build a Collector on top of a tile that produces Resources. Resources may be of a single type, or contain multiple types, and finding, and securing these assets is fundamental to survival and success.

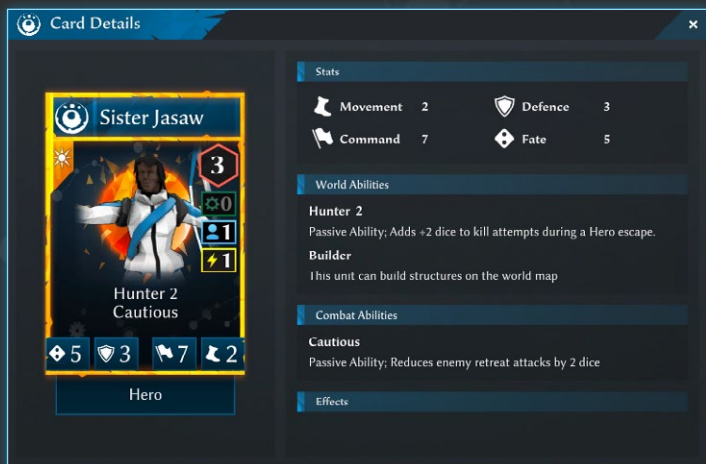


PLAYER HAND

Your Hand shows what Cards you have and which you can currently play (relative to the Resources and AP you have available) Simply hovering over a card provides some additional information, but right-clicking brings up a Card's full details.



The cost to play a Card is only ever visible while it is in your Hand. You can see in this image that Sister Jasaw costs 3 AP, 0 Material, 1 Population and 1 Energy to play into the world, and once she has been, that information is no longer shown.



To play a Card you need simply click and drag it to one of your viable deployment locations – an Outpost not currently under construction or the HQ), assuming that you have successfully met the costs stated on the Card and there was a space available for it at the intended location.

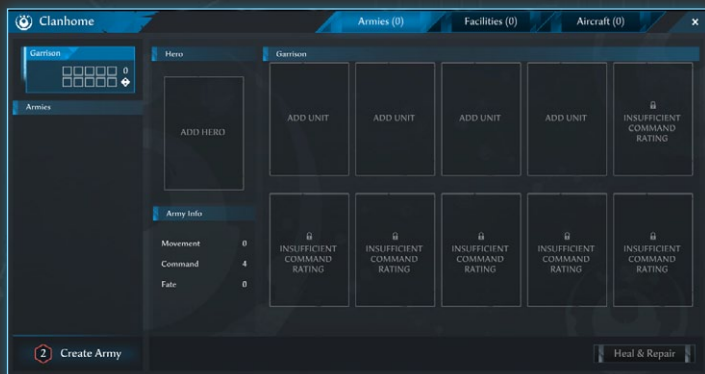
Initially the maximum Hand of Cards you can hold is limited to seven, though this can be slightly increased with certain Cards in play. Drawing a new Card is done by clicking the Deck and costs 2 AP to perform.

Additionally there is a discard pile, which is where Cards go (typically) once they are beaten in battle. By default a player has no access to any Cards stored within it, but in rare cases you may be able to gain access to it and recover some of your lost forces. Should you wish to remove a Card from your Hand for any reason, or from within a structure, dragging and dropping it to the Discard Pile is a free action. Units cannot be discarded in this way when part of a deployed Army, you must return them to a Structure to do so.

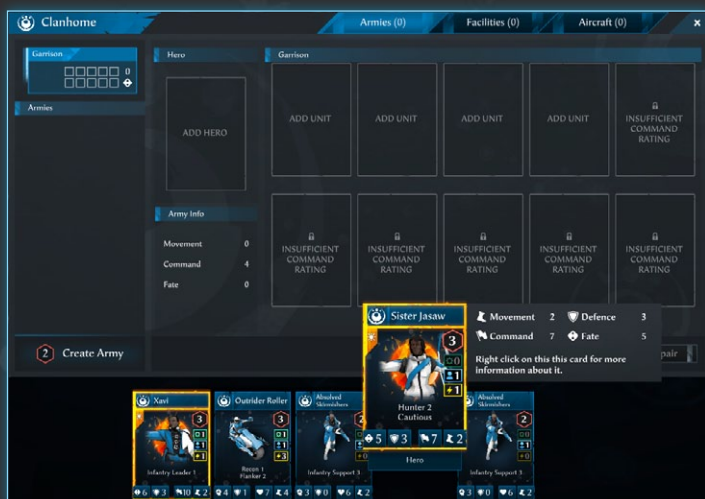
CREATING GARRISONS AND ARMIES

Each of the three Structures is able to support a Garrison of Units, but only the HQ and the Outposts are able to create Armies or have Heroes and Units played directly to them. Both Garrisons and Armies can by default support 4 units, but this can be increased by assigning certain Heroes into the slot marked Add Hero.

In the example here the Clanhome Garrison is displayed in its initial empty state. When examining the Sister Jasaw Hero



within the Hand it can be seen that she has a Command value of 7, which means that when she is occupying a Hero slot in either a Garrison or an Army she can support 7 Units.





Penalties are applied when the number of Units exceed the Command value, which happens when a Hero is moved out from the force they are supporting (or killed) but the Unit size is not decreased alongside this change, which exceeds the 4 unit non-Hero Army limit.

These penalties apply to all the Units (Army or Garrison) that the Hero was formerly a part of in the form of a negative status buff. This is remedied by either applying a Hero with sufficient leadership or reducing the number of Units present.





This debuff, of - 2 Attack and - 2 Defence, dramatically shifts the effectiveness of Armies, so it's best to avoid this situation whenever possible. In the image above you can see that 5 Units are present where only 4 can be supported, so the Attack and Defence values have changed and become red, indicating their reduced Combat effectiveness.

Movement, Command value and the Fate of the selected force can be seen in the Army Info panel below the position where the Hero portrait resides.

Selecting the Create Army button inside an appropriate Structure creates a prompt where you may rename it, but a default random one is provided for you. You may also rename it at a later time if you wish (this option being a small pen tool icon on the far right of an army's name once created).



Garrisons are forever tied to the Structure they are associated with, meanwhile

Armies can explore the world, discover Encounters, engage in battle and, if accompanied by a Hero, build new structures.

Once you have formed the Army and stocked it with a Hero and / or Units, you may then choose to Deploy it to the battlefield, provided you have sufficient AP remaining for an Army of its size to perform a move action. If you do not have enough at the time then moving them will have to wait on the following turn, the Deploy button becoming inactive to indicate that the Army costs more to move than your current AP allows for.



Units and Heroes within a Structure may be moved freely between any Army and the Garrison. When an Army no longer contains any Heroes or Units there is also an option to disband it that becomes available.

HEALING AND REPAIR

Units within Structures are able to Heal and Repair from within them. There are also some Units that are able to provide this option to the Army they are a part of while out in the world.

Performing this action costs AP, at a value of 2 AP for a Infantry Unit, 3 AP for a Support Unit and 5 AP for a Heavy Unit.



It is not possible to repair a Unit in part, it is a full repair or no repair at all. Multiple Units can be Healed in the same action, but if the number of Units selected to be Healed requires an AP value greater than what the player currently possesses, executing the action is not possible.

As shown here, a Unit of wounded Mountaineers would cost 2 AP to Heal back to full health.

Healing is an independent action and using it does not affect an Army being Deployed or performing any other action.

ARMY MOVEMENT (after being deployed to the world)

Movement costs AP, requiring you to consider your actions with care. The cost is specified by the size of the Army they are moving, the specific Abilities of the Units within it or, in rarer cases, Cards in play at a player Structure.

With the exception of special cases, Movement always costs a minimum of 1 AP. It's also worth noting that a Hero part of an Army larger than just itself always counts as zero AP when calculating Movement cost.

If a Unit is able to move without incurring an AP charge, it is stated on its Card or in the effects relating to that Army.

Three factors govern how far an Army may move: the tile type which that Unit is trying to traverse, whether or not it is considered within Supply of a friendly Structure at the start of its movement, and bonuses applied from the Heroes and Units within the Army. Armies cannot stack within a tile, nor can they pass through a tile occupied by another Army.

So a Skywatchers army consisting of a single detachment of Skirmishers that is considered within Supply at the start of its movement can move a maximum of 2 tiles that do not incur an additional movement cost.



A hill, meanwhile, has a Movement cost associated with it, requiring +1 point of Movement to enter the tile over a standard tile. If the Unit is directly next to the hill in the example above then it may scale it, but if there is a space between it and the hill then it can only afford to approach it this turn.

As can be seen the Unit is able to move 2 spaces, the hills nearby are not a valid option as to ascend them would require a



movement of 3, and an Army of Skirmishers alone has a maximum movement of 2 tiles.

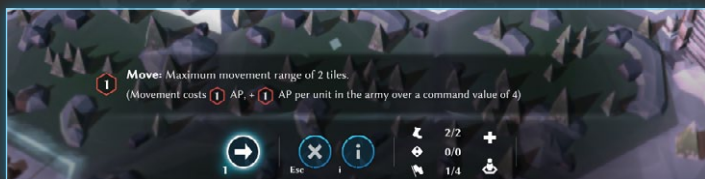
Tile highlights exist to help convey which tiles an Army may move to and a direction indicator is drawn over those tiles it will pass over to reach its chosen destination.

An Army outside of Supply has movement reduced a maximum

of a single tile. Armies that are currently outside of Supply display as such in their Army Info panel, along with displaying Attack and Defence values in red to indicate their reduced effectiveness. Much as with exceeding Command value, the values are reduced by - 2 Attack and - 2 Defence.

When the Army is selected an Action Bar is displayed in the position where the player's Hand is usually found. As part of this bar you are able to see what special abilities that Army possesses, along with relevant status information.

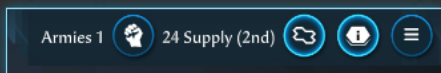
The makeup of an Army can affect movement noticeably, so understanding each Unit and its characteristics allows you to tailor Armies to specific functions.



A display also appears on the lower centre of the screen above the Action Bar, with the first value displayed in that message being the AP cost to move that selected Army.

It also informs you about the maximum number of tiles that the Army is able to traverse, as this can vary depending on the Army's makeup, as stated earlier, but also because movement can be halted at any preferred viable tile, if you choose to do so.

Remember that being within supply is relevant to movement before it occurs. It is not considered as out of supply until the start of your next turn. Some Units are exempt from Supply effects, and these are stated on the individual Unit's Cards.



A count of how many Armies you currently have is

present on the upper right of the screen and you can cycle through each that can still be moved on the map by pressing Tab (by default).

TRANSFERRING AND SPLITTING

Armies in the world have the ability to Transfer and also Split, thereby changing their composition. Transfer allows both

Units and Heroes to be exchanged between adjacent armies, Split creates a new empty Army for you to move parts of an existing Army into.

As long as a player has sufficient AP and either at least 2 Armies in adjacent tiles or an Army with a minimum of 2 Units within it (or a Unit and a Hero) they have the option to move Units between them. When this is the case then while inspecting such an Army the Transfer button can be seen to be active, clicking it opens the world view and highlights nearby tiles around the initiating Army.

Green tiles indicate Armies that may be selected to perform a Transfer with, white tiles indicate spaces where a Split may be performed.

If you select a tile containing an Army (green tile) then a window containing both Armies stacked together is displayed and you are free to drag Heroes and Units between these two Armies. However, each movement incurs a cost of 1AP, which is deducted only if the Transfer is confirmed.

If instead a player selects an empty tile a Split is begun. A Split is similar to a Transfer to perform except that the lower Army is a new blank one ready to receive Units. A Split has a default cost of 2AP, this is because you are creating a new Army, the same cost as you normally pay to do so within a Structure.

Additionally Command is important in the process, as you cannot complete a Transfer or a Split which will leave an army exceeding their Command value, so you must plan appropriately should you wish to perform such actions.

Be aware that moving an already fully or partially moved Unit into another Army affects that Army's Movement. This most often means that the Army has lost part or even all of its movement, even though many Units in it have yet to perform an action.

ARMY ABILITIES

The Abilities an Army is able to perform change depending upon its make up, most of these Abilities are Hero-driven, although there are a few exceptions.

Heroes have the ability to create Structures at the expenditure of AP and Resources. Their construction takes a full turn to complete, becoming active in the turn after you begin building them.

Outposts can be built upon any tile that the Army is able to occupy. Once constructed it adds to a player's overall Supply range and vision range relative to any bonuses that may apply to it, as well containing a Garrison and Army creation options. Attack and Defence bonuses may also apply relative to its location on the map.

Cards held in your Hand can be directly played to an Outpost provided there is space for that Card within and the cost to play it can be met.

Collectors may only be built on tiles containing visible resources and much like Outposts they take a full turn to complete construction. They do house Garrisons but it is not possible to play Cards to them or create an Army within them. To protect

them a player must create the defending Army elsewhere and move them into the Collector.

Each construction provides a preview of what the new Supply footprint will become before you confirm its construction. Here you can see what would become the new supply range if the Outpost's construction was confirmed.



BECOMING HIDDEN IN FORESTS

When an Army moves into a Forest tile it becomes Hidden. This is similar to Stealth, but there are key differences you should be aware of.

Armies which enter a Forest are hidden from opponents. This effect cannot be broken through Detection and lasts as long as the Hidden Army remains in the Forest tile.

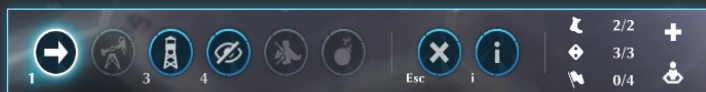
Even if your opponent knows your Army is within a specific Forest (perhaps they saw it enter the tile), Stealth and Aircraft attacks cannot target them. The only way the Hidden Army can be attacked is if an opposing Army attempts to occupy the same tile, which then results in Combat.

However, the Hidden Army does not inherit any additional Stealth abilities for being in the tile, such as Assassination.

STEALTH AND STEALTH DETECTION



Stealth is an ability available to several Heroes and 1 Unit type per Faction, allowing for the camouflaging of movement of an Army from opponents. It is an action that presents itself when the Army consists solely of Stealth capable Heroes and Units, costing 2 AP to activate.



In the example here we have the Hero John Shiroma, along with the usual three options for a Hero (movement and the two construction options) you can see a fourth option depicted as an eye and two more that are currently non-interactable at present.

At a cost of 2AP the eye can be selected and John Shiroma takes on a new icy blue appearance. Much like when building



a Structure, you need to confirm the act of Stealthing your Army, or when you click away you will see them back in their original state.

This is the visual representation of an Army that is in Stealth, at least to the player to which the Army belongs. An opposing player will see nothing but an empty tile where the Army stands.

2

Engage stealth. This army will become invisible to enemy armies until it is detected.

Only possible if every unit in the army has the Stealth ability



Moving a Stealth Army is no different than moving other Armies. However, ending a move in proximity of enemy Armies puts the Army in a position of potentially being detected on the opponent's following turn.

Stealth Detection is based on the proximity of the Stealth Army to an opposing one, modified by any detection bonuses that those Armies may have in effect, and is determined at the start of each player's turn against their opponent, as well as at each movement of any Army they choose to move during their round that enters the proximity of a Stealth Army.

Provided that an opponent has no Tracker capable Units within an Army, a Stealth Army within visual range of that opposing Army (but not directly adjacent to them) has a very low chance of Detection, the actual percentage governed by the unit's Stealth value.

For example, a Army with a Stealth value of 3 has a 10% chance of being detected at the 2 tile range against any Army at the lowest of Detection values (assuming the Detection attempting Army has a visual range of 2 tiles). If that Army then moves into proximity, the Detection chance increases by +10%, becoming a 20% chance.

Tracker capable units within an Army provide an additional +10% Detection bonus against Stealth per Unit present, however the maximum bonus to Detection is capped at +40%. Again using a Stealth value of 3 as an example, an opposing Army with maximum Detection capability would have a 50% chance of detecting the Stealth 3 unit.

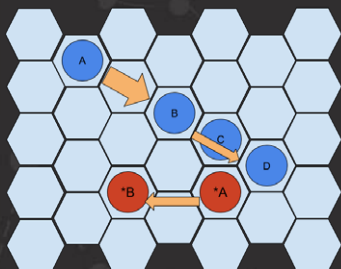
	+40%	+30%	+20%	+10%	BASE ARMY (2 TILE RANGE)
Stealth 5	30%	20%	10%	0	0
Stealth 4	40%	30%	20%	10%	0
Stealth 3	50%	40%	30%	20%	10%
Stealth 2	60%	50%	40%	30%	20%
Stealth 1	70%	60%	50%	40%	30%

This table covers the basic detection process values.

Each additional Unit in the Army utilising Stealth beyond the first counts against it. The Detection chance is increased by +10% for each additional Unit, up to the +40% maximum, i.e. larger Armies are easier to detect.

Detection for an opposing player only takes place during your turn.

Assume the blue player moves an Army in their turn (from A to B) that has no Detection bonus in its makeup but has a sight range of 2



tiles, which ends with an Army containing a single Stealth 3 Unit within 2 tiles of them and the Stealth is active (*A).

Assuming the Stealth Army (*A) is not in a forest tile, and does not move during the red player's turn, then at the

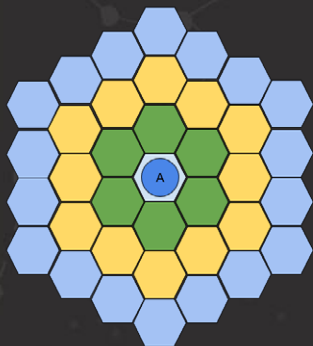
start of the blue player's next turn they get an automatic Stealth Detection check for the Stealth Army at a 10% Detection chance.

If they then begin a 2 tile movement with their Army towards the Stealth Army, but not in position to collide with them (through C and D) then as they traverse the first tile of their movement (C) they get a Detection chance at 20%, then a second at their final position (D) of 20%.

If the Stealth Army has not yet been detected and in the red player's next turn it moves beyond 2 tiles from the player (*A to *B), then no check will take place for the blue player in their following turn.

Both Garrisons and Armies, as long as they have a minimum of 1 Unit or Hero within them, gain a Detection chance. An Outpost with 3 empty Armies but 4 Units in the Garrison, for example, would make 1 check, if it was 1 Unit in each Army and 1 in the Garrison then 4 checks would be made.

In the example present, A can represent any Unit or Army, the green tiles provide A with a +10% to their detection chance, the yellow tiles mean that detection is possible by A at base Army values, Enemy units on blue tiles are always undetectable (this includes if A's sight range has been extended by any means).



Once detected a unit is immediately dropped out of Stealth mode and its position revealed to all Factions. It is able to re-enter Stealth during the player's turn at the usual cost of that action.

Whilst in Stealth two additional options become available if that Unit is capable of the action – Assassination and Sabotage.

However these are not available within the same round as Stealth is initiated, so to perform them a player must await their next turn.

To perform one of these actions the player does not move into their target as in the manner of initiating Combat, instead they must select the action from their Army Action Bar when they are in position, and then select their target.

SABOTAGE

Sabotage can only be performed when directly adjacent to the tile with the Structure you wish to strike against and to perform the



action the Army must have been in Stealth for a minimum of 1 turn, since Actions which rely on Stealth as a precursor cannot be performed in the same round as the action of Stealth itself.

When you select the Sabotage ability, any viable tile you can attack in this way is highlighted in red and if you then click and select a red tile, then the option between the two Sabotage attack types is presented. A Sabotage attack costs 3 AP to perform, the cost for which is only deducted once you have performed the action.

Although a player performing these actions is in Stealth, the opposing player is made aware that an attacker is present nearby and can observe their own defensive rolls regarding them, though their attacker's exact position is not revealed. The attacker remains in Stealth and is able to move if they have not already done so during the turn.



SUPPLY DISRUPTION

This type of Sabotage attack targets and disables the Supply area provided by a Structure, specifically from the time of a successful attack until the end of the following turn of the player who Sabotaged. Any opposing Armies that were supported by its Supply range are subject to the out of Supply effect for that period of time.

This attack is most effective if the player intending to Sabotage has a reasonable Army present nearby that can take advantage of this disruption.

The Sabotaging player when activating this ability rolls a number of dice equal to their Sabotage ability, with the option of using Fate to improve their chances, against dice equal to the number of opposing Units present within the target structure's Garrison (note that here a Hero does not count as a unit). If they succeed then the disruption occurs and immediately its Supply range is lost.

A structure without Garrison units has no protection against attacks of this type, and those with very large number of Units in their Garrisons are very hard to disrupt.



A Structure that has been affected by a Supply Disruption behaves similarly to as if it was first constructed, meaning that along with the lack of Supply, it also cannot have any units played to it if they would normally be able to.

The Disruption effect disables the Supply of the Structure for 1 full turn.

If a Player performs this type of attack then proceeds to capture the Structure during that same round, the damaged Supply effect still remains, meaning that its Supply range will not become active at the start of the player's next turn, rather at the start of the opponent's.

FACILITY DESTRUCTION

When this Sabotage attack is chosen the saboteur is presented with a selection of available Facilities within the targeted Structure, and they may select between to become their target. If there are no Facilities present then this action cannot be performed and a player's only Sabotage attack option is Supply Disruption.



In this attack the saboteur rolls their Sabotage ability against the Defensive value of the specific Facility they are targeting (again the saboteur can use Fate to improve their chances), with a successful attack roll resulting in the removal of that Facility from the Structure to the Discard Pile. Once a Facility is discarded in this way its effects and bonuses it provided are removed.

ASSASSINATION

In a similar manner to the Sabotage ability, Assassination relies upon proximity to a target to be able to perform it as an action. An Assassination attempt costs 3 AP to perform, and once selected, tiles containing any viable targets (those containing Heroes in proximity, both on the map and those in structures, are viable targets) are highlighted in red and selectable as targets.

It is not possible to use this ability on a hidden target, i.e. if a Hero is known to be in a Forest tile or using Stealth in your proximity. Their concealment needs to be otherwise broken before this action becomes an option.

Select Assassination Target



Once a target is selected, a display of the available enemy Heroes within the target tile is presented to the attacking player to choose from (only really relevant during an Assassination attempt against a Structure containing more than one Hero, as Armies in the world cannot have more than 1 Hero)

In a similar manner to that of a Sabotage attack the opposing player is warned of the impending attempt and is presented with a display of the roll. The attacking player rolls a number of dice equal to their Assassination value of each Unit in the attacking Army added together (if the Army has

Assassination!



The enemy is attempting to Assassinate one of your Heroes!

Accept



2 Units with an Assassination value of 3 within it then the attacker would roll 6 dice, maximum 10 attack dice).

The Defender rolls a number equal to their Defence value for that Hero. Both attacker and defender are able to utilise any Fate points their Heroes may have to influence the rolls (putting those that have just concluded a Combat and spent Fate during it at a disadvantage).

Again the player is able to maintain their Stealth through the action, but their presence in the area is made known to their opponent.

When successful this action can significantly disrupt the effectiveness of an Army with the loss to its Command value, thereby making it a softer target for any follow up attack. See the section on Garrisons to see what this effect has upon an Army.

A Hero that has been subject to an Assassination attack that fails their save against it is added to the Discard Pile, a vibrant particle effect plays to signal their demise, and they do not get the opportunity to escape from the attack as in the Hero Escape event.

FACILITIES

Facilities are Cards played to Structures that have special abilities that offer an array of benefits to their owner, varying from extended Supply range, to increased Hand size. Making effective use of these can become a winning strategy, as is depriving the enemy of their own Facilities. Remember that their removal is only subject to the Sabotage special ability.



The Facilities tab itself provides additional information about the Structure, such as its Supply range and vision, along with its Resource production values.

COMBAT

This is typically initiated by one player attempting to move one of their Armies into a tile occupied by an opposing Army. When this occurs an engagement display is presented, informing the player about their estimated chances within the Combat, as well

as providing them the opportunity to view the specific Heroes and Units of their enemy.

When Armies inside a structure are involved in Combat and there is more than one Army and / or Garrison present, the defending player may choose which of those engages their opponent first.

In single player games the options to Auto Resolve Combat and Engage are available to you, but this is not present in multiplayer games. Auto Resolve skips the setup process of units and the turn-based action of the Combat, instead simply providing you with a calculated outcome based on all the Combat factors involved, and then the results of the battle.

Initiating Combat during a player's turn is usually at that player's discretion: typically they can view their opponent's units and based on that decide whether to proceed or not into the combat. However, there is an exception when dealing with Stealth Units.

If a player attempts to move into a tile that to them initially appears as empty, but instead stumbles upon a Stealth Army, then neither player is able to cancel out of the engagement that results. It is considered that the Stealth Army was discovered as the tile became doubly occupied.

When engaging an opponent in Combat, you are presented with a field of battle consisting of two halves, each divided into a 2 x 5 grid.

Using your knowledge of your Unit's abilities (remember that you can right-click to examine Units in more detail) you then set up the position of your troops. You do this by left-clicking



on the Unit you wish to move, and left-click again on the square you would like to occupy. This set up time is limited in a multiplayer games and a timer counts down to help ensure that it is concluded in a reasonable time.

Northwalk Veterans

Steadfast
Resolute 1
Iron Will 2

5

2

9

2

Unit - Infantry

Stats

Attack	5	Movement	2
Defence	2	Health	9 / 9

World Abilities

Combat Abilities

Steadfast
Passive Ability; This unit is immune to Disruption, Suppression and Shock Attack abilities

Resolute 1
Passive Ability; Gain +1 Attack for the rest of the battle for each friendly unit destroyed

Iron Will 2
Active Ability; Grant a one-round defence bonus of 2 to adjacent units in the same row as the unit

Effects

While a Unit is selected it displays threat markers on the opponent's side of the grid. These are the squares that that particular Unit is able to strike at during a combat from its

current position. These threatened squares change as units on each side are eliminated, meaning that squares that are initially considered unthreatened may become so should a hole appear in that side's defences.



These threatened squares are most typically a player's front row of Units, but some Units have abilities that can reach beyond a player's front row and even strike at an opponent's back row.

The back row is usually reserved for Support or Artillery Units. A Unit with no Support abilities such as Mountaineers will have no actions at all during Combat if it occupies the back row, until such a time as that player's entire front row is eliminated and the back row moves forward a space automatically.

A player's Hero takes no direct action in Combat and any Combat-specific bonuses that are associated with them are automatically applied to that player's Units. Additionally a Hero also brings with it a number of Fate points, the use of which will be covered later in this section.

Once happy with the arrangement of Units, selecting the confirm button starts the turn-based combat.

The Initiative roll now begins. Unlike those performed in the world view, the number of dice rolled is determined by the composition of the player's Army. Smaller Armies have a dice advantage over larger ones and some Heroes have abilities that increase the number of dice available too. Additionally in the first round of Combat the attacking player gains a +3 dice bonus to their Initiative.

Round 1 Roll for Initiative

Kalakmul Desfile vs **Eko Set**

Kalakmul Desfile: 4 dice icons, Total Initiative Dice: 8, Army Size Penalty: -5, Attacker Bonus: 3, Hero Bonus: 0

Eko Set: 5 dice icons, Total Initiative Dice: 8, Army Size Penalty: -2, Hero Bonus: 0

Accept initiative roll

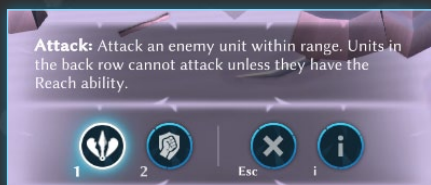
Accept

The defender in the attack also gains any bonuses associated with the tile type they occupy along with any that may be provided by a Structure, should they be occupying one. Note that there may also be out of Supply effects added to either side.

Each player takes turns in performing actions, such as an attack or a supporting action, with their Units. Not all Units will necessarily have actions they can perform, due to their position on the grid.

Each Unit has its own Attack and Defence values and in some cases secondary abilities (some of which may be passive). In each turn a player must select one of their Units that has not yet performed an action and choose one among those displayed on its Action Bar that appears once a Unit is selected.

Each action itself is linked to a hotkey (the default being the number keys) but clicking directly upon the desired action is also an option.



To perform a basic attack, you select the Unit you wish to attack with then press or click the attack button. A red highlight now

appears for each enemy Unit that your Unit is currently able to threaten. Selecting one of these threatened opponents then brings up the attack roll screen.

The number of dice rolled is based on the attacking unit's Attack value against that of the defending Unit's Defence value, and any dice-related bonuses or penalties for Supply, Command or Terrain for either side is already calculated into the number of available dice. i.e. a reduction of - 2 to the usual Attack dice for a unit for being out of supply.

Some Abilities, both Active and Passive may have an effect after the roll, please see the description of those for details on what these may be.



As stated previously, a Hero carries with them a number of Fate points, which are made available to a player after performing the regular attack and defence dice rolls. At a cost of 1 Fate, a player may convert failed rolls into guaranteed positive dice rolls.



The number of remaining Fate that each Hero has is carried over until the beginning of the player's next turn, so spending all of a Hero's Fate points in a single Combat turn or battle means that it has none remaining for any follow up events.

Turn



The Initiative order of the Combat is displayed upon the left side of the screen, with the combat passing back and forth between players after actions.

Once all Units that can perform actions have done so, a new Initiative roll is made. If this is anything other than the first turn, the attacking force has now lost its dice advantage.

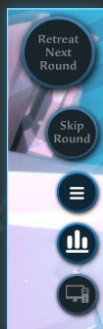
The turn by turn, Unit by Unit action continues until all the Units on one side have been eliminated, or one side performs a successful retreat action, at which point a Victory / Defeat screen is presented to the player to the relevant player detailing their performance in the Combat.

COMBAT MOVE

Combat Move allows you to tactically re-deploy Units within Combat. A Combat Move counts as an action, meaning that you can't move and attack in the same turn. To perform this action, select the ability and the game will highlight which moves are available. Buffs and debuffs will update automatically upon moving.



RETREATING



If a player feels like they are unlikely to succeed in defeating their opponent they may opt to try and retreat from the Combat. Doing so is not easy, as they have to deal with another full turn of attacks from their opponent, with the retreating player getting no actions at all. Retreat is not a selectable option during the first round of Combat.

It is also not possible to retreat from combat if you are inside any structure, as they are your lifeline.

COMBAT VICTORY

The victor of a Combat always moves to occupy the tile previously occupied by their opponent (with the exception being when an Army retreats) and if that tile is a Structure then they claim it and it enters a construction phase much as if it had just been built. However, if there are yet more of the opponent's Armies present in the structure the game moves onto another Combat.

Battle Results



Kalakmul Desfile

VS

Eko Set



Status	Victorious
Units Lost	1
Units Remaining	5

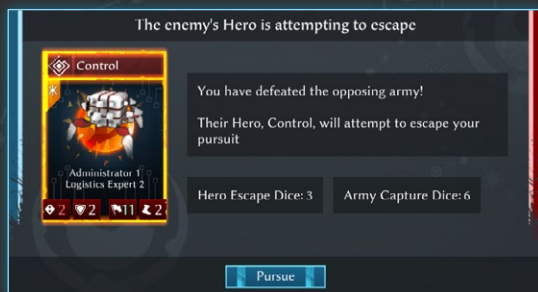
Status	Defeat!
Units Lost	3
Units Remaining	0

Victorious

Accept

HERO ESCAPE

If Heroes were involved in the Combat a Hero Escape attempt may also present itself.



During such an escape attempt the combat victor rolls one dice per unit remaining in the victorious Army plus any Hunter bonus they may have from a Hero of their own, versus the number of dice equal to the Defence value of the Hero attempting to escape. Both sides, if able, can apply Fate to aid their rolls.

If the pursuer is successful then their opponent's Hero is cast into the Discard pile, if the escapee is successful in their Escape attempt then they are returned to the top of the Deck of the player.



AIRCRAFT AND ANTI-AIR

Aircraft are Units that exist outside the usual Unit interface and they have their own separate tab inside a Structure, though they are played from the Hand in the same manner as other Unit types. Each Aircraft type is unique in its values but they all are able to perform the same actions for the same costs.



They do not roam over the world as other Units do, they are always associated with a Structure as a base of operations, but it is possible for them to be repositioned should a player choose to, through the use of Re-Deploy.

This reliance on a Structure is a vulnerability for Aircraft in a way. If the Structure it is associated with is captured by an

opponent at any stage then the Aircraft is lost. This is both when idle within the Structure and when returning from performing an action.

From within the Aircraft tab the player is able to directly instruct their craft to perform the actions of Re-Deploy, Air Recon, Airstrike, and Repair, Only one action (other than Repair) is possible for an Aircraft per turn.

Anti-Air abilities of your opponent are only a factor during an Airstrike action, meaning that Re-Deploying and Air Recon do not make the Aircraft vulnerable to attack.

When performing an action in the world view with an Aircraft action selected, the tiles that can be affected by Aircraft abilities provide additional tooltip information.

RE-DEPLOY

Re-Deploy is only an option when there is an available space for an Aircraft to occupy in a structure other than the one it currently occupies. If there are no available locations then the selection button is greyed out.

Using this option costs 3 AP to perform and once selected the window closes to a world view, in this view all valid places for the Aircraft to Re-Deploy to are highlighted with green tiles and clicking on any one of the selected locations becomes the destination for the Aircraft. The maximum distance an Aircraft can move during a Re-Deploy is twice that of its normal move action. Clicking anything other than one of these highlighted tiles cancels the Re-Deploy process.

If a location is selected then a moving highlight between the two locations indicates that the Re-Deploy process has been initiated, if you then examine the Aircraft Tab on the intended destination you see the Card representing the Aircraft present and an icon depiction of the Aircraft coming to its location, it can then perform no other action until the following turn.

AIR RECON

The Air Recon action allows the Aircraft to move to any tile within its stated Movement range and reveals the map at that point to the player, up to the Aircraft's Recon range.

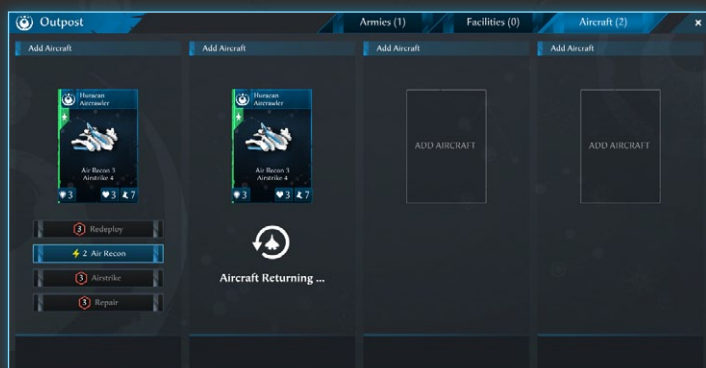
For example the Huracan Aircrawler has a Movement of 7 and a Recon of 3, which means it can move to any point up to 7 tiles



from its origin, and reveal an area around that selected tile up to 3 tiles.

The cost of performing a Recon flight is 2 Energy. The same visual effect as Re-Deploy initially plays when the action is confirmed, as the Aircraft reaches its intended location a radar style sweep effect is played to symbolise the observation process taking place.

The result of this action is that up until the start of the player's next turn they have knowledge of all the revealed tiles as if a friendly Unit was present at the detection point. Units inside forest tiles or those with currently active Stealth cannot be detected through Air Recon.

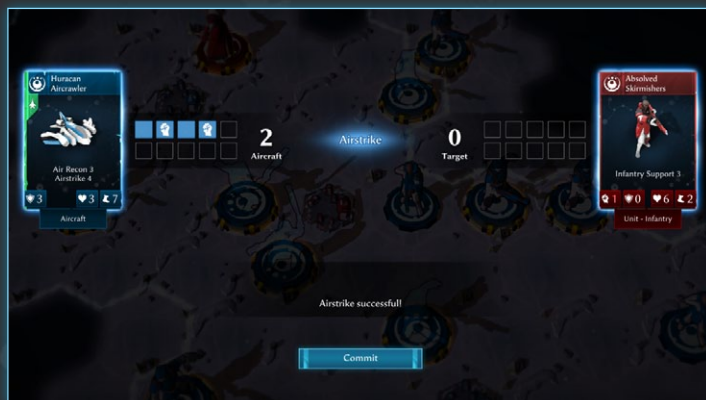


Once the action is performed then within the Aircraft Tab the Unit that performed the action displays a depiction of returning to the location and can perform no other action this turn. When the detection time has elapsed the view of the Aircraft revealed tiles defaults to the revealed but unobserved state.

AIRSTRIKE

To perform this action you target a tile containing a minimum of one enemy Unit (a lone Hero is exempt from this action) within your movement range. This Unit can be in an Army in the world or inside of a Structure and once confirmed a movement effect plays. If there are no available targets within range then the selection button is greyed out.

Assuming that the opposing player is not utilising an Anti-Air ability (or the Aircraft has survived an Anti-Air counterattack), an opposed dice roll is made against one random Unit within that specified tile. The number of dice rolled is equal to the Airstrike value of the Aircraft and each successful hit scored is dealt as damage to that Unit.



Having performed this action the Aircraft is unavailable for further actions until the next turn.

ANTI-AIR

This is an ability available to select Units (or Facilities) within each Faction and provides them with the opportunity to potentially intercept and destroy an Aircraft attempting to perform an Airstrike before it takes place. A Unit with this ability is able to perform an attack action out of turn and potentially damage the incoming Aircraft.

A roll is made using a number of dice equal to the combined Anti-Air value of the all Units capable of an Anti-Air action (up to a maximum of 10 dice) versus the Aircraft's Defence, any successful hits are dealt as damage to the craft. The attacking Anti-Air gains no bonuses from any Heroes or Facilities unless specifically stated otherwise in this attack, it is just its base value. Only a single Anti-Air action takes place for each incoming Airstrike. An Anti-Air action costs nothing to perform.

REPAIR

Much like Heal / Repair within the Army Tab this action costs AP to perform and fully repairs an Aircraft to full. Repairing a craft does not prevent it performing other actions within the same turn.

ENCOUNTERS



Encounters are world events upon tiles which a player is able to interact with, sometimes to their benefit, others not.

Typically a player is presented with narrative exposition and a number of actions related to it. Which action you pick, is up to you. These can range from a trade of Resources, to attacking a pack of Ruin Wolves, to the gaining of a small Army to command.

ABILITIES

Abilities provide you with a varied range of Combat and non-Combat advantages within the makeup of your Deck, providing even more strategic options and depth. It is up to you to best utilise the range available and develop combinations which best suit your style of play.

Please note: The term '{strength}' refers to the numerical value found listed for that ability on that particular Card the ability is listed on.

ADMINISTRATOR	Passive Ability; Maximum Hand size increased by 1 when this Hero is located in HQ.
ALERT	Passive Ability; Units in this Army roll {strength} additional dice during Anti-Air rolls
AIR RECON	Active Ability; Target a tile within movement range and expose an area of the map equal to your Recon range until the end of your next turn.
AIRSTRIKE	Active Ability; Make an Airstrike against a selected tile and attack a random Unit there. Your Attack equals your Airstrike value (Subject to Anti-Air).
ANTI AIR	Passive Ability; Allows the target to make an out-of-turn attack against incoming air striking craft.
ARCHIVIST	Passive Ability; When played choose {strength} Cards to draw from your Deck.
AREA ATTACK	Passive Ability; Half of damage inflicted on the target is inflicted on adjacent enemies in the same row (rounding up).
ASSASSIN	Active Ability; When in Stealth and in proximity you may target enemy Heroes to kill them. Dice roll – skill vs defense.
ASSAULT	Active Ability; Add {strength} attack dice for a single round, but suffers – 1 Defence for the remainder of the round and is exhausted for an additional round.
CAUTIOUS	Passive Ability; Reduces enemy retreat attacks by 2 dice.
COMMANDO	Passive Ability; This Unit does not require supply and suffers from no ill effects.
COUNTER ATTACK	Passive Ability; If this Unit's Defence roll exceeds the attackers roll the difference is applied as damage to the attacker.
DECISIVE	Passive Ability; On combat Initiative rolls gain +{strength} dice.
DISRUPT	Passive Ability; A successful attack reduces the target's Defence by {strength} for 1 round.
EFFICIENT	Passive Ability; This Hero reduces the cost to draw Cards by 1 if located at the Faction's HQ.
ENHANCED PROCESSING	Passive Ability; When deploying from this structure an army's movement cost is reduced by – {strength} AP.
EXTEND SUPPLY	Passive Ability; Extend Supply range from this Structure by {strength}.
FAST DEPLOY	Passive Ability; This Unit can deploy directly from your Hand to an Army in Supply in the field.
FLANKER	Passive Ability; Plus {strength} attack against a Unit with no adjacent friendly Units.

FRACTAL ALGORITHM	Passive Ability; Support Units in this Hero's army gain {strength} to their attacks.
AP BOOST	Passive Ability; Generates +2 additional AP per turn.
ENERGY STABILIZER	Passive Ability; An energy stabiliser that provides an additional +1 Energy per turn.
GUNNERY PLATFORM	Passive Ability; Allows any Infantry Unit within the Garrison to perform Anti-Air equal to their normal attack (no terrain or other bonuses).
HEX SUPPLY	Passive Ability; Provides supply to the Army it is a part of.
HUNTER	Passive Ability; Adds +{strength} dice to kill attempts during a Hero escape.
INCREASE HAND SIZE	Passive Ability; Increase maximum Hand size by {strength}.
INFANTRY LEADER	Passive Ability; Infantry Units in this Hero's army gain {strength} to their Attack.
INFANTRY SUPPORT	Active Ability; When occupying the back row this Unit can choose a friendly Infantry Unit giving it +{strength} Attack until the end of the round.
IRON WILL	Active Ability; Grant a one-round defense bonus of {strength} to adjacent units in the same row as the Unit.
LIGHTFOOT	Passive Ability; When leading an Army this Hero reduces the AP cost of movement by {strength}.
LOGISTICS EXPERT	Passive Ability; All Heroes gain +{strength} bonus to their Command rating when this Hero is in HQ.
MOUNT UP	Passive Ability; Infantry Units (& Heroes) in this Army move at this Unit's movement rating.
MOUNTAINEER	Passive Ability; If all Units in an Army have Mountaineer, hills and mountains cost 1 less to traverse (to a minimum of 1).
MOVEMENT BONUS	Passive Ability; Armies within supply range of this Structure are granted a movement bonus of {strength} tiles.
PATHFINDER	Passive Ability; This Hero grants a movement bonus of {strength} to their Army
PIERCE	Passive Ability; A damage bonus of {strength} added to successful attacks against Heavy targets, but - 1 damage when against Infantry.
PINPOINT TARGETING	Passive Ability; Enemy Units adjacent to this Unit suffer - {strength} Defence.
PULSE SHIELDING	Passive Ability; +{strength} Defense bonus to all Units inside the Garrison, bonus also applies to Units during an Airstrike.
RAPID REACTION	Passive Ability; This Unit costs 0 AP to move in any size Army.

REACH	Passive Ability; This Unit has the ability to threaten enemy Units 1 space beyond normal combat range and fire from your back row. If positioned in your front row can hit the enemies back row.
MATERIAL RECOVERY	Passive Ability; Refund {strength} Material from the cost of playing a Card.
RECON	Passive Ability; Increased vision range by {strength} tiles.
REPAIR	Passive Ability; Units in the same Army as this Unit may Repair as though they were in a Structure.
REPURPOSER	Passive Ability; When played choose {strength} Cards from the Discard Pile and add them to your Hand.
RESOLUTE	Passive Ability; Gain +1 Attack for the rest of the battle for each friendly Unit destroyed.
SABOTEUR	Active Ability; When in Stealth and in proximity this Unit can conduct Sabotage attacks against Structures and Facilities within them. Sabotage skill v Facility Defence to Destroy facility. Sabotage skill v Garrison Unit count to disrupt Supply for opponent's next turn.
SECURITY AI	Passive Ability; Buff the Recon Stealth Detection strength of this Structure's Garrison by {strength}.
SHARPSHOOTER	Passive Ability; Gain a damage bonus of {strength} applied to successful attacks against Infantry targets.
SHOCK ATTACK	Passive Ability; A successful attack causes the target to skip the remainder of the Combat round.
SPOTTER	Active Ability; When this Unit is in the front row it can grant all Units in the back row +{strength} to their attacks for the round. It does not grant Reach ability to Units.
STEADFAST	Passive Ability; This Unit is immune to Disruption, Suppression and Shock Attack abilities.
STEALTH	Active Ability; This Unit can engage Stealth, making it invisible to your enemies. Stealth Detection is made at the start of an enemy's turn and during any nearby enemy movement. When detected your Unit will automatically drop out of Stealth.
SUPPRESS	Passive Ability; A successful attack reduces the target's attack by {strength} for 1 round.
TANKER	Passive Ability; Heavy Units in this Hero's Army gain +{strength} to Attack.
TEMPERAMENTAL	Passive Ability; The best days of this equipment are long past: 50% chance in each Attack roll that 2 dice that hit become misses instead.

TERROR	Passive Ability; Threatened enemy Units suffer – {strength} to their Attack.
TRACKER	Passive Ability; Increase Stealth Detection rating of an Army by {strength}.
TRICKSTER	Passive Ability; This Hero can retreat on the first round with his Army at a reduced enemy Attack strength.
UNBREAKABLE	Passive Ability; When leading a Garrison all Units within it get +1 defensive dice.
WATCHFUL	Passive Ability; This Hero extends sight range of a Structure they occupy by {strength}.
WAVE ATTACK	This Unit gains +1 Attack for each other Wave Attack Unit in the front rank.
WAVE SCATTER	Passive Ability; When in the back row this Unit provides a +{strength} defense to the three Units in row ahead of it.

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