THE EDGE

Game manual

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"We had it all. Before the Judgment Day. We just didn't know that, not until everything was lost. It feels like eternity since I saw the sun. Feel a fresh breeze on my face. Wander through the woods. Cruel is The One, but in him we must trust if we ever hope to survive in these wastelands."

One of the last living witnesses of Judgment Day.

Welcome to the world of The Edge. There is no good or evil, just survival. Here, you choose your story and decide what faction you will lead to domination. Be warned though, this will not be an easy task – you will need to master not only your units and their skills, but also unique spell cards that can change the battlefield in the blink of an eye.
Never forget to gather crystals, as they are your ultimate source of power. If you want to have any hope to win the battle in this world, you will need to plan your every move and never show mercy.

Welcome to the world of The Edge.
Survive, if you can.

1. GAME VICTORY CONDITION

The game will come to an end if any of the following events take place:

- One of the players runs out of Victory Points
- One of the players runs out of spell cards
- All crystals on the board have been collected

Once the game ends, the player with the most Victory Points wins.

Each player starts with 7 Victory Point tokens (**VP**). Whenever a model dies, take as many VPs from your opponent as the number of small shields on the affected squad card.
There are also spell and progress cards that enable players to gain VPs in different ways.

> *Example:*
> *Shifted Master of Elements casts fireball and catches 4 Pilgrims in his range. He was able to deal 2 wounds – 1 wound takes off the Pilgrims' HP token and the second one kills one Pilgrim model. The Demon player takes 1 VP from their opponent.*

2. ORDER OF TURN

STARTING PLAYER

The player who lost the roll to deploy first during setup (thus deployed his units second) now becomes the starting player and may take the first activation. Next turn reverse the situation (change the starting player every turn).

TURN CHECKLIST:

1. Squad activation
   - Choose a squad to activate (it can't be exhausted)
   - You may (but don't have to) discard a spell card from your hand and draw a new one
   - Movement and Action (this can be played in any order, e.g. first Action then Movement)
   - Combat/shooting
   - Play equipment and spells
   - After each activation both players draw back up to 5 spell cards

2. Opponent's squad activation (players activate their squads one by one until all squads are exhausted)

3. Gather crystals

4. Refresh phase

5. Progress phase

Remember:
Note, that there is an important difference between turn and squad activation. Each turn is made up of all squad activations.
You draw up to 5 cards at the end of each activation.

SQUAD ACTIVATION

Players activate squads one by one (e.g. Chapter player, then Demon player and so on). You can choose one squad to activate from your non-exhausted squads. If one player has more squads to activate than the other, he makes the extra activations at the end (so he will have many activations one after another).

EXHAUST

An exhausted squad has already been activated in this turn by the player (you exhaust the squad at the end of activation by tapping its squad card). One squad can be activated only once per turn (there can be some exceptions in progress and skills cards).

MOVING SQUADS

If you choose to active a squad composed of more than one model, all of them must move and perform their actions simultaneously (but do not have to be in BTB contact).

> *Example:*
> *Chapter player chooses to activate a Pilgrim squad. He first moves 2 Pilgrims into **BTB** (base to base) contact with a Hound and 2 into BTB contact with a Master of Elements. After movement, he can choose which Pilgrims will attack and resolve the combat.*
> *Or*
> *Your Holy Knight is in BTB contact with a Son of Khyber. You decide to assault the Son of Khyber and after combat you move away to get into BTB contact with a nearby crystal.*

GATHERING CRYSTALS

After all activations, players gather crystals from the board and add them to their crystals pool.

- If your model is alone in BTB contact with a crystal, you can gather one crystal from the crystal pool.
- If there is yours and your enemy's model in BTB contact with a crystal, no one gathers the crystal.
- Even if you have more models/squads than your opponent in BTB contact with the crystals, no one gather crystals.

One squad can gather only one crystal (even if there are 3 crystals next to each other). The same goes for situations where you have multiple models in squads – even if they split and touch other crystals, you can choose only one to gather.

If you have many squads at a crystal pool, you can gather a corresponding number of crystals (for example 2 squads are touching a pool containing 3 crystals means you can gather 2 crystals).

Remember:
Crystals refresh every turn, the more you have, the bigger your mana pool will be each turn.

REFRESH PHASE

- Refresh your units and spell cards by un-tapping them
- Refresh your crystal tokens (you can now use them again)
- Remove all "Until end of turn" cards
- Shift back your squads

PROGRESS PHASE

Choose one of the remaining progress cards and attach it to a squad card. It lasts until end of the game, but if the squad dies remove the progress card from the game as well.

3. SQUAD CARD

Squad cards represent statistics and special abilities of models on the table.

1. Squad statistics

Attack modifier – additional value that you add to each Attack roll
Defense modifier – additional value that you add to each Defense roll
Initiative – this decides who starts the combat
Move – number of inches you can move with every model from this squad

2. Special abilities

Special ability text for the squad is defined here, mostly playable during the squad's activation unless otherwise stated. Cost is always on the left side, time of use on the right.

3. Shift

Almost every card has the ability to shift. Once used, you can turn the card to its reverse.

4. Health Points (HP)

The number of small shields represents the number of wounds a squad can take. After all HP tokens are removed, a model from the squad is killed for every subsequent wound taken. When a squad is killed, the opponent gains a number of VPs equal to the value of small shields on the squad card.

4. MOVEMENT

Each squad has its movement on its squad card.
If a squad has more than one model in it, each model can move separately in a different direction.

Movement should be measured from the edge of the base.

- You cannot move through obstacles or enemy models (you need to go around them).

- You can move through your own models, as if they are not there (but you cannot end your movement atop an allied model's base).

- You cannot move through crystals.
- If the model's base cannot fit though the space between two obstacles/enemies, the model cannot pass and needs to go around it.
- Increasing and decreasing movement effects work only if the squad is in the range of the effect. If it is passing by, movement is not affected.

Optional rule for some terrain modifications to movement:

- Small water -2"
- Swamp -4"
- Forest -1"
- Stone road +3"

Measurement: You can measure distances at all times, trying different possibilities. (movement, spells, shooting range etc.)

5. ASSAULT AND COMBAT

Assault is the act of initiating combat – you can assault an enemy using your action either before or after movement.
To assault an enemy model you need to be in BTB contact with that model.

Bonus that comes from assault: if there is a tie in Initiative, the assaulting model wins the Initiative test.

There is no penalty for breaking out of combat and moving away from the enemy.

SQUADS COMPOSED OF MULTIPLE MODELS

Each model in a squad has its own separate assault. They can perform it on different models.

If your model comes into BTB contact with models from the same squad, it can assault all of them. But if the models are from a different squad, only one model can be attacked.

Example:

Son of Khyber moves into BTB contact with 2 Pilgrims from the same squad. He may then assault both of them.

Or

Son of Khyber moves into BTB contact with 2 different Holy Knight squads. He can assault only one of them.

Or

3 Pilgrims from the squad move into BTB contact with a Son of Khyber and 1 moves into BTB contact with a Master of Elements. Each of them has a separate assault.

RULES OF COMBAT

Combat is considered as an action.

Remember:

If there is more than one unit in a squad, each has its own combat (e.g. if there are 4 Pilgrims in the squad and they are BTB contact with an enemy model, there will be 4 separate combats, played one after another).

COMBAT CHECKLIST

1. Initiative test

Higher number on squad card wins. If there is a tie, assaulting squad wins.

2. Attack roll vs defense roll.

The player who won the Initiative test starts combat and rolls D6 adding his Attack modifier from the squad card. Then the defending player rolls a D6 and adds his Defense modifier from the squad card.

If any player rolls a 6, he can roll another dice and add the result. Do this only once.

If the overall Attack score is higher than the Defense score, the Attack was successful and the defending squad receives one wound. The defending model cannot counter attack. End the combat.

If the overall Attack score was the same or lower than the Defense score, the Attack was unsuccessful and the opponent counter attacks.

3. (Possible) counter attack.

A model can ONLY counter attack if it was not wounded in the preceding combat.

Perform counter attacks similar to the normal Attack – Attack roll vs Defense roll (without Initiative test).

If successful, deal a wound and end the combat.

If unsuccessful, end the combat.

RE-ROLLS

Some squads have "re-roll" text next to Attack or Defense statistic. This means that after both players have rolled their combat dice, the player can choose to re-roll his dice.

FREE ATTACK

Certain skills and abilities can give you a Free Attack. This enables you to automatically win the Initiative and even if you miss, your opponent cannot counter attack.

DEALING WOUNDS

If the enemy squad has any HP tokens left, remove one. If there are no HP tokens left, kill 1 model from this squad and take as many VPs from your opponent as the number of small shields on the squad card. HP tokens are for the whole squad, therefore after removing all tokens, all subsequent wounds will kill a model.

If there are no remaining models in the squad, remove the squad card from the game.

Example:
Your Pilgrim squad with no HP tokens receives 2 wounds. 2 Pilgrim models die and your opponent takes from you 2 VP tokens.

6. SHOOTING

Shooting is considered as an action (therefore you can either Shoot or Attack).

Remember:
You can first Shoot, then Move.

If there is more than one model in the squad, all Shots must be declared beforehand and targets cannot be changed. If a targeted model is already dead or out of rage, you cannot change target and the Shot is wasted.
If you decide to Shoot an enemy model in your range, make a D6 roll against the opponent's Defense roll.
If your Shot has area damage and covers multiple models, roll a separate Shooting and Defense roll for each model.

Example
Master of Elements decides to use Fireball on a Pilgrim model and catches another Pilgrim in the range of the Shot. He first rolls D6 +2 (Demon player has 4 unused crystals) against the first Pilgrim's D6. Then Master of Elements rolls D6 +2 against the second Pilgrim's D6.

If the Shot is successful it deals a wound.

All Shots must target a model (you cannot target the ground, a crystal or terrain). Ranged Shots are measured from the edge of the targeted model's base.

You can Shoot even when in BTB contact with the enemy, there is no counter attack. When the enemy is in BTB contact with a Shooting unit, that enemy must be the target.

LINE OF SIGHT

- You can Shoot through your own units without any penalty.
- You cannot Shoot through obstacles that are taller than half of the Shooting model's height.
- You cannot Shoot through enemy models that are taller than half of the Shooting model's height.
- You can Shoot through all terrain and enemies that are smaller than half of the Shooting model's height.

7. SPELLS AND ABILITIES

Spells and abilities are a crucial part of the game. You can play them from your squad's cards as well as using your spell cards.

COST

To cast a spell or ability you need to pay the appropriate crystal cost. Take crystals out of your unused crystals pool and move them to your used crystals pool.

DRAWING SPELL CARDS

Draw back up to 5 spell cards after the end of each activation. In addition, at the start of your activation you can choose to discard one card and draw a new one.

TIME OF PLAY

There are 4 major types of spells and abilities regarding time of playing them.

INSTANT

You can cast them anytime (on yours and your opponent's turn) with one limitation - you cannot play them inside the combat phase (rolling dice). You can cast spells before or after rolling Attack and Defense dice.

EQUIPMENT

In most of the cases, equipment lasts until the end of the game. It is played in your own activation with few exceptions.

SPECIAL

Special cards have outstanding rules that will be explained in the text.

PASSIVE

Works all the time (e.g. +2 bonus to Defense) or activates only when specific conditions are met (e.g. Angel of Death "Vengeful Passion").

REMEMBER:
If a spell or ability is not marked as "instant", you can use it only in your activation.

DURATION

There are four duration times:

Until end of game (or the squad that it is attached to is dead)

Until end of turn

● **Until end of activation**

If not otherwise specified, the effect is a one-off.

After spell effects have finished, place the spell card in the graveyard.

TARGET

Spells can target:

- Squad
- Model
- Global effect

Remember:
There is a big difference between spells targeting squads and models (e.g. all your Pilgrims can have Free Attack, or only one model from the squad can have a Free Attack).

If one model from the squad is in range of the spell or ability, the whole squad is.

UNUSED CRYSTALS

There are various spells and abilities that are more powerful, the more unused crystals you have at your disposal.

The number of unused crystals is counted AFTER playing the spell (therefore, you decrease them by the cost of the spell).

If the number of unused crystals is odd and the text on the card gives a bonus for crystal multiplier, you should round number of your crystals down.

Example:
You have 4 unused crystals and decide to cast Fireball that costs one crystal. You get +1 bonus to your D6 roll (you used up 1 crystal, so you have 3 unused crystals and since you get +1 for every 2 unused crystals, you round the number down to 2).

SPELL QUEUE

Whenever you and your opponent respond to a spell or ability by playing another spell or ability, the effects are played from the most recent to the oldest. This way, if you play an instant spell and your opponent plays an instant spell after you, his spell resolves its effect first.

If after such an action there are no conditions for the spell to succeed (e.g. your unit is pushed out of combat), the spell is cancelled and discarded into the pile of used spells without effect (but you must still pay its crystal cost).

SPELLS DEDICATED TO A SQUAD

These spells can be played only by their assigned squad. For example Shield Bash can be played only by a Holy Knight (pick one of 3 Holy Knights and play this card with the chosen squad).

SPELLS FOR DEAD SQUADS

If all your squads of a certain type (e.g. all Holy Knights) are dead, and you have a card with this squad in your hand, you can play it as an instant for no crystal cost and add the bonus from the lower left corner.

Use this mechanism only if all squads of the specified type are dead.

8. OTHER RULES

HEALING

You can heal only HP tokens. You cannot bring back dead models with healing spells.

SACRIFICING MODELS

If any of your models die because of wounds you have caused yourself (e.g. in result of Angel of Death Inspiration), your opponent normally collects VPs from you.

SPELLS PLAYED ON SQUADS

General rule is, if one model from the squad is under effect of certain spell or ability, the whole squad is under the same effect.
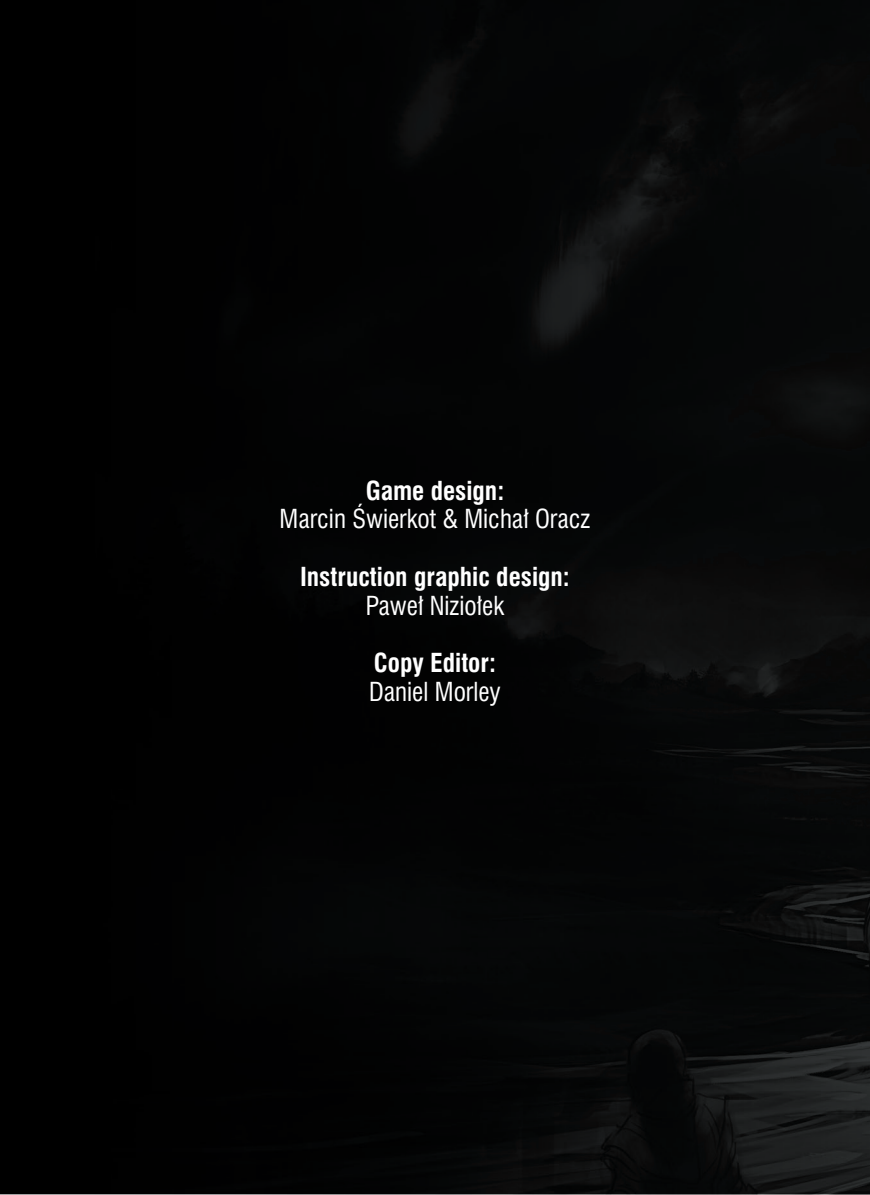
TERRAIN BOARDERS

No model can move closer to the edge of the board then 3". It is impossible to move through this border, even when using spells or abilities.

SUMMONING RHA'ZACK

If there is only one Rha'Zack model, and both players want to choose this progress card, the starting player gets the chance to play him first.

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Keep away from children! Swallowing
of small parts may result in chocking