

ADDITIONAL RULES

CRYSTAL WALLS

Crystal walls are 4-hex terrain pieces treated as low obstacles with two notable differences:

- ◆ Characters cannot move over crystal walls unless they are jumping or teleporting.
- ◆ Crystal walls can be attacked.



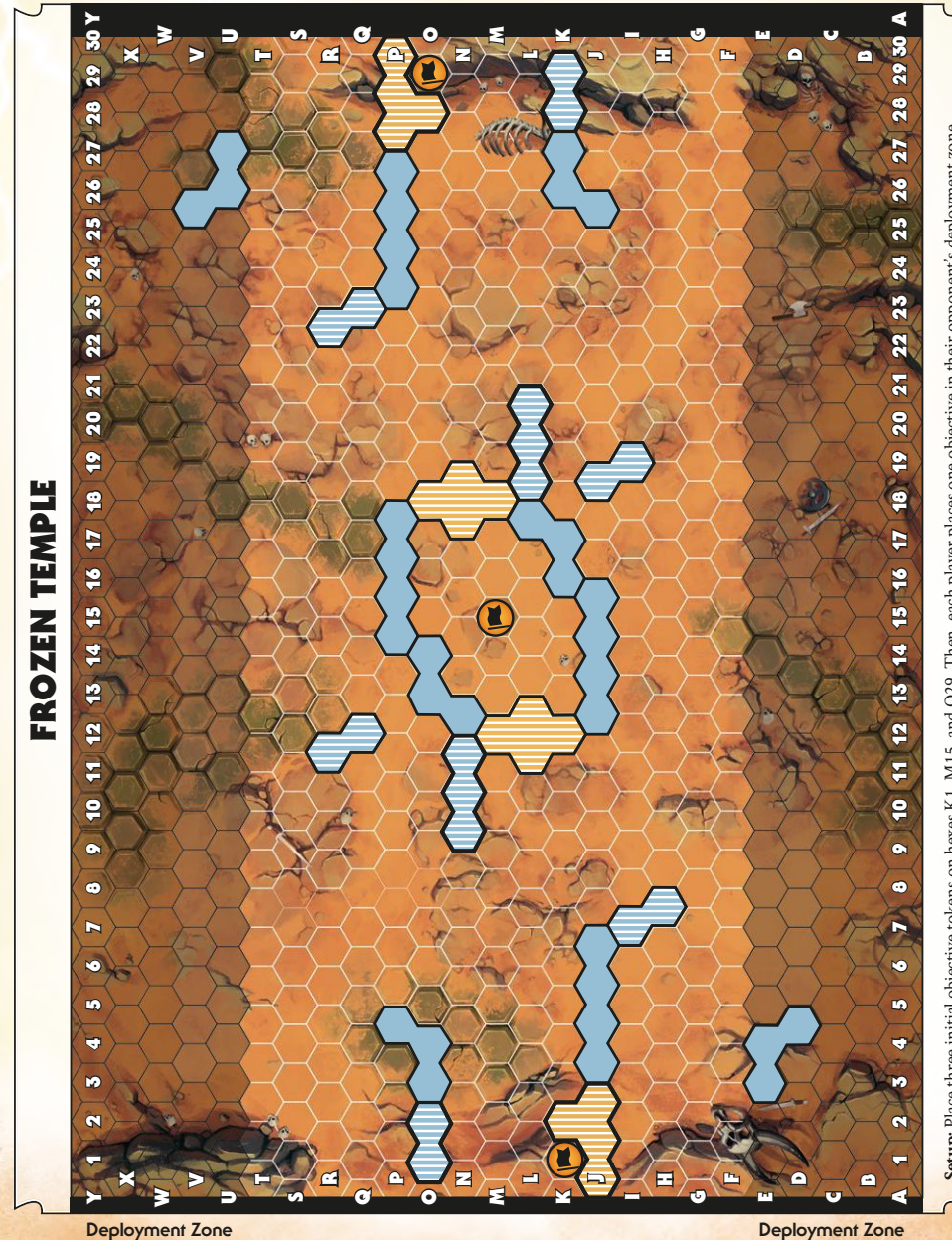
2x Crystal Walls
(4-hex piece)



2x Crystal Walls
(4-hex piece)

ATTACKS

A character can perform an attack action against crystal walls. Crystal walls have 1 health, 0 toughness, and 0 mind. Crystal walls do not have arcs, so they cannot be the target of flank attacks. If the health of a crystal wall piece is reduced to 0, it is removed from the battleground. Although characters standing on the hexes adjacent to a crystal wall can perform melee attacks against it, they are not considered engaged with it.



WAVE 11

Version 1.0 ENG

In the fields of Preternia, where technology clashes with nature, the stage is set for an epic showdown. Will Roboto and his arsenal of mighty armaments emerge triumphant, or will Moss Man and his winged ally prevail? Perhaps they will unite against a common foe. Only time will tell!

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FAQ

TURBODACTYL

Before the Turbodactyl performs any movement action, it can also spend 2 mana to move one adjacent character. After the movement, the player controlling the character that was moved alongside the Turbodactyl places it on any hex adjacent to the Turbodactyl and rotates it in any direction.

Jet Wings
Move actions performed by Turbodactyl use jump rules. Turbodactyl can spend 2 to move adjacent characters with it. The chosen character's movement cannot be interrupted.

Dinosaur Beak
Test against the of an enemy within 2 hexes.
1★: 1 Push target 2 hexes.
2★: 1 Push target 2 hexes.
3★: 2 Push target 2 hexes.

Turbodactyl
7 HP, 2 Mana, 2 Defense, 3 Speed, 3 Sight, 4 Strength, 6/10



The character that was moved by the Turbodactyl cannot be interrupted, nor can it perform an attack of opportunity against the Turbodactyl.

If the Turbodactyl cannot fit under the platform, its model must be temporarily removed from the 7-hex base. Until the Turbodactyl remains under the platform, the 7-hex base represents this character.

FLIPPING EQUIPMENT

When any piece of equipment is flipped face down, it can no longer be used, brings no benefit to the character, and is not treated as equipped.

BLASTER ATTACHMENT
12 Mana, -1 Defense
Roboto gains +1 for every weapon and item equipped by him (to a maximum of 3).
1★: 1
3★: 2

THE CALL OF NATURE
12 Mana, 2 Mana Cost
Targets a hex of high obstacle. The spell affects all characters within 3 hexes of the targeted hex.
1★: Pull targets 2 hexes
2★: Pull targets 2 hexes and
3★: 1 pull target 2 hexes and

THE CALL OF NATURE

This spell targets a high-obstacle hex. The targeted hex must be within both the range of the weapon and the line of sight of the character using that spell. This spell cannot be used to perform flank attacks.

BATTLEGROUND TERRAIN

High Obstacle (4-hex piece)

High Obstacle (3-hex piece)

Mixed Height Obstacle (3-hex piece)

Crystal Wall (4-hex piece)

Crystal Wall (4-hex piece)

Low Obstacle

Column (1-hex piece)

Objective Token

STANDARD BATTLEGROUND

CRYSTAL FOREST

Deployment Zone

Deployment Zone

Setup: Place three initial objective tokens on hexes M1, M15, and M29. Then, each player places one objective in their opponent's deployment zone.