FACTIONS

Does your **FACTION** have what it takes?

FACTIONS

CONCEPT

FACTIONS© is a strategy game in which players take on the roles of opposing generals to battle one another for supremacy. Players maneuver their armies towards critical Victory Points on a unique hexagonal tile board. Battles are fast-paced and exciting! Experimentation with different army configurations and strategies is endless.

FACTIONS©
Simple to learn, difficult to master!
Does your Faction have what it takes?

AGE APPROPRIATE
Recommended for 10+

PLAYERS: 2-4
FACTIONS© is designed to be played with two people. Alternatively, it can be played with 3 players as 1 v 1 v 1, or with 4 players as 2 v 2.

NEEDED TO PLAY
- Battle Grid
- Victory Tiles
- Credit Tiles
- Soldier Cards
- Card Stands
- 20 sided dice
- HP Counters
- "Finished" Counters
- Initiative Button
- Pencil and Paper

OBJECTIVE
Defeat your opponent's forces or attain 12 Victory Points.

ARMY CREATION

After choosing your Faction, spend up to 100 credits on soldiers of that faction. Soldiers are worth their Credits cost during Army Creation. Each player's army is set once the game begins and cannot be altered. All armies must be displayed to all players at all times. Any remaining credits are reduced to zero before the first round.
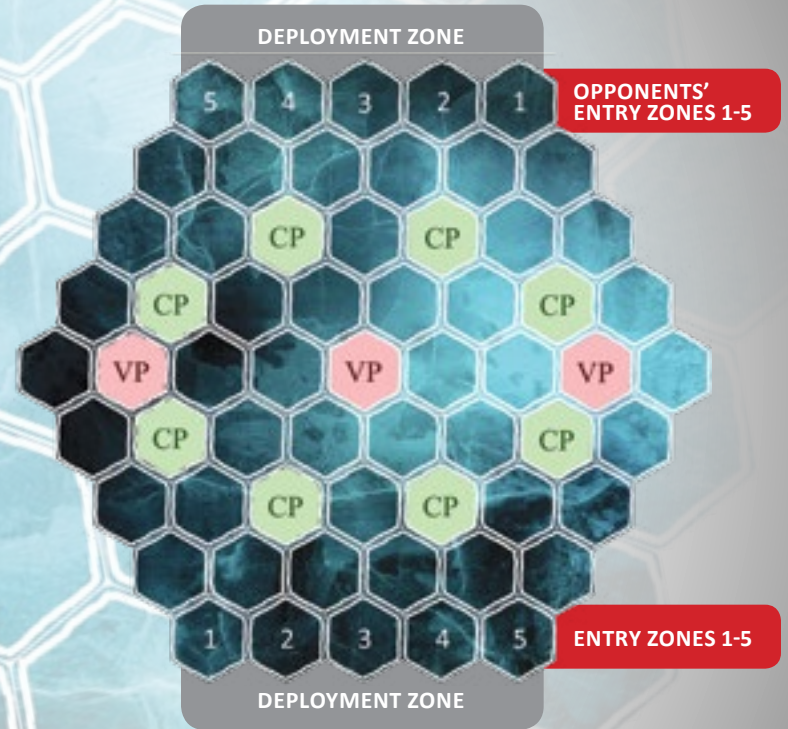
THE PLAYING CARDS

SOLDIER'S NAME →

SUPPORT SCOUT 5

← CREDIT COST

SOLDIER TYPE

ATTACK SKILL ATTRIBUTE →

M AS AP HP
1 12 3 2

← ACTION POINTS ATTRIBUTE

MOVEMENT ATTRIBUTE →

HIT POINT ATTRIBUTE

ABILITIES → Inspire

Damage: 01 Range: 1

DAMAGE AND RANGE MODIFIER

BATTLE GRID LAYOUT

- **Deployment Zone:** Area in front of your army's Entry Zone.
- **Entry Zone:** The five tiles on the front row on your army's side.
- **Victory Tiles:** Designated tiles on the grid that grant 1 Victory Point when occupied during the Control Phase.
- **Credit Tiles:** Designated tiles on the grid that grant 1 Credit when occupied during the Control Phase.

SUGGESTED LAYOUT FOR STANDARD 1 V 1 CONTEST

DEPLOYMENT ZONE

5 4 3 2 1 **OPPONENTS' ENTRY ZONES 1-5**

CP CP
CP CP
VP VP VP
CP CP
CP CP

1 2 3 4 5 **ENTRY ZONES 1-5**

DEPLOYMENT ZONE

HOW TO PLAY

Now that you and your opponent(s) have created your armies, it's time to play!

SETUP PHASE

This is a one-time phase that precedes the first round. The army with the lowest pre-game point total receives the Initiative Button. In the event of a tie, randomly determine which player receives the Initiative Button. The player with the Initiative Button determines the order of play for the duration of this round. This is decided before the round and applies to the entire round. It cannot be altered.

   The first player to act begins with 14 Credits to spend. Soldiers purchased with credits are deployed directly into the controlling player's Deployment Zone. Any remaining credits go into that player's bank to spend in future rounds. The next player does the same, and so on, until all players have finished deploying.

   The first player then deploys all purchased soldiers into his Entry Zone as he sees fit. The next player does the same, and so on, until all players have finished.

   This ends the setup phase. The player with the Initiative button passes it to the player on his left.

ROUND SEQUENCE

- Initiative Phase
- Resource Gathering Phase
- Deployment Phase
- Action Phase
- Control Phase
- Clean-up Phase

INITIATIVE PHASE

The player with the Initiative Button determines the order of play for the duration of this round. This applies to the entire round and cannot be altered.

RESOURCE GATHERING PHASE

The player with the Initiative Button rolls 1 D20 and divides the result by 2 (rounding up). All players earn this amount of credits. (For example: a D20 roll of "13" would give 7 credits to all players.)

DEPLOYMENT PHASE

The player acting first for the phase (determined previously by the Initiative Phase) may spend available credits on his/her army. The limit for active (living) soldiers under a player's control on the Battle-Grid is seven. If seven soldiers are already active, no more may be deployed at this time.

   Once the first player has finished spending, any new soldiers enter the "deployment zone" in front of his starting area for all to see. The next player then does the same until all players have finished their spending.

   Any remaining credits remain in the player's bank and can be used in future deployment Phases.

   Once all players have finished deploying soldiers, those soldiers may enter their army's entry zone (if vacant.) The player acting first may now set his deployed soldiers into his Entry zone. If there is no available entry zone tile, any soldiers in the deployment zone must remain there.

   Soldiers who enter the Entry Zone from the Deployment Zone have "summoning sickness," and must be marked with a "finished" counter.

ACTION PHASE

The Action Phase is the most important phase in **FACTIONS©**.

   The player acting first for the phase (determined previously by the Initiative Phase) activates an active soldier on the grid if the soldier is not "finished." That soldier may spend action points to move, shoot, or use abilities until all of his **«AP»** are used. Any activated soldier may "end" his turn by declaring so. (For example: If a soldier is on a victory point, he may decide not to move, attack, or use an ability, and simply end his turn.) Once a soldier has been activated and finishes his turn, mark him with a "finished" token.

   The next player then activates an available soldier and spends his action points as detailed above, until finished. Players alternate continually until all soldiers on the field are "finished."

   In the action phase, active soldiers on the battle grid may spend their Action Points **«AP»** to move, attack, or use abilities. Each time a soldier executes an action, he loses 1 **«AP»** (or more if the ability used dictates it.). Once a soldier reaches 0 **«AP»**, he/she is "finished" for the duration of the round.

Movement: Each soldier has a Movement statistic **«M»**. If a soldier wishes to move with an **«AP»**, he may move in any direction as long as the tiles are vacant. If the soldier's **«M»** stat is 1, he may move one tile per action point. If the soldier's **«M»** stat is 1-2, he may move either one or two tiles per action point. No two soldiers may occupy the same tile at the same time. Certain soldiers with special abilities may be able to pass through or pass over friends or foes. See the abilities section for more details.

Attacking: Each soldier may use an **«AP»** to attack an enemy, if one is in range (see the **«RNG»** statistic of the soldier). He may may only attack the enemy target closest to himself. If multiple enemy targets are equidistant, the attacker may choose which he wants to attack. If the nearest enemy is outside of the [RNG] parameters of the attacker, he may not attack anyone until this is rectified. (For example, if a sniper with **«RNG»** 2-3 is adjacent to an enemy, he cannot attack another enemy who is two tiles away.) If no enemy is within range, a soldier may not use an **«AP»** to make an attack.

The soldier's **«AS»** (Attack Skill) is his primary attacking attribute. The attacking player rolls a D20. If the resulting roll is equal to or less than the soldier's **«AS»**, the attack is successful. The damage caused is determined by the attacker's **«DMG»** attribute. If the attacking soldier's **«DMG»** attribute has a multiplier (i.e. D2x2), the value of the multiplier signifies the number of dice that must be thrown simultaneously per attack action. Each roll is resolved independently.

A dice roll of "1" signifies a "CRITICAL HIT", dealing 1 additional damage. A "20" signifies a "FUMBLE," which immediately ends the soldier's turn, regardless of whether or not he has remaining **«AP»**. If a "FUMBLE" occurs on an attack with a multiplier (i.e D2x2), all rolls are considered misses. A "1" is always a hit. A "20" is always a miss.

The target's **«HP»** are reduced by the amount of the **«DMG»** statistic of the successful attacker. Once a soldier reaches 0 or fewer **«HP»**, he is defeated and must be removed from the battle grid.

Abilities: Certain soldiers have special abilities. These cost 1 **«AP»** unless otherwise stated. If an ability costs 2 **«AP»** and the soldier only has 1 available **«AP»**, he may not use that ability. See the faction-specific abilities section for a more detailed explanation.

CONTROL PHASE
• Any living soldier on a "Victory Tile" earns a "Victory Point" for his army. When an army accumulates 12 Victory Points, the game is over. If two or more armies reach 12 points in the same round, the game is declared a draw. Note that if playing a 2 v 2 match, while the armies still operate independently, Victory Points are a shared commodity between allies.
• Any living soldier on a "Credit Tile" earns a credit for his army.

CLEAN-UP PHASE
• Remove all "finished" tiles from the Battle Grid.
• The player with the Initiative Button passes it to the player on his left.

ATTRIBUTES
«M»	Movement
«AS»	Attack Skill
«HP»	Hit Points
«AP»	Action Points
«DMG»	Damage
«RNG»	Range

«M» Movement: The Movement attribute dictates the amount of adjacent tiles the soldier can move per action point. Soldiers may move in any direction, unless that direction is blocked by the terrain or another soldier, unless otherwise stated. Soldiers may not attempt to vacate the battle grid at any border.

«AS» Attack Skill: The Attack Skill attribute determines the skill of the soldier in attacking or using abilities that require a dice roll. The higher the [AS], the more effective the soldier is at attacking.

«HP» Hit Points: The Hit Points attribute shows a soldier's starting health pool. Once depleted to 0 [HP] or below, a soldier is defeated and is removed from the Battle Grid and from the game.

«AP» Action Points: The Action Points attribute measures the number of actions a soldier can take within a round. Actions consist of "movement", "attacks" and certain "abilities." Each action is made separately. If a soldier has 2 [AP], he may elect to move with his 1st [AP] and attack with his 2nd [AP]. Alternatively, he may move twice or attack twice, etc.

«DMG» Damage: The Damage attribute displays the potency of a soldier (and his weaponry) upon executing a successful attack. **«DMG»** is always displayed with a "D" preceding a single number or series of numbers. A soldier with "D1" inflicts 1 damage to his target per successful attack. This value reduces the target's [HP] statistic accordingly. Certain soldiers have damage multipliers. This generally represents a series of attacks in rapid succession. A soldier with "D2x2" must simultaneously roll two separate dice per attack action. Each roll is resolved on its own. If a fumble occurs while rolling multiple dice, all rolls are considered misses.

«RNG» Range: The Range attribute establishes the distance (in tiles) required to attempt an attacking action. A soldier with a range of "1-2" may attack a target adjacent to him or a target two tiles from his own. A soldier with a range of "2-3" may not attack a soldier adjacent to himself.

FACTION-SPECIFIC ABILITIES

Certain soldiers have special abilities in **FACTIONS©**. Some abilities are passive, some are activated. No abilities are active or usable by a soldier who was summoned this round. However, those soldiers are subject to passive or activated abilities of other soldiers on the Battle Grid.

Abilities may be used during the action phase. Here you will find a listing of the soldier abilities available in **FACTIONS©**.

ABILITY TYPES

Passive Ability: These abilities are persistent and/or triggered automatically by the soldiers using them.

Activated Ability: These abilities are electively triggered by the soldier's controlling player.

Attack Ability: These abilities are subject to the same rules as standard attacks, including targeting eligibility. Dice roll(s) are required for all "Attack Abilities" and use the soldier's attributes unless otherwise stated.

REMNANTS ABILITIES

Battle-Ready
Passive | This soldier may move on the round he is summoned, but may not attack or use activated abilities. This soldier may not be deployed during the setup phase.

Elusive
Passive | Attackers suffer -2 to **«AS»** for attacks made against this target.

Headhunter
Passive | This soldier inflicts a "critical hit" on attack rolls of 1, 2, 3 and 4, instead of just on "1."

Inspire
Passive | All allied soldiers within two tiles of this soldier receive +2 **«AS»**. This soldier does not receive the buff from himself.

Knockback
Passive | A successful attack from this soldier, aside from **«DMG»**, pushes the target back one tile (directly away from the attacker). If a border on the Battle Grid or another soldier is behind the target, the Knockback is prevented.

Mark Target
Activated | This soldier may spend 1 **«AP»** to "Mark" a target within 3 tiles for the duration of the round. A "Marked" target may be attacked by any soldier within their normal **«RNG»**, ignoring the normal eligible targeting restrictions. All attackers gain +3 to their **«AS»** for attack rolls made against this target. A target may only be marked once per round.

Rapid Fire
Activated; Attack | This soldier may spend 2 **«AP»** to shoot a single target twice at -2 **«AS»**. As such, this soldier's **«DMG»** stat gains a x2 modifier for the duration of the round.

Single Shot
Passive | All attacks or attack abilities from this soldier end the soldier's turn.

Spreadshot
Passive | All attacks from this soldier hit up to two adjacent foes within range. The targets must be adjacent to each other. The attack roll applies to all available targets.

Tactical Swap
Activated | This soldier may spend 2 **«AP»** to tactically swap his position on the Battle Grid with an adjacent ally's position.

Taunt (may only be used in 1 v 1 contests)
Activated | This soldier may spend 1 **«AP»** to "Taunt" any enemy within within two tiles of himself who is not "finished." This immediately ends the soldier's turn, regardless of any remaining **«AP»**. The "Taunted" enemy is immediately activated. For the duration of the phase, he must attempt to attack the soldier that issued the "Taunt." If unable to attack his target, the enemy must spend his **«AP»** on Movement actions until he is within **«RNG»**. If movement is required and two equidistant paths are available, the controller of the "Taunted" enemy determines which path to take. All of the enemy's actions must be made to satisfy these conditions until his **«AP»** are depleted or the soldier that issued the "Taunt" is defeated. An enemy who has been "Taunted" ignores target eligibility if within **«RNG»** for attacks. When the "taunted" enemy is "finished," the controller of the soldier that issued the "taunt" may activate his next soldier.

Unsteady
Passive | This soldier suffers -4 to **«AS»** for the duration of the round if he uses a movement action prior to attempting an attack action.

BEASTS ABILITIES (Expansion Army)

Banding
Passive | This soldier receives +2 **«AS»** per ally adjacent to his target, aside from himself.

Charge
Activated; Attack | This soldier may spend 2 **«AP»** to attempt a "Charge" attack with +1 **«DMG»** in lieu of a standard attack. If successful, the enemy is pushed directly away one tile and the soldier moves into the vacated tile. If the Battle Grid border or another soldier is directly behind the enemy, this ability is unusable.

Elusive
Passive | Attackers suffer -2 to **«AS»** for attacks made against this target.

Knockback
Passive | A successful attack from this soldier, aside from the normal damage, pushes the target directly away one tile. If the Battle Grid border or another soldier is behind the target, the Knockback is prevented.

Mend
Activated | This soldier may spend 1 **«AP»** to restore 2 **«HP»** to an adjacent beast. The target's **«HP»** may not exceed its starting value.

Single Shot
Passive | All attacks or attack abilities from this soldier end the soldier's turn.

Stomp
Activated; Attack | This soldier may elect to spend 1 **«AP»** to inflict 2 damage to all adjacent enemies. No attack roll is required. This ability is usable once per round.

Stun
Activated; Attack | This soldier may spend 1 **«AP»** to "stun" an adjacent enemy. Enemies who have been "stunned" are marked as "finished" for the duration of the round. No attack roll is required.

Trainer
Passive | All allied beasts within three tiles of this soldier receive +2 **«AS»**.

Whip
Activated | This soldier may spend 1 **«AP»** to "whip" an adjacent beast who is not "finished." In doing so, this soldier becomes "finished" and the targeted beast is immediately activated. The newly activated beast gains +1 **«AP»** for the duration of the round.

CYBORG ABILITIES (Expansion Army)

Elusive
Passive | Attackers suffer -2 to **«AS»** for attacks made against this target.

Energy Beam
Activated; Attack | This soldier may spend 2 **«AP»** to attempt a **«RNG»** 3 attack with a **«DMG»** value of 4.

Grapple
Activated; Attack | This soldier may spend 2 **«AP»** to attempt a 2 **«RNG»** attack on either an ally or an enemy. If the attack succeeds, the target moves one space towards this soldier. If multiple paths are available, the attacker determines which tile the target will now occupy.

Headhunter
Passive | This soldier inflicts a "critical hit" on attack rolls of 1, 2, 3 and 4, instead of just on a "1".

Hunker Down
Activated | This soldier may reduce incoming damage by 1. This is usable once per round.

Mark Target
Activated | This soldier may spend 1 **«AP»** to "Mark" a target within 3 tiles for the duration of the round. A "Marked" target may be attacked by any soldier within their normal **«RNG»**, ignoring the normal eligible targeting restrictions. All attackers gain +3 to their **«AS»** for attack rolls made against this target. A target may only be marked once per round.

Pulse
Activated; Attack | This soldier may attack up to 3 adjacent enemies within range. The target enemies must be adjacent to each other. The attack roll applies to all available targets.

Repair
Activated | This soldier may spend 1 **«AP»** to restore 1 **«HP»** to an adjacent ally. The target's **«HP»** may not exceed its starting **«HP»** value.

Shield
Passive | All attacks made against this soldier or any of its allies within two titles of itself suffer a -2 **«AS»**.

Shock
Activated; Attack | This soldier may extend its **«RNG»** by one tile and may attack as normal. This may not be combined with any other abilities.

UNDEAD ABILITIES (Expansion Army)

Banding
Passive | This soldier receives +2 **«AS»** per ally adjacent to his target, aside from himself.

Counterattack
Activated; Attack | Upon being hit by an enemy, this soldier may make an attack roll against that enemy, if within range. This ability is available once per round.

Drain Life
Passive | Any damage this soldier inflicts directly restores his own **«HP»** by the amount inflicted, but never above its starting **«HP»** value.

Elusive
Passive | Attackers suffer -2 to **«AS»** for attacks made against this target.

Ethereal
Passive | This soldier may move through other soldiers, but must continue using **«AP»** for movement until it reaches an unoccupied tile. This soldier may not move onto an occupied tile if it does not have sufficient **«AP»** to move within the soldier's activation.

Incapacitate
Passive | A successful attack from this soldier incapacitates both the enemy that was hit as well as this soldier for the duration of the round. Place "finished" tokens next to each affected soldier if one is not already present.

Regen
Passive | During the control phase, all soldiers with this ability automatically restore 1 **«HP»**, unless already at its starting **«HP»** total.

Summon Skeleton
Activated | This soldier may spend 1 **«AP»** to summon a "Skeleton" soldier card in an unoccupied adjacent tile. The summoned soldier gains summoning sickness for the duration of the round. This ability is available regardless of how

many soldiers a player controls on the Battle Grid, but the summoned soldier counts towards the deployment limit as normal for future Deployment Phases. This ends this soldier's turn.

Summon Zombie
Activated | This soldier may spend 2 **«AP»** to summon a "Zombie" soldier card in an unoccupied adjacent tile. The summoned soldier gains summoning sickness for the duration of the round. This ability is available regardless of how many soldiers a player controls on the Battle Grid, but the summoned soldier counts towards the deployment limit as normal for future Deployment Phases. This ends this soldier's turn.

Taunt (may only be used in 1 v 1 contests)
Activated | This soldier may spend 1 **«AP»** to "Taunt" any enemy within within two tiles of himself who is not "finished." This immediately ends the soldier's turn, regardless of any remaining **«AP»**. The "Taunted" enemy is immediately activated. For the duration of the phase, he must attempt to attack the soldier that issued the "Taunt." If unable to attack his target, the enemy must spend his **«AP»** on Movement actions until he is within **«RNG»**. If movement is required and two equidistant paths are available, the controller of the "Taunted" enemy determines which path to take. All of the enemy's actions must be made to satisfy these conditions until his **«AP»** are depleted or the soldier that issued the "Taunt" is defeated. An enemy who has been "Taunted" ignores target eligibility if within **«RNG»** for attacks. When the "taunted" enemy is "finished," the controller of the soldier that issued the "taunt" may activate his next soldier.

Terrorize
Activated, Attack | This ability may be attempted once per soldier, per round. This soldier may spend 1 **«AP»** to attempt to cause an adjacent enemy to "flee" (move) one tile away from this soldier. This is usable regardless of whether or not an enemy is "finished." If multiple equidistant routes are available, the enemy's controller determines which route to take. If there is no vacant tile to which the enemy can flee that places him two spaces away from the soldier (if the paths are blocked), he is an ineligible target for "Terrorize." Note that while this is an "Attack Ability," no **«DMG»** is inflicted if successful.