

DEMON FORCE

- 5 7 yellow Victory Points tokens (VP)
- 6 6 squad cards
- 7 13 red Health Points tokens (HP)
- 8 Deck of 40 spell cards
- 10 Deck of 9 progress cards
- 13 Models:
 - A Son of Khyber squad
 - B Master of Elements squad
 - C Hound squad x2
 - D Terror Cultists squad (2 models in squad) x2

CHAPTER FORCE

- 5 7 yellow Victory Points tokens (VP)
- 6 6 squad cards
- 7 13 blue Health Points tokens (HP)
- 8 Deck of 40 spell cards
- 10 Deck of 9 progress cards
- 13 Models:
 - E Angel of Death squad
 - F Snipers squad (2 models in squad)
 - G Holy Knight squad x3
 - H Pilgrims squad (4 models in squad)

GAME SETUP

Remember! You don't need to read the rules! Watch full video tutorial at awakenrealms.com/edge-gameplay
All miniature assembly and painting tutorials video can be found awakenrealms.com/tutorials

- 1 BOARD**
To start a game you will need a game table with recommended size of 4x6 feet (*). Don't hesitate to add special terrain to make the game even more immersive!
- 2 MEASURE** (Not included in the starter set)
All distances in the game are measured in inches, therefore you will need a tape measure.
- 3 DICE** (Not included in the starter set)
Game randomness is achieved using 6-sided dice (D6) that determine the results of combat and certain spells/abilities.
- 4 FACTION CHOICE AND COMPONENTS**
In the starter set you can find 2 factions (Chapter and Demons) that are fully sufficient to play the game. Players freely decide/draw faction. After that each player takes all the miniatures and components of his faction and places them on his side of the table.

- 5 VICTORY POINTS TOKENS (VP)**
Victory tokens help to keep score of Victory Points (VP) which determine the winner. The target of the game is to take all VPs from your opponent. Most often, you will gather victory points by killing opposing models.
- 6 SQUAD CARDS**
Players put their squad cards on their side of the table face upwards (on the face up, the card title is written in white while the reverse uses orange text). These cards represent the statistics and special skills of your models. Most squad cards have a reverse side with another mode that changes their statistics and skills. During the game, players will change sides of the cards (shift) to use models differently.
- 7 HEALTH POINTS TOKENS (HP)**
Place HP tokens on your squad cards equal to the number of small shields on the card. HP tokens represent the number of wounds a squad can take before a model is killed.
- 8 SPELL CARDS**
Each player shuffles their spell cards deck and places it on their side of the table. Spell cards represent special activities that you will be able to play during the game to significantly influence the game flow.

- 9 GRAVEYARD**
Both players should prepare a place on their side of the table where all the used spell, squad and progress cards will go, face up. Both players can look into the graveyards.
- 10 PROGRESS CARDS**
Progress cards should be placed in a second pile, next to the spell cards. Progress cards are special, very powerful abilities that you can attach to chosen squad for free every turn.
- 11 STARTING PLAYER**
Players roll the dice and the highest score determines the starting player until the end of the Setup.
- 12 CRYSTAL SETUP**
There are no deployment zones. Players may deploy crystals and squads across the whole board as described in the Board Crystal Resources and Squad Setup sections. Crystals are an essential resource that influences the amount of special spells and abilities you are able to play every turn. Later in the game, players will compete for crystal resources on the field. Once gathered, crystals stay in your crystal pool until the end of the game.
- 12A STARTING CRYSTAL POOL**
Each player gets 4 crystals and places them on their side of the table. This is the players' starting crystal pool. They stay in both players' resources and will remain there until the end of the game, refreshing at the end of every turn.

- 12B BOARD CRYSTAL RESOURCES**
 1. Place a pool of 3 crystals in the middle of the table.
 2. Each player receives 3 additional crystal pools to deploy on the board: a pool of 2 crystals and 2 pools of 1 crystal.
 3. Players choose and deploy their crystal pools by turns (beginning with the starting player) until all crystals are deployed on the battlefield.

Crystal pools must be placed at least 6" from any other crystals on the board.
- 13 SQUAD SETUP**
Both players set up squads across the whole board, in accordance with the restrictions below. Players set up squads one by one, trying to balance their opponent's models and place themselves in the best position to gather the crystals.
See units' short specification on the back of this instruction.
 1. Each player places models next to their corresponding squad cards.
 2. The starting player decides who begins squad setup (whoever deploys the first squad will have the second activation in the game)
 3. Players choose and deploy their squads by turns, one squad at a time, until all squads are on the battlefield (player 1 deploys one squad, then player 2 deploys one squad etc.) with the following restrictions:
 - Squads must be placed at least 3 inches away from crystals
 - Squads must be placed at least 3 inches away from enemy models
 - There is no minimal distance between friendly squads
 - If a squad consists of more than one model, they need to be placed in BTB contact (you are measuring 3 inches from the closest model from this squad)
 - You can place your squads across the whole board

- 14 DRAW YOUR SPELL CARDS**
Both players draw 5 cards from their spell cards deck and do not show them to their opponent. This is the player's starting hand from which spells can be played.
- 15 CHOOSE YOUR FIRST PROGRESS CARD**
Each player chooses a progress card and places it for free next to a chosen squad card. Both players inform their opponent about their choice.
- 16 THIS IS IT! READY TO BATTLE?**
Flip this instruction to read a simple strategy guide and use the game manual to get all other -needed information. We hope you will deeply immerse into the game and have a great time with it!



CHAPTER

After meteor rain called the Day of Judgement, the leftovers of humanity followed a technological god, The One, and his priests formed the Chapter. Thanks to an advanced technological thought, the Chapter was able to build 7 mega cities, called Refuges, where the human population could flourish in a golden era of technological progress. Everything changed once the Demons came and started their merciless invasion. The desperate Chapter put all their efforts into military technology, begging The One for help.

Chapter strategy is defensive oriented, with a lot of tricks up their sleeves. The Chapter also has a vast number of spells enhancing squads' power.

13 E ANGEL OF DEATH

„Elegant, emotionless, cold and majestic. Like death itself they came down from the sky and saved us in the hour of greatest need.“ – Witness at the battle for Eld-Hain

Defensive on the face up, aggressive and mobile on the reverse. Thanks to flight mode, Angel of Death can avoid any obstacles. His skills work great with other allied models and get bonuses once allies are harmed. Once you have more crystals you can unleash the full furious potential of this model, destroying all enemies.

This model is capable of refreshing your crystals (very important skill).



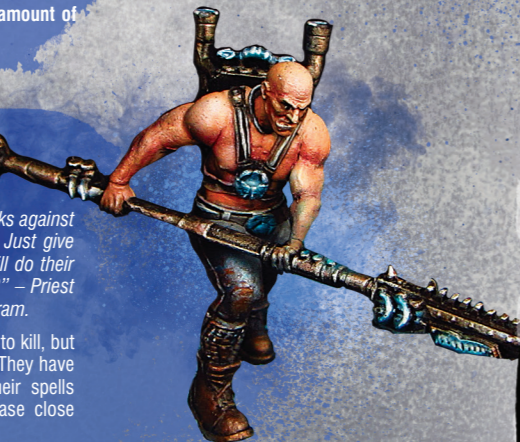
13 F SNIPERS

[1 squad of 2]

„You think you can run from us? Try. Try as hard as you can. But in the end? Our bolts will find you everywhere. You can't hide from death.“ – Elite sniper from Ghost Division.

Snipers are distance shooters that can be deadly while shooting from range but very easy to kill in close combat. On their reverse, they increase the offensive power and distance of their shots, but at a cost of movement and defense.

Their skills enable them to increase their amount of shots and wounds.



13 H PILGRIMS

[1 squad of 4]

„Even biggest scum in the city, with their backs against the wall, can fight for the glory of The One. Just give them a mechanical pike and a goal. They will do their part. After all, killing is what they love, right?“ – Priest Merchan, creator of the first Pilgrimage program.

Offensive melee unit. They are relatively easy to kill, but they can surprise even the toughest enemy. They have special bonuses while fighting together. Their spells enable them to get Free Attacks and increase close combat skills.

They cannot shift.

13 G HOLY KNIGHTS

[3 squads of 1]

„We live in the holy bond with our brothers, loyal to our oath of steel. Man and machine united through discipline and faith. We are blades in the storm.“ – Sir Ebert, Holy Knight.

Slow, defensive unit with low initiative. Can substantially boost its movement by jumping. Has defensive skills that can protect other models and push away enemies.

Once shifted, Holy Knight squads stay that way until the end of the game – statistics are better and Holy Knights gain the power to fight multiple squads at once.



SHORT STRATEGY GUIDE

Here you can find some advice for beginners to fully enjoy the game. But feel free to test your own strategy as the game offers many possibilities and each of them can be deadly to the opponent.

- Remember to place your units so that they will be in BTB contact with crystals at the end of the turn. Sometimes it is better not to attack the enemy, but go for the long run and collect crystals. This allows you to play more spells and abilities.
- Plan spending your crystals through the whole turn – if you spend everything in the beginning, you will have no means to defend yourself from your opponent's combos. On the other hand – try to always use all the crystals by the end of the turn – they will refresh one way or another.



13 A SON OF KHYBER

„Other castes will never understand what it means to be a Brute. They don't care about the beauty of the battlefield. They have never felt the joy of being one with Khyber and follow its code. I love it. Every fight. Every drop of blood. Pain will fade, but Brute legacy remains forever.“ – Koltho, one of the Demon Sons of Khyber.

Offensive unit with a lot of Health Points. Once shifted, Son of Khyber gets stronger with every received wound.

His skills enable him to activate more than once per turn and assault multiple times.

13 B MASTER OF ELEMENTS

„As prime cast, we have responsibility for leading our kin to victory, no matter the cost. I ask you brothers and sisters to use your amazing talents and once again conquer another world. If we don't, soon we will find ourselves on the edge of doom.“ – Ish, Demon Goddess.

Distance shooter with a single but powerful shot on the face up. On the reverse, he can cast area wounds as well as refresh crystals (very important skill). He has a lot Health Tokens, but he is not effective in close combat.

His skills can completely disable enemy movement or protect allies from getting wounded.



13 C HOUNDS

[2 squads of 1]

„They are true hunters, one of the most magical and noble species that we have encountered in countless worlds. Since then, we implement them into our cast. Make no mistake, they are no pet, but a threat stronger than you can ever imagine.“ – Brute caste Bloodsmith

Model with highest initiative and movement in the game. They also have great attack, but almost no defense. On their card's face side, they can attack only exhausted squads, but once shifted, in ethereal vision mode there is no means of stopping them.

Their spells help them to disable enemies and even move them around.

13 D TERROR CULTISTS

[2 squads of 2]

„Fear is the most basic instinct in every animal. You may run from your foe, but you cannot run from your own mind. And when the time comes, fear will consume you and destroy you from the inside.“

Cultists are easy to kill, but thanks to their abilities, you are able to reduce the loss of Victory Points. Once shifted, they can drive a target squad mad and disable it.

Their spells enable Terror Cultists to come back from the dead, as well as disable enemies and get bonuses to fighting skills.

DEMONS

Conquerors of all worlds, like they call themselves, are a very old race that have been traveling across the worlds in search of new sources of resources and energy to sustain their huge and demanding population. They are divided into 3 castes, each very different in the methods of combat as well as overall code of conduct: Intelligence cast leading the whole forces, Terror cast spreading fear among foes and Brute cast dedicated to martial prowess and the art of war.

Demon faction is more attack and initiative focused with abilities to disable enemies and bring its own units back to life.

