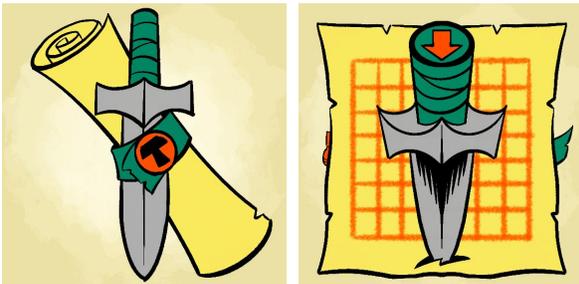


TERRIBLE TACTICS

The Terrible Tactics Tile is a 2 sided tile that's neutral on one side and active on the other. The Tile is placed neutral side up in the center space of the battleground. When in the neutral state no player has mastery of tactics. If a player has Mastery of Tactics their opponent does not i.e. only one player may have Mastery of Tactics at any given time.. There are 3 ways to gain mastery of Terrible Tactics

- **Capture-** If a player moves an active Token on top of or over the Tactics Tile they have Mastery of Tactics. If the Tactics tile is in the neutral state, flip it to the active side. A token that remains on top of the tactics tile prevents either of the other methods of claiming mastery for so long as they occupy that space and cover the tile.
- **Slaughter-** If a player kills 2 enemies in the same turn they gain Mastery of Tactics but only if the Tactics tile is already active and your opponent doesn't currently occupy the tactics tile.
- **Bribe -** If you spend all 3 of your starting commands +1 Surge point you may claim Mastery of Tactics but only if the Tactics tile is already active and your opponent doesn't currently occupy the tactics tile.



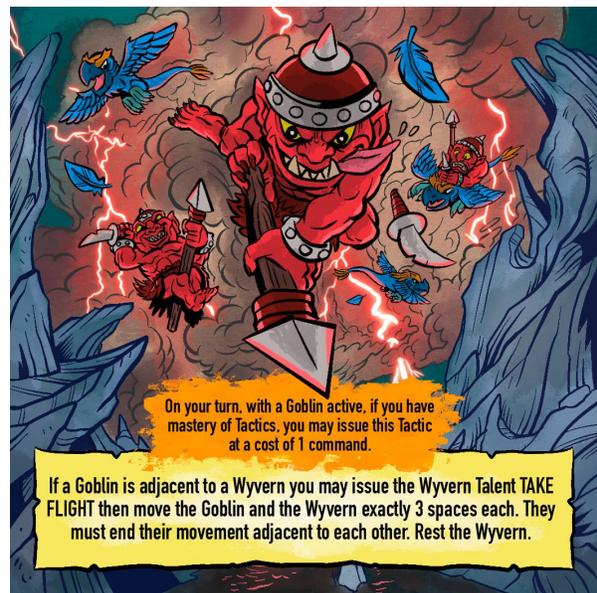
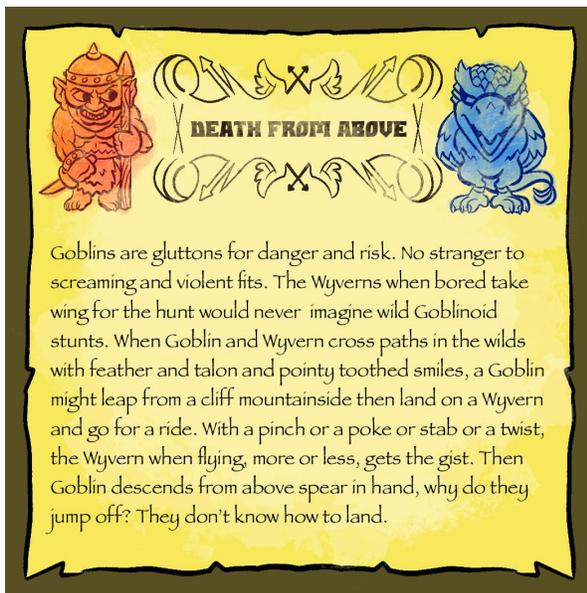
Once a player has MASTERY OF TACTICS they rotate the point of the planted blade towards themselves to indicate this.

Once Mastery is claimed, the player may move their Token off the Tactics tile and still retain Mastery but, this leaves the Tactics tile open to be Captured, Slaughtered or Bribed away by

the opposing player. When a player has Mastery of Tactics that player then turns the planted blade point towards themselves to not only stop the use of tactics by their opponent but master tactics themselves, effectively stealing it.

If a player claims Mastery of Tactics but they do not control the 2 specified factions that share a tactic they turn the Tactics Tile back to being neutral and no one has Mastery of Tactics.

The Player that has mastery of Terrible Tactics may flip over/reveal their Terrible Tactics card indicating that their Terrible Tactics are now active.



Inactive (left image) and active (right image) sides of the same Tactics card for Goblins and Wyverns titled "Death from Above"

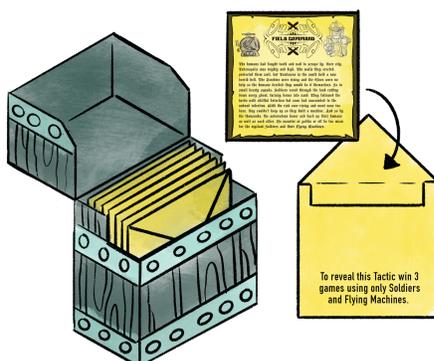
Tactics cards feature text on its backside that features a narrative poem about the shared history between 2 specific factions. The face-up side that's revealed when you have mastery of tactics features art and mutually beneficial Tactics Rules that your 2 of your factions can utilize, provided that the player has met these prerequisites:

- Controls the 2 featured factions and has at least 1 unit from each faction on the Battleground.
- Has mastery of Tactics.

Mastery of Terrible Tactics can change hands numerous times throughout the Battle and the Terrible Tactics tile never leaves the center space.

THE TACTICS CHALLENGE

Each Tactic will be individually sealed in an envelope inside the Tactics "War Chest" tuck box with challenges printed on each envelope. Complete the challenge to reveal the Tactic you desire!



ELVES & SOLDIERS

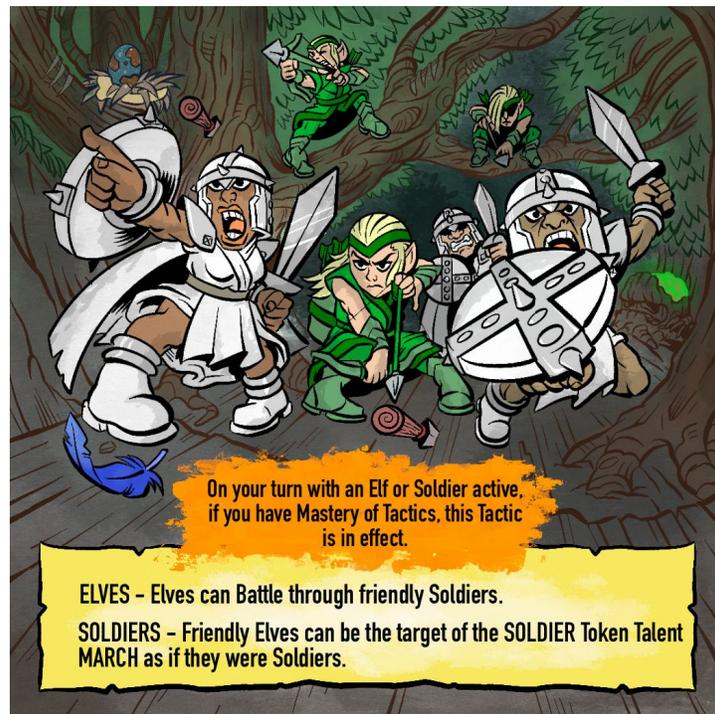
CHALLENGE!! - Reveal this Tactic if you win 2 games with 2 Surge points and 1 or more Elves and 1 or more Soldiers on the Battleground

"The Alliance of Elves & Men" -

On your turn, with a Soldier or Elf active, If you have mastery of Tactics, this Tactic is in effect-

- ❖ **LISTEN UP!**-With a Soldier Active, friendly Elves can be the target of the Soldier Talent **MARCH** as though they were Soldiers.
- ❖ **SHIELD SHOT**- With an Elf Active, If an elf is adjacent to a Soldier that is readied that Elf has a Range of 3.

As the Goblin gangs glowered & woeful Wyverns winged, the Elves, unwell inside their wooden shelters have no dinner bell to ring. To overcome the savage ravaging of nature's glut. The Elves proceed to meet the greed of the Humans who seek to construct. Fresh lumber fell from the Growthe to bolster mighty walls, and frame the city of the land that hosts the human thrall. Soldiers came to train and battle and join in on the fight, to crush the Goblin overflow and limit Wyvern's flight. Their tactics shared, no one compared to the mighty Elves and men, until, of course, the Zombies came and peace had met its end.



ELVES AND ZOMBIES

CHALLENGE!! - Reveal this tactic if you Win 1 game where you twice complete the Zombie talent **INFECT** and have 1 one or more Elves and 1 or more Zombies on the Battleground

"Corpse Cover"

On your turn, with a friendly Elf active, If you have mastery of Tactics, this Tactic is in effect-

Elves can battle through friendly Zombies. If an Elf destroys an enemy, you may move all friendly zombies 1 space each.

- ❖ **DEAD SHOT-** If an elf is surrounded by Zombie, at a cost of 1 command you may issue the Elf Talent "Sharpshooter" immediately attempting a diagonal range attack from exactly 2 spaces away.

The Elves' growing weary of Soldier occupation began observation of the undead infestation. The Zombies were brutal with unblinking blank eyes but useful as chaff with some moral compromise. The humans had fought, and lost some of their best, to the Zombie horror that just wouldn't rest. When the Elves started using the dead as a shield, the humans were appalled and their resolve wouldn't yield. With the Growth now secured and no action untoward, the human's concerns were largely ignored. The edict of humans was all undead should die, the Elves disagreed then the arrows did fly. From behind a herd of the goop-covered ghouls the soldiers were attacked and made to be fools. This taboo tactic was the start of their feud, so if you see a Zombie beware an elf shrouded, with intentions quite rude.



SOLDIERS & FLYING MACHINES

CHALLENGE!! - Reveal this Tactic if you Win 3 games using only Soldiers and Flying Machines

“Field command”

On your turn, with a friendly Soldier active, If you have mastery of Tactics, you may issue this Tactic at a cost of 3 commands-

- ❖ All friendly soldiers and flying machines may be moved up to 2 spaces each. You may Rest any number of friendly soldiers.

The humans had fought tooth and nail to scrape by, their city, Tokenopolis was mighty and high. The walls they erected, protected them well, but Tomtowne in the south held a new horrid hell. The Zombies were rising and the Elves were no help so the humans decided they would do it themselves. So in small hearty squads, Soldiers roved through the land cutting down every ghoul, turning bones into sand. They followed the herds with skillful detection but soon had succumbed to the undead infection. With the risk ever-rising and most none too keen, they couldn't keep up so they built a machine. And so by the thousands, the automatons hover and back up their humans as well as each other. No monster or goblin or elf be too mean for the vigilant Soldiers and their Flying Machines.



GOBLINS & FLYING MACHINES

CHALLENGE!! - Reveal this tactic if you win the game and are able to get 6 Flying Machines onto the Battleground at once and have at least 1 or more Goblins and 1 or more Flying Machines on the Battleground.

"Tampered Tech "

On your turn, with a Flying Machine or Goblin active, If you have Mastery of Tactics, this Tactic is in effect-

- ❖ **FLAILING MACHINE-** With a Flying Machine active, when Battling, treat the active Flying Machine as either a ranged or melee attacker.
- ❖ **HACKED & SLASHED-** With a Goblin active, you can issue these Talents at a cost of 1 Command: The Flying Machine Talent **SWARM**. The Goblin Talent **ENABLE** but Flying Machines can be the target in addition to other Goblins.

The flying machines searched far and wide for the undead targets their programming provides. Many that venture to Terra uncharted will find themselves stripped down, dismantled, departed. The Goblins are savage but curious too, they were melting down scrap then found more they could do. The Goblins meddled and tinkered, explosion! Till finally their caves filled with whirring commotion. These refurbished machines hover forth in a flurry, now driven by goblin destruction and fury. The humans designed them to follow their command, but the goblins have changed them, these machines? Reprogrammed.



GOBLINS & WYVERNS

CHALLENGE!! - Reveal this tactic if you win the game with exactly 1 Goblin, 1 Wyvern and 1 Surge Point remaining.

"Death From Above"

On your turn, with a Goblin active, if you have mastery of Tactics, you may issue this Tactic at a cost of 1 command-

- ❖ If a Goblin is adjacent to a Wyvern you may issue the Wyvern Talent TAKE FLIGHT moving both the Goblin and the Wyvern exactly 3 spaces each, each must end their movement adjacent to each other. Rest the Wyvern.

Goblins are gluttons for danger and risk, no stranger to screaming and violent fits. The Wyverns when bored take wing for the hunt, would never imagine wild Goblinoid stunts. When Goblin and Wyvern cross paths in the wilds with feather and talon and pointy-toothed smiles, a Goblin might leap from a cliff mountainside then land on a Wyvern and go for a ride. With a pinch or a poke or stab or a twist, the Wyvern when flying, more or less, gets the gist. Then Goblin descends from above spear in hand, why do they jump off? They don't know how to land.



WYVERNS & ???

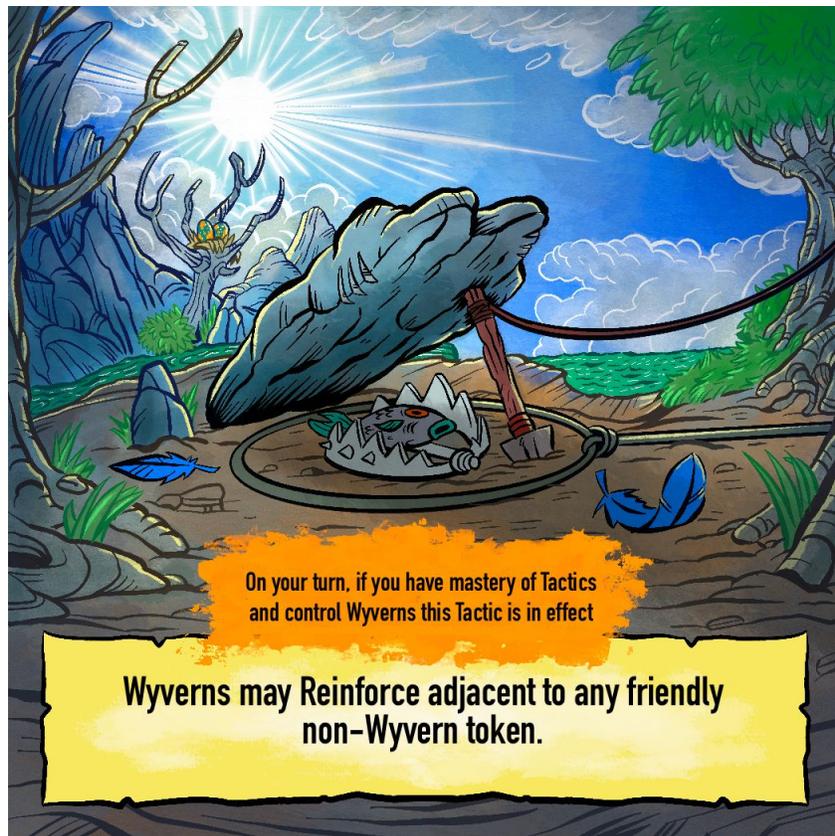
CHALLENGE!! - Reveal this tactic if you win the game where you were able to complete 12 move commands with a Wyvern in a single turn.

"Big Bad Bird Bait"

On your turn, if you control Wyverns and have mastery of tactics, this Tactic is in effect-

- ❖ Wyverns reinforce adjacent to any friendly non-Wyvern token.

The Goblins to date are by far the best riders, but since they can't land they become angry skydivers. The Elves tried and failed to leash the winged terrors, get them to submit but that was an error. The Human's research is going quite well, it's the Wyvern's wildness that they hope to quell. So for the time being they each try to trap, so they might break a Wyvern with a harness and strap. For those who prevail they may wield nature's rage, but to date, none on Terra have kept these birds caged.



SWAMPLINS & GOBLINS

CHALLENGE!! - Reveal this tactic if you win a game with 1 or more Swamplins and 1 or more Goblins on the Battleground and have 4 Surge points.

"Goblin War Frenzy "

On your turn, if you control Swamplins and Goblins and have mastery of tactics this Tactic is in effect-

Swamplins and Goblins give and receive Threat Bonuses when adjacent. Swamplins and Goblins can battle each other, there is no retaliation.

- ❖ **CANNIBALIZE** - If a Swamplin destroys a Goblin that Swamplin may immediately complete up to 4 commands.
- ❖ **TREACHERY** - If a Goblin kills a Swamplin gain 4 Surge Points.

Gobble te goo and gobble te gree, lets all run in fear from the goblin frenzy. They bite and they scratch and they stab and they hiss, it takes very little to get gobble tees pissed. They're not honor-bound or led in the least, their tactics consist of unleashing the beast. You would think there are limits to their murderous ways but they'll kill each other on especially bad days. So to you my dear friend, if the goblin wars come, be quick on your feet and don't sit on your thumbs.



SWAMPLINS & ???

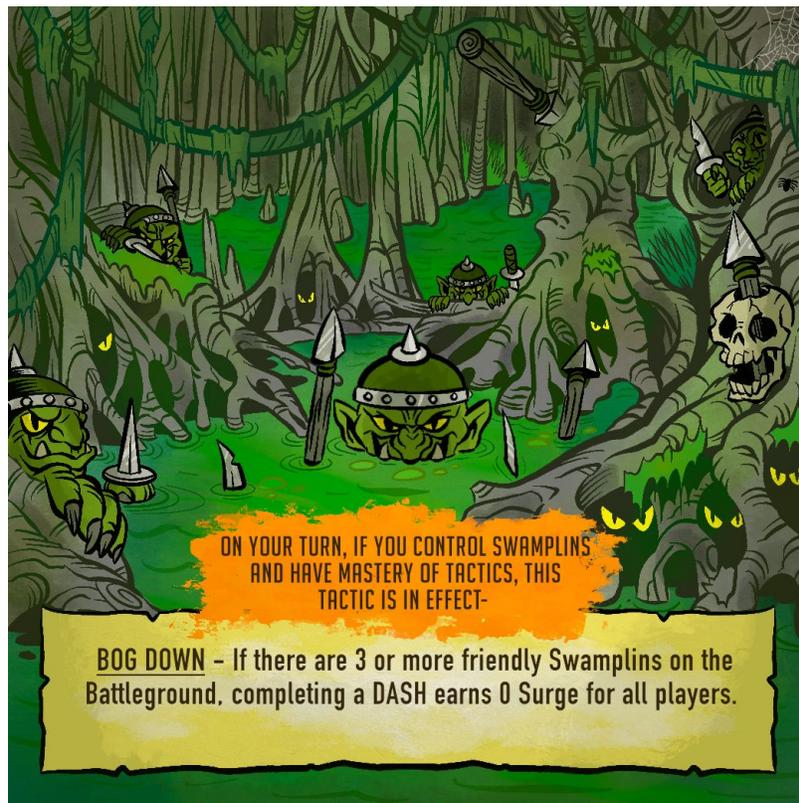
CHALLENGE!! - Reveal this tactic if you win the game with 3 or more Swamplins remaining.

"Treacherous Scum "

On your turn, if you control Swamplins and have mastery of tactics, this Tactic is in effect-

- ❖ **BOG DOWN-** If there are 3 or more friendly Swamplins on the Battleground completing a dash earns 0 Surge for all players.

From the Blight Swamp in the southern horn is where the ravenous Swamplins are born. These brutal bayou battlers binge on blood and bone until you cringe. Unless that is you pay them well for they have many things to sell. Assassination kidnapping, arson and infiltration, they'll torture foes, cut off their toes to extract information. Buyer beware for none compare for services most dire but never ever for a moment trust a Swamplin hired. Though scantily seen, unless down in the green of the muck where the Swamplins swim, watch your back with Swamplins or your outcome may be grim.



WYVERNS & ZOMBIES

CHALLENGE!! - Reveal this tactic if you win a game with 1 or more Wyverns and 1 or more Zombies on the Battleground and have 0 Surge points.

"Decayed Buffet "

On your turn, if you control Wyverns and Zombies and have mastery of tactics this Tactic is in effect-

- ❖ **FLESH FEAST** - Whenever a Zombie destroys another Token you may issue the Wyvern Talent take flight.
- ❖ **POWER LUNCH** - If a Wyvern is activated in a space adjacent to a readied Zombie it gets +1 Threat until the end of this turn -OR- you may gain 1 Surge Point.

The Zombies had shambled from shore to shore, their hunger driving them always for MORE! Roving the lands, eating all in their path no creature was safe from the Zombies wrath...except for the Wyverns safe in their perch who were very high up from the undead lurch. With Fish a tad scarce, it could not be ignored, the dead left behind a smorgasbord. Carcasses teeming with crawly delights if not fresh fallen meaty and juicy bites. So from time to time you may hear a herd coming with shuffling feet and moaning and grunting but off in the distance, from whence you can't see you will hear a very loud jolting SKREEEEEEEE!



GRUDGE

Grudges are active if 2 players each control a faction that are sworn enemies. The effects are passive provided each player controls each of the rival factions and at least one of each rival faction is on the Battleground.

GOBLINS VS ELVES

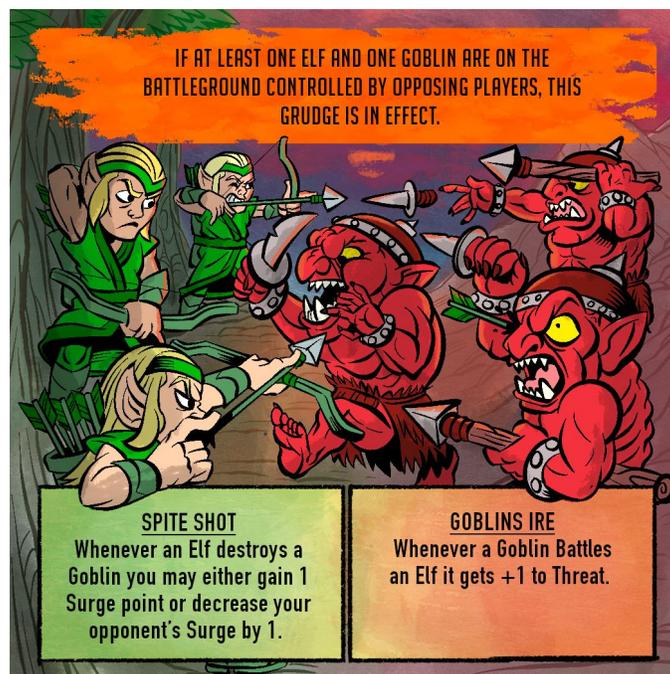
CHALLENGE!! - Reveal this tactic if you have played 3 or more games where Goblins BATTLE Elves.

"Haughty Hatred"

If at least one elf and one goblin are on the battleground controlled by opposing players this grudge is in effect.

- ❖ **GOBLINS IRE** - Whenever a Goblin battles an Elf it gets +1 Threat.
- ❖ **SPITE SHOT** - Whenever an Elf destroys a Goblin you may either gain 1 Surge point or decrease your opponent's Surge by 1.

As the lands formed and met it was with great regret that goblins came up on the mountainside bluffs that border the woods where the Elves guarded goods of lumber and game that would grant their home fame. The Goblins were hungry and willing to die so they raided the Growthe without batting an eye. They ransacked and rummaged and took all they could, including the skulls of the elven wood. Their first meeting was bloody and spurring provocation that all Goblins be fiends of the killing persuasion. So all elves are sworn to erase Goblin kind Which is fine with the Goblins for their rage is blind.



ZOMBIES VS SOLDIERS

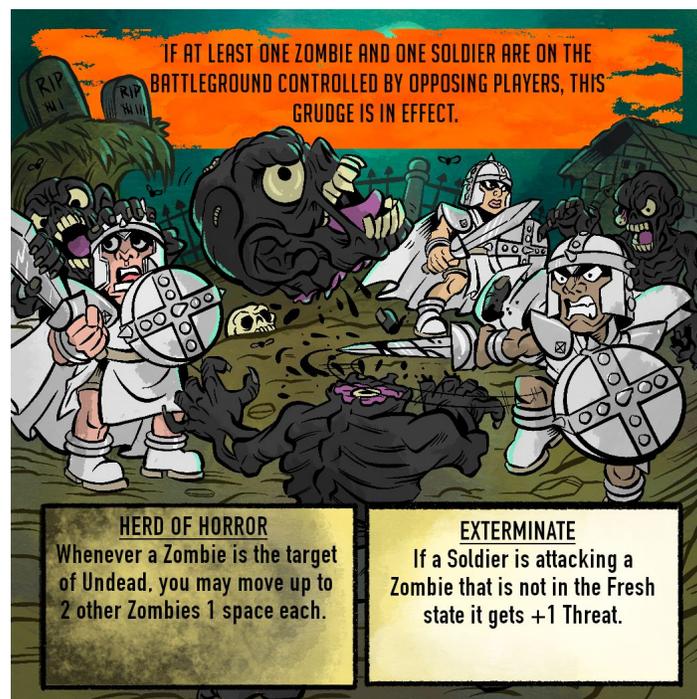
CHALLENGE!! - Reveal this tactic if you have played 3 or more games where Soldiers BATTLE Zombies.

"Return to dead"

If at least one Zombie and one soldier are on the Battleground controlled by opposing players this Grudge is in effect.

- ❖ **EXTERMINATE** - If a Soldier is attacking a Zombie that is not in the Fresh state it gets +1 Threat.
- ❖ **HERD OF HORROR**- Whenever a Zombie is the target of Undead, you may move up to 2 other Zombies 1 space each.

The zombies arrived to the shock and surprise of the goblins and humans and elves. A morbid depiction and darkly twisted the zombies were versions of themselves. No light in their eyes, no mind with to reason, there wasn't much any could do. Two or three Zombies became ten or twenty then their numbers consistently grew. The Goblins hunkered in the Messa terrain which provided harsh protection. Not unlike the forest the Elves call home which is guarded to near perfection. The humans however were out in the open in a city still under construction, they had no choice but to fight the undead which led to their speedy destruction. The only solution they know to be true is cut the dead down where they stand. While Zombies are made up of all life on Terra, they're mostly made up of humans. Soldiers are sworn to honor the dead and exterminate Zombies on sight. The Zombies accustomed to growing their ranks just keep coming back for a bite.



FLYING MACHINES VS WYVERNS

CHALLENGE!! - Reveal this tactic if you have completed 3 or more games where Wyverns battle Flying Machines.

"Airborne Animosity"

If at least one Wyvern and one Flying Machine are on the Battleground controlled by opposing players

- ❖ **FAST FLOCK**-Whenever a Wyvern destroys a Flying Machine you may issue the Talent TAKE FLIGHT to any friendly Wyvern
- ❖ **STEEL SQUADRON**- Whenever a Flying Machine destroys a Wyvern you may issue up to 3 Move commands among all friendly Flying Machines.

The skies of Terra are the Wyverns domain from their perch on the azure cliffs where they reign. None would test them for few would try and those that might would typically die. That was until the humans created a mechanized menace that the Wyverns hated. The endless patrols the Machines often took would leave the birds displaced, disrupted and shook. Territorial as the Wyverns are, the flying machines outnumbered them by far. The Flying Machines know not why they are hunted by feathery foes who are mighty affronted. But they just keep buzzing till all lands are checked, when they search near the Wyverns they often end up wrecked.

