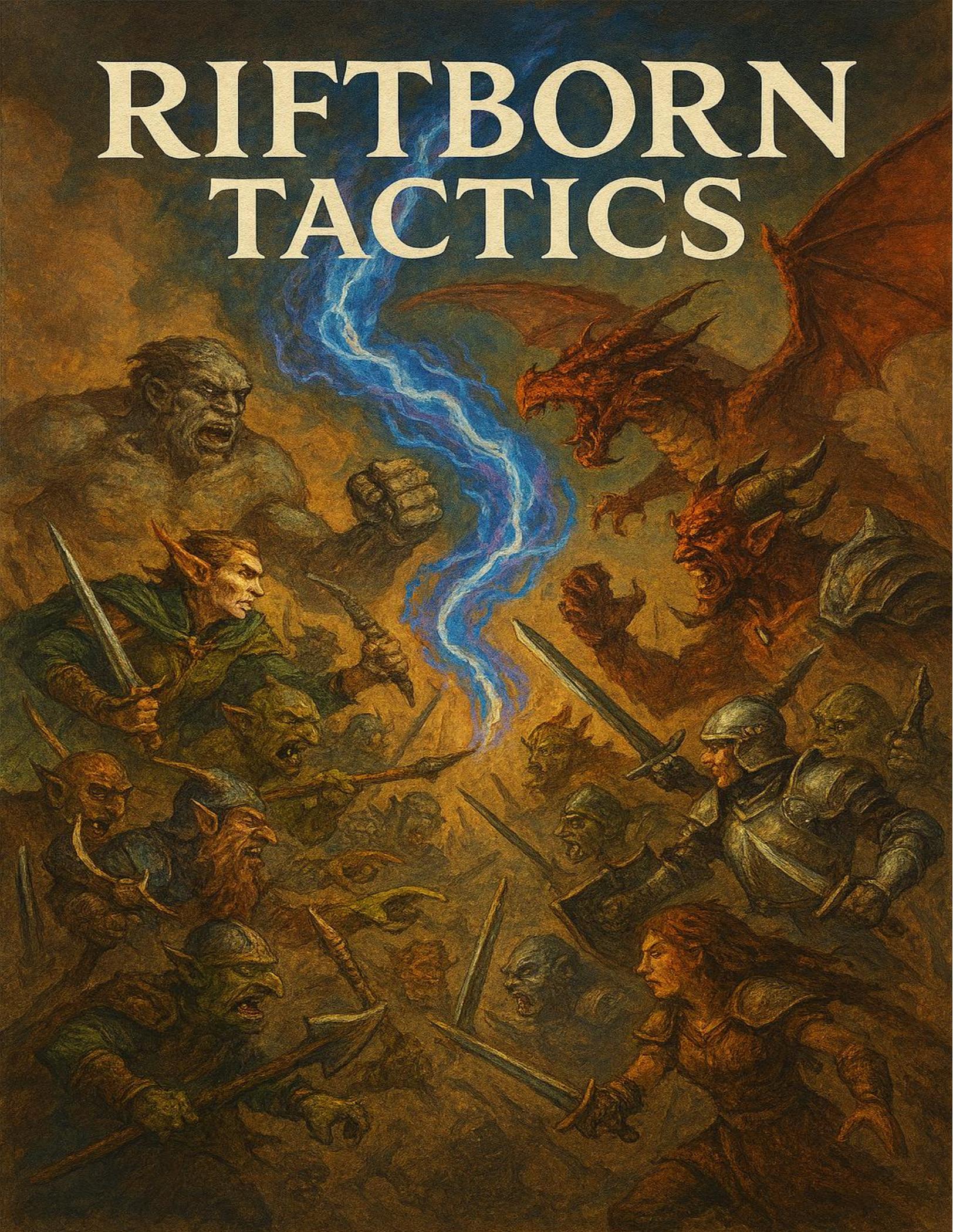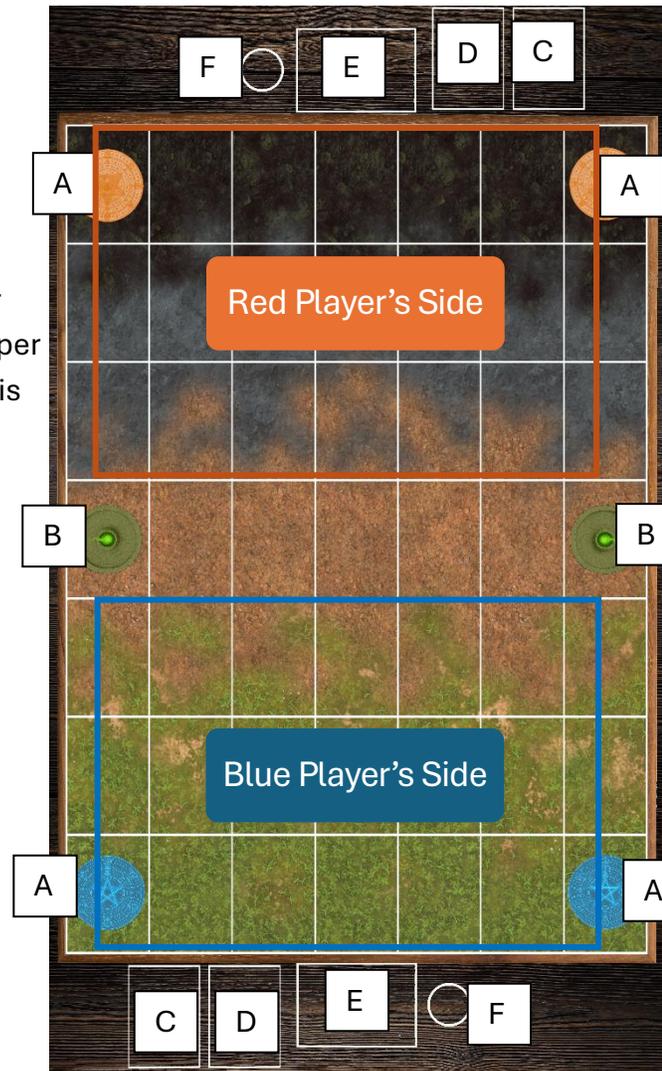# RIFTBORN TACTICS

## Board Layout (Standard)

A) **Summoning Space:** Starting tiles for summoned creatures.
B) **Experience Tower:** Can be captured by either player to gain additional passive experience per turn. A coin is used to indicate which player is in control of the tower.
C) **Discard Pile**
D) **Library**
E) **Class Card**
F) **Power Token**

## Card Layout

A) Name
B) Level
C) Art
D) Attack
E) Health
F) Description or Flavour Text
G) Family (Creature) or Type of card
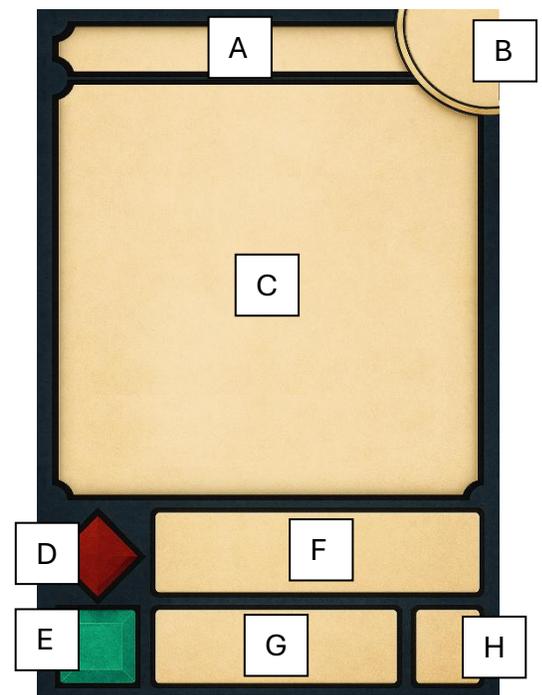H) Experience Value

## Board Layout (Alliance)

A) **Summoning Space:** Starting tiles for summoned creatures.

B) **Experience Tower:** Can be captured by either player to gain additional passive experience per turn. A coin is used to indicate which side is in control of the tower.

C) **Discard Pile**
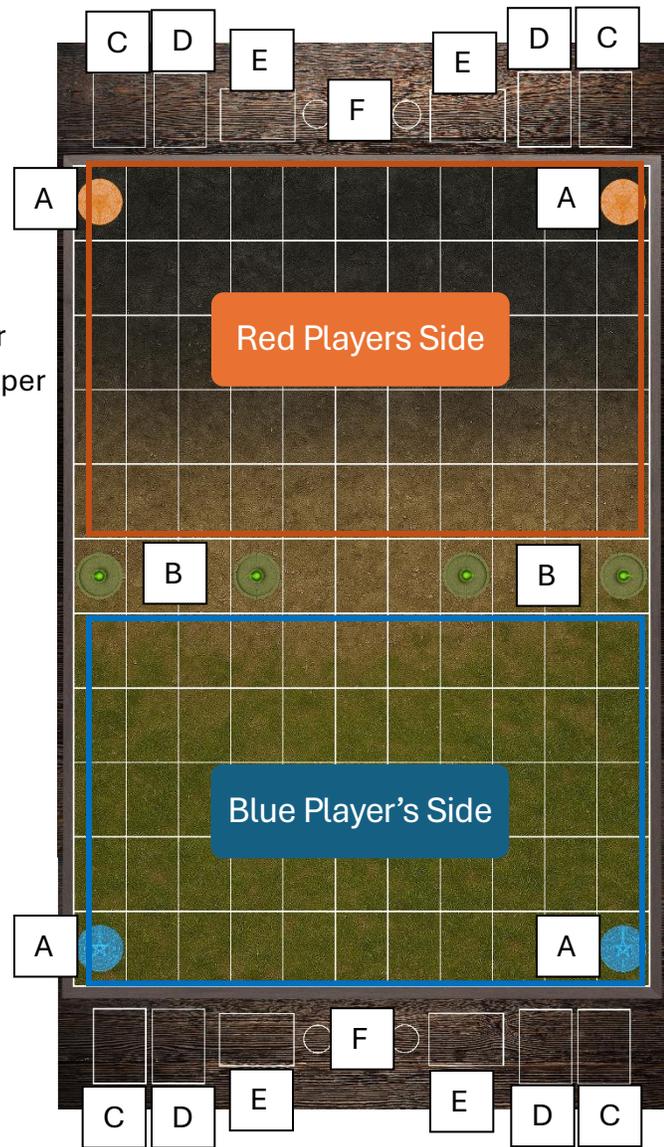
D) **Library**

E) **Class Card**

F) **Power Token**

## Deck Building Rules

1) Decks must be a minimum of 40 cards, up to a maximum of 60 cards.
2) Decks can contain any number of any card, with the following exceptions:
    a. You may only have 1 copy of any given Hero card (you may have multiple different cards with HERO).
    b. You may only have up to 2 copies of a Weapon card (you may have multiple different Weapon cards).
    c. You may only have up to 2 copies of an Armour card (you may have multiple different Armour cards).
    d. You may only have up to 3 copies of a Spell card (you may have multiple different Spell cards).
3) Decks come with a chosen Class which has its own Power.

(CD 1 Turns) Rage (Barbarian): Deal 1 damage to a friendly creature anywhere on the field and give it 1 Rage Token.

(CD 2 Turns) Heal (Cleric): Remove 2 damage tokens from target creature or heal yourself for 2 (you cannot be healed above your starting total).

(CD 1 Turns) Fervent Growth (Druid): Friendly creatures on your side of the field have +1 Health (Green side) or +1 Attack (Red side). Using this power will switch between the two sides. You can choose which side it starts on at the beginning of the game.

(CD 2 Turns) Protect (Fighter): Give all friendly creatures +1 Temporary Health token (Temporary Health disappears at the start of your next turn).

(CD 2 Turns) Bless (Paladin): Give a friendly creature anywhere on the field +1 Attack and +1 Health.

(CD 1 Turns) Shoot Arrow (Ranger): Deal 2 damage to any non-friendly creature within 2 tiles of your player or deal 1 damage to any non-friendly creature within 3 tiles of your player.

(No CD) Evasion (Rogue): Grant yourself immunity to the next source of damage taken.

(CD 1 Turn) Call Dragon (Sorceror): SUMMON(1) 1/1 Dragonling (Dragon) on any of the 3 tiles in front of you.

(CD 2 Turns) Blood Pact (Warlock): Choose to either take damage for a friendly creature until the end of this turn, or have a friendly creature take damage for you until the start of your next turn.

(No CD) Study (Wizard): Remove any single Ability from any one creature on the field until the end of this turn.

## Game Setup (Standard)

- Each player chooses which side of the board they will play from.
- Starting life totals are set to 50.
- Players start at Level 1 and with 0 Experience.
- Players place their Class Card in front of their side of the board, behind the center tile, and the respective Power Token to the right of their Class Card.
- Players shuffle their deck and place it to the left of their Class Card and then draw 5 cards.  Players may choose any number of cards to shuffle back into their library and then redraw the same amount.
- Players roll a die or flip a coin to decide who goes first.  The player who goes first does not draw a card on their first turn.

## Game Setup (Alliance)

- Players choose teams and which sides of the board they will play from.
- Starting life totals are set to 50.
- Players start at Level 1 and with 0 Experience.
- Players place their Class Card in front of their side of the board, behind the center tile, and the respective Power Token to the right of their Class Card.
- Players shuffle their deck and place it next to their Class Card and then draw 5 cards.  Players may choose any number of cards to shuffle back into their library and then redraw the same amount.

- Players roll a die to decide who goes first. The player who goes first does not draw a card on their first turn, and play continues in a clockwise direction.

## On Your Turn

- At the start of each Player's turn, they gain 100 Experience and draw 1 card.
    - If a Player (or Player's team in Alliance) is in control of a tower, they gain another 100 Experience at the start of their turn for each tower they control.
- Players may play cards with Levels up to equal their current Player Level. For example, if a Player is Level 3 then they may play a Level 3 card, or a Level 2 and a Level 1 card, or three Level 1 cards.
- Playing a card of any kind will add the Experience value of that card to the Player's total Experience.
- In Standard, Creatures must be played in the corners of the board nearest to the Player. In Alliance, creatures can be played on either of the Player's team's corners.
- Weapon and Armour cards are attached to the Player.
- Spell cards, when played, have their effects take effect immediately unless otherwise stated.
- All creatures on the board have a Move and an Action that can be taken in any order (or not at all). By default, all creatures can move 1 tile and can attack only adjacent tiles.
    - Only a single creature without FLIGHT and a single creature with FLIGHT can be on any given tile at one time.
- If your creature is within 1 tile of an opponent's creature and you move away, your creature takes Attack of Opportunity damage equal to half of the opponent's creature's Attack stat, rounded down.
- Creatures summoned on your turn do not have an Action until your next turn but may Move.
- If your Power Token is not on cooldown, you may use your Power once per turn. Effects of each Power are defined in the "Deck Building Rules" section of this rulebook.

## Using Creature Actions

- The most common Action a creature can use, and one that is available to all creatures, is the Attack Action.

    When a creature attacks another creature, the following will occur:

1) The attacking creature will do damage equal to its Attack stat to the defending creature's Health stat.  A Damage token is placed on the defending creature for every point of damage taken.
2) The defending creature deals Retaliation damage equal to half (rounded down) of its Attack stat to the attacking creature.  A damage token is placed on the attacking creature for every point of damage taken.
   a. If the Attack was made at a range of greater than 1, no Retaliation damage is dealt.
3) If the defending creature is killed, the attacking Player gains an amount of Experience equal to the defending creature's Experience value.
4) If the attacking creature is killed by retaliation damage, no Experience is given.
- A creature may have an alternative action that it may take on its turn, such as TRANSFORM, SPELL or READY.  These can be used instead of the standard Attack Action and are not considered Attacks, though they may do damage.  Meaning no Retaliations take effect if any of these alternate Actions are used.
  o The only exception to this is any alternative Action that modifies an existing Attack, such as DOUBLE ATTACK (which grants a second Attack, not a second Action) or DAMAGE (which changes the type of damage done by an Attack).

## Attacking Your Opponent

- To attack your opponent, your creature must be in range of them.  The spaces to attack your opponent are the 3 tiles immediately in front of their Class Card (the center tiles on their edge of the board, and the two immediately adjacent tiles).  Your opponent does not retaliate to attacks.
- If your attacking creature has RANGE, it may attack from its given RANGE value of tiles away instead of being in the three adjacent tiles, but must still be within range of the Class Card (treated as being one "space" behind the center tile on your opponent's side of the board).

## Defending Yourself

- Playing Weapon and Armour cards allow you to defend yourself from opponent's creatures.
- Armour acts as Temporary Health that does not go away at the end of your turn, and it will absorb damage (1 damage for every Health your Armour has) instead of it applying to you.

- Weapon cards allow you to attack creatures within range, doing damage equal to the Weapon's Attack stat to the defending creature. You cannot take retaliation damage. The weapon may be used as many times as it has Health before breaking.

**Other Tokens**

- Rage Tokens increase the given creature's Attack stat by 1 for every Rage Token on that creature.

- Health Tokens increase the given creature's maximum Health stat by 1 for every Health Token on that creature and are not removed when taking damage. The creature can be healed up to its new maximum Health stat.

- Shield Tokens increase the given creature's Health stat by 1 for every Shield Token on that creature, but the Tokens disappear at the start of the controlling Player's next turn.

- Weakness Tokens decrease the given creature's Attack stat by 1 for every Weakness Token on that creature.

- Decay Tokens decrease the given creature's maximum Health stay by 1 for every Decay Token on that creature. The creature cannot be healed past its new maximum Health stat. If the creature has an amount of Damage Tokens on it equal to its new maximum Health stat after adding a Decay Token, it dies.

**Winning the Game (Standard)**

- To win the game, reduce your opponent's Health value to zero.

**Winning the Game (Alliance)**

- To win the game, reduce both of your opponent's Health values to zero.

**Experience Table**

| Level | Total Experience Required |
|------:|---------------------------|
| 1 | 0 |
| 2 | 500 |
| 3 | 1000 |
| 4 | 2000 |
| 5 | 3000 |
| 6 | 5000 |
| 7 | 7000 |
| 8 | 10000 |
| 9 | 15000 |
| 10 | 20000 |
| 11 | 25000 |
| 12 | 30000 |
| 13 | 35000 |
| 14 | 40000 |
| 15 | 45000 |
| 16 | 50000 |
| 17 | 55000 |
| 18 | 60000 |
| 19 | 65000 |
| 20 | 70000 |

**Final Notes**

- Whenever a creature is defeated, a Weapon or Armour is destroyed, or another type of card is otherwise played, place it face-up in your Discard pile which is to the left of your library.
- If a Player does not have any cards in their library when they draw, they must shuffle their Discard pile and continue to draw from it, effectively refilling their library.
- Whenever an effect requires a value to be halved, it is always rounded down to the nearest integer.
- The placement of creatures on the board should keep the orientation of the card toward the player who owns it.  For example, the side of the card with the name should always be toward your opponent and the side with the Attack and Health stats should be toward the owner of the creature.

- All Class Powers have a defined Cooldown (CD) in a number of turns where it cannot be used.  If a Power has a CD of "2 Turns" that means that it cannot be used for the next 2 turns immediately following a turn where it's used.
- Abilities on a card trigger in the order they are read.  For example, if a card has "DRAW(1), SCRY(1)" the DRAW triggers first followed by the SCRY.
- All card text should be read and enacted <u>literally</u> and <u>in the order it's written</u>.  For example, if a card says "target 3 creatures" and there are at least 3 creatures on the board then you must target 3 creatures (even if one or all of them are friendly or non-friendly).  Effects on the card (as written in the previous note) also occur in the normal playing order, so if a spell card says "shuffle your discard pile into your library" you would do that before placing the spell card into your discard pile, meaning it does not get shuffled into your library.
- Players cannot move a creature onto the opponent's summoning tiles.
- Whenever a played card says you can "play" or "summon" a creature, weapon, armour, or spell card, you gain all experience you would gain if you were to play that card normally (unless the card that triggers the effect says otherwise).  Additionally, creatures summoned by this effect must be placed on an opening summoning tile (unless the card that triggers the effect says otherwise).