



ALDARRA

Rulebook



◀ Welcome to Sordane ▶

Sordane is an arcanapunk setting filled with fantastic creatures, flying airships, sentient constructs, and (of course) sordalite: the crystalline material that powers the wondrous machines and technology of Sordane.

By most standards, Sordane is a civilized world. However, when it comes to power, technology, and sordalite, a skizm can occur between long-time allies. Now, with the lost nation of Aldarra being rediscovered, and its riches being claimed by many factions, war is inevitable.

History of Aldarra

Aldarra was once a grand empire of Sordane and was located along the east coast of Bordair, one of Sordane's largest and most prosperous continents. Aldarra was a culture-rich nation that shone as a beacon of prosperity, and took great pride in its art and education also boasted fleets of immense airships, hundreds of experienced spelldrivers, spellcasters, and veterans devoted to the empire's prosperity.

Over the ages, Aldarra had accumulated vast wealth due to trade and their advantageous position on the continent. Much of this wealth was also acquired through mining or the development of unique weapons and technology.

It seemed to many that the power of Aldarra would never come to an end, and some thought that if given enough time, the kingdom may even rival the might of the Cin'darian empire itself. But this was not to be. At the height of its power, Aldarra was laid low by one of the most

cataclysmic convergence storms that Sordane had ever witnessed and the entire nation was ravaged and destroyed in a brutal barrage of magical lightning and energy powered by the planet's core. Aldarra's wards and protective rituals meant to defend against such a cataclysm were nowhere to be found, Aldarra and her people were lost to the ages... until now.

Centuries of Desolation

The magical radiation left behind by the convergence storm that destroyed Aldarra was devastating. For centuries, the land was uninhabitable for anything but creatures with the strongest resistance to magical effects. Even coming into proximity with the magically irradiated borders would render all sordalite technology useless, causing many ships to be lost and stranding sailors to their inevitable doom.

But now, within the last decade, there have been signs that the magical radiation has been subsiding, and the chaotic magical energies have been returning back into the planet's core. Expedition after expedition making wild claims that Aldarra is once again within the world's reach. Resulting in many nations, corporations, and crime lords setting their greedy eyes on its lost riches.

The cities of Aldarra may lay in ruin, but the technology and sordalite that was left behind and rendered inert due to the radiation is once again now filled with power and potency, and neighboring factions have their eyes set on all of the lost, unclaimed wealth within the sundered borders of Aldarra's "corpse".

Overview

In Aldarra Reborn, you represent a faction vying to exert dominance over the region. Clash with other factions to control the most profitable territories, claim Crystals, and grow your fleet.

Object of the Game

The object of the game is to have the most Victory points during the first Management Phase in which a player has at least 20 Victory Points. Earn Victory Points through winning battles, spending Coins and Crystals, scoring Secondary Objectives, and some Explorations.

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Components



Units (counts are per color, 4 colors)

- A. Dreadnoughts (3)
- B. Cruisers (5)
- C. Destroyers (5)
- D. Frigates (10)
- E. Engineers (6)
- F. Fortresses (3)
- G. Outposts (6)

Tiles

- H. 4 Stronghold tiles
- I. 49 territory tiles (6 Forests, 9 Copper Deposits, 9 Silver Deposits, 6 Gold Deposits, 6 Jetstream Entry Points, 3 Crystal Deposits, 6 Mountains, 4 Ancient Ruins)

Cards

- J. 64 Discovery Cards
- K. 72 Explore cards
- L. 60 Secondary Objective Cards
- M. 4 Sets of 7 Unit Cards

Dice

- N. 8 Green 8-Sided Dice
- O. 6 Pink 8-Sided Dice
- P. 8 Blue 8-Sided Dice

Additional Components

- Q. 8 Faction Tokens (2 per faction)
- R. 49 Explored Tokens
- S. 16 Order Tokens (4 per faction)
- T. 68 Coins (40 ones, 16 fives, and 12 tens)
- U. 25 Crystals
- V. 4 Player Dashboards
- W. 1 Turn Order/Victory Point Track

Stronghold

Your Stronghold is your starting position for the game and a territory that you always control. You may never enter an opponent's Stronghold and Units in Strongholds cannot be damaged. Each Stronghold produces 10 coins during the Mine Step.



Units

The two types of Units are Airships and Buildings. All Units have unique traits as described on the Unit Card and most can be upgraded by gaining the appropriate Discovery Card during the Discovery Step of the Management Phase.

Whenever a Unit is destroyed, the owner receives one Coin.

Buildings: Buildings are stationary, and no more than 1 may be on any territory. To Build a Building, you must have an Engineer present. To Build a Fortress, you must also replace an Outpost.

Airships: Airships are Units that can move. Heavy Airships move up to 2 spaces and Light Airships move up to 3. Airships have a Stacking Limit of 5 on any territory, including Strongholds. This means that you may never have more than 5 Airships and 1 Building on any territory.

UNIT NAME

ARMOR VALUE

UPGRADE SYMBOL

CLASSIFICATION

ATTACK DICE

UNIT TRAITS



BUILD COST IN COINS & CRYSTALS

Upgrading Unit Cards



Flip Card

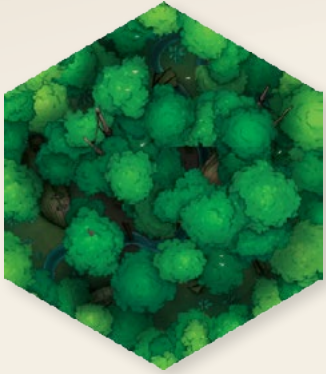


Upgrade Symbol



Upgrading units is easy! Just flip the unit card to the upgraded side and use the new stats and abilities.

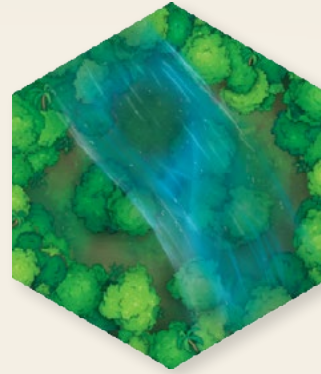
Tile Types



Forest

Can be mined for 1 Coin.
Outposts cost 1 Coin less for
each Forest you control (min 1).

3 Players - 4 tiles | 4 Players - 6 tiles



Jetstream Entry Point

Grants +1 Movement to all
Airships starting a movement
on a Jetstream Entry Point

3 Players - 5 tiles | 4 Players - 6 tiles



Copper Deposit

Can be mined for 1 Coin

3 Players - 8 tiles | 4 Players - 9 tiles



Crystal Deposit

Generates 1 Sordalite Crystal
every round

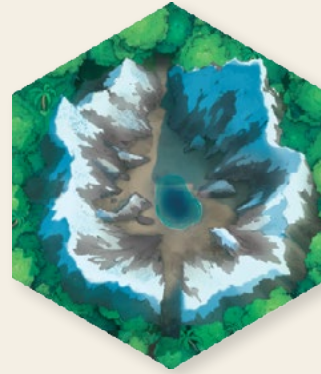
3 Players - 2 tiles | 4 Players - 3 tiles



Silver Deposit

Can be mined for 2 Coins

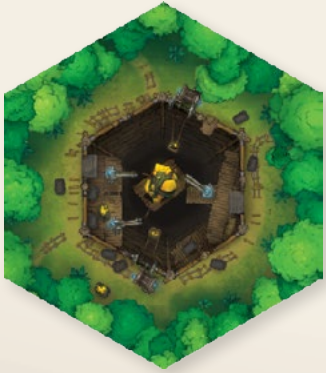
3 Players - 7 tiles | 4 Players - 9 tiles



Mountain

All Airships halt movement when
passing over a Mountain tile

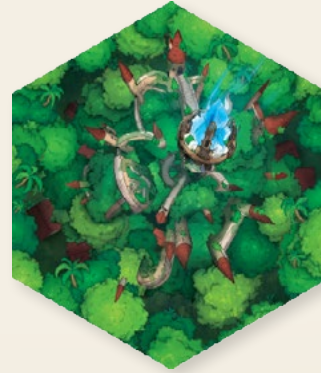
3 Players - 5 tiles | 4 Players - 6 tiles



Gold Deposit

Can be mined for 3 Coins

3 Players - 5 tiles | 4 Players - 6 tiles



Ancient Ruins

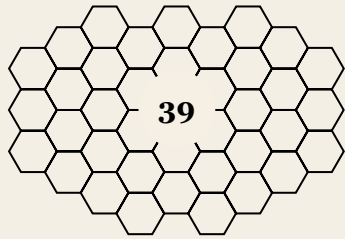
Draw 2 Explore Cards, Resolve
in any order

3 Players - 3 tiles | 4 Players - 4 tiles

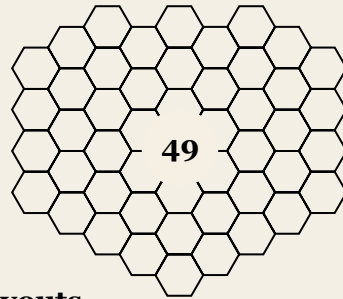
Setup

1. Count out the number of each territory type appropriate for the number of players you have (according to the tile table on page 5). Shuffle these tiles and flip them face-up on the table to create a randomized board.

3 Player



4 Player



Suggested Layouts

2. Shuffle the Explore Deck and place it to the side of the board.



3. Shuffle the Secondary Objective Deck, deal 2 to each player, and place the deck next to the Explore Deck.



Victory Point

4. Shuffle together Discovery Decks equal to the number of players and place this combined deck next to the Explore and Secondary Objective Decks. Return any remaining Discovery Cards to the box.

Activation Timing

Remove if playing a 3-player game



5. Place the Coins, Crystals, Explore Tokens, and Dice to the side of the board where all players can reach them.



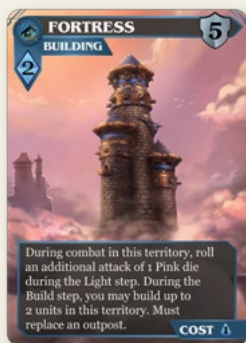
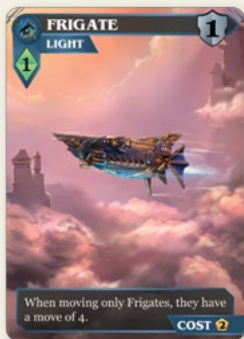
6. For each player, place one Player Token at the start of the Victory Point Track and the other Player Token next to the Turn Order Track.

VICTORY POINT TRACKER								
	1	2	3	4	5	6	7	
	20						8	
	19						9	
	18	TURN ORDER →						10
	17	16	15	14	13	12	11	

7. Player Dashboards

Every player has a unique, Faction specific Player Dashboard. This indicates your color and the name of your Faction. It also lists your starting Discovery, your Faction abilities, and has spaces to track your Order Tokens, Coins, and Crystals. See Factions for details on specific Faction abilities.

UNIT CARDS



ORDER TOKENS



STARTING DISCOVERY

FACTION ABILITIES

FACTION NAME

Cin'darian Empire

- You have no stacking limit on your Stronghold and may build any number of Units there.
- During the Discovery Phase, you may choose to search the deck for a Unit upgrade rather than take one of the available Discoveries.
- Starting Discovery - Targeting Focus

COINS
10 -1 VP
20 -3 VP

CRYSTALS
3 -1 VP
5 -3 VP

Territories

Jetstream Entrypoint
+1 Movement to all Airships starting a movement on a Jetstream Entrypoint

Forest
Mined for 1 Coin. Outposts cost 1 Coin less for each Forest you control (min 1).

Mountains
All Airships halt movement when passing over a Mountain tile

Crystal Deposit
Generates 1 Sordalite Crystal every round

Ancient Ruins
Draw 2 Explore Cards, resolve both in any order

Copper Deposit
Mined for 1 Coin

Silver Deposit
Mined for 2 Coins

Gold Deposit
Mined for 3 Coins

Preparation Phase
- Set Turn Order
- Spawn Crystals

Expansion Phase (3 turns each)
- Place Orders
- Movement
- Combat
- Explore (optional)

Management Phase
- Mine
- Buy Victory Points
- Check Win Condition
- Draw Secondary Objectives
- Discovery
- Build

COMBAT ORDER

ORDER OF A ROUND

TERRITORY REFERENCE

COMBAT ORDER

ORDER OF A ROUND

TERRITORY REFERENCE

Player Area Setup

- Shuffle the Player Dashboards and randomly assign one to each player.
- Take the Stronghold tile that matches your Player Dashboard (note: some factions may not have a Stronghold tile).
- Take a set of Unit Cards and display them in the designated area to the left of the Player Dashboard, organized by Classification. Make sure the Standard side of each card faces up.

- Take all Units of your color.
- Take 3 Order Tokens and place them on the corresponding spaces on your Player Dashboard.
- Search through the Discovery Deck to find the Discovery listed on your Player Dashboard. Place it face up near your Player Dashboard and shuffle the Discovery Deck.

Gameplay

Gameplay begins with the Arrival in which players place Stronghold Tiles and starting Units onto the board. Play then progresses in a series of rounds consisting of the Preparation Phase, the Expansion Phase, and the Management Phase, all described below.

Arrival

Randomly choose the first player for the Arrival. Arrange the Faction Tokens on the Turn Order Track such that this player is first and play order proceeds clockwise.

Place Strongholds: Starting with the first player and following the Turn Order, each player chooses a tile location in which to place their Stronghold. You may not choose a tile that is within 2 tiles of another Stronghold or on a Crystal Deposit. To place your Stronghold, remove the tile in the chosen location and replace it with your Faction Stronghold Tile. Place 2 Frigates and 1 Engineer on this tile.

Place Outposts: Starting with the player who placed a Stronghold last and proceeding in reverse Turn Order, each player chooses an unoccupied tile on which to place their Outpost. You may not place your Outpost on a Crystal Deposit. Place your Outpost, 1 Frigate, and 1 Engineer on the chosen tile.

You Control your Stronghold and any territory that contains only your Units.

Preparation Phase

Determine Turn Order

(Skip this in the first round of the game)

Starting with the player with the fewest Victory Points and proceeding from fewest to most Victory Points, each player chooses a position in the turn order and places a Faction Token on the corresponding location on the Turn Order Track. If there is a tie in Victory Points, the player previously earlier in the Turn Order chooses first.

Spawn Crystals

First, place one Crystal onto each Crystal Deposit. Then roll 2 Blue Dice to determine how many more Crystals spawn. Starting with the first player on the Turn Order Track, take turns placing Crystals on the board until all the Crystals have been placed.

Crystals may be placed according to the following rules:

- ▶ You may not place a Crystal on a Stronghold
- ▶ You may not place a Crystal adjacent to YOUR Stronghold
- ▶ You may not place a Crystal where there is already a Crystal
- ▶ You may not place a Crystal in a territory with Units of any player
- ▶ If all legal placements are occupied, you may place on the Units of any OTHER player.

Proceed to the Expansion Phase.



Expansion Phase

Put your 3 Order Tokens in the designated spaces on your Player Dashboard. Starting with the first player on the Turn Order Track and proceeding in the order indicated on the Turn Order Track, players take turns placing orders until all players are out of Order Tokens.

Place an Order:

1. Remove 1 Order Token from your Player Dashboard
2. Select one territory to activate, place the Order Token on that territory, then

A. Move any number of Airships FROM the chosen territory to other territories, up to the Movement Speed of each Unit. Airships may move to any number of other territories but must all originate from the activated territory.



OR

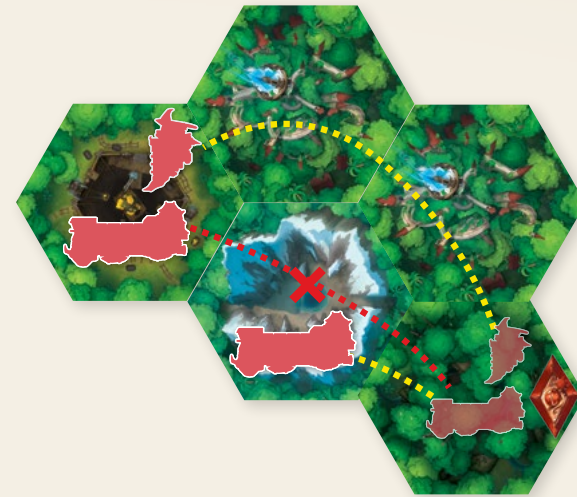
B. Move any number of Airships from anywhere TO the activated territory, up to the Movement Speed of each Unit. If a Force cannot move far enough to reach the activated territory, it may not move.



Movement restrictions:

- ▶ Heavy Units may move up to 2 Territories, and Light Units may move up to 3.
- ▶ There is a Stacking Limit of 5 Airships. No more than 5 Airships of one faction may occupy the same territory at any time. Buildings do not count towards the Stacking Limit. The Stacking Limit is checked constantly, not just during movement. If a Unit would be gained in a territory that already has 5 Units, that Unit is not gained.
- ▶ You may not move through a territory containing enemy Units. If you enter a territory containing enemy Units, you must stop on it.

- ▶ You may not move onto another player's Stronghold.
- ▶ If you enter a Mountain territory, halt on the Mountain.



You may choose not to move any Units.

Crystals are stationary and cannot be carried by Units. They are mined during the Mine Step of the Management Phase if there is a Unit present.

3. Combat

Combat occurs at the end of any movement resulting in multiple players occupying the same territory. If multiple combats are triggered from the same Order, the player that moved chooses the order to resolve the combats.

Sequence of Combat

Light Combat Step

Assign damage

Heavy and Buildings Combat Step

Assign damage

Choose to retreat or stay

Check for escalation dice

Repeat

Combat flows in a series of rounds in which Units attack in Combat Steps with Units of like Classification. At the end of each round, players have the opportunity to retreat and, if they don't, a new round begins.

At the beginning of all rounds of combat except the first, roll all dice in the Escalation Dice Pool (determined at the end of a round of combat). The total number of hits rolled on Escalation Dice will be added to the sums of hits rolled by each player during each step of combat.

In each round of combat, there are two Combat Steps. All Light Units attack simultaneously. Then all Heavy Units attack simultaneously. **Delaying Light Units:** You may choose to delay ALL your Light Units and have them attack with the Heavy Units and Buildings instead of during the Light Step. To do this, simply declare that you are delaying your Light Units. Any other players in the combat may then choose to do the same in response.

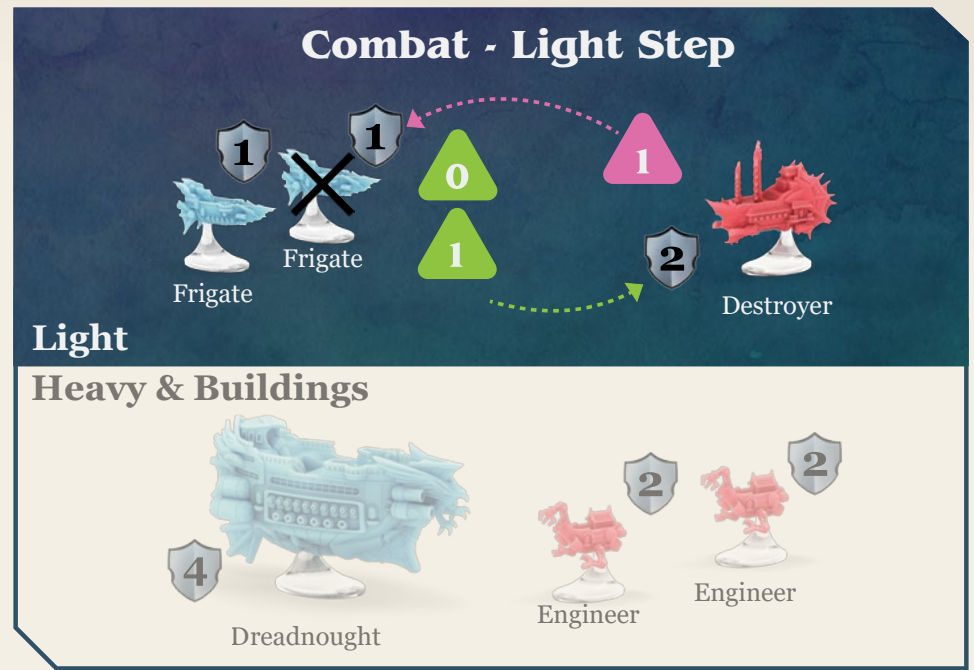
Light Step: Collect the attack dice indicated on the Unit cards of each Light Unit you have present. If you have multiple of the same Unit, collect the indicated attack dice per Unit of that type. Both players roll their dice and total the number of hits rolled. If any dice roll a number with a *, add that number to your total, roll that die again, and add the new roll to the total as well.

Once both players have totaled the damage from their Light Units, assign the damage rolled to the opponent's Units according to the following rules.

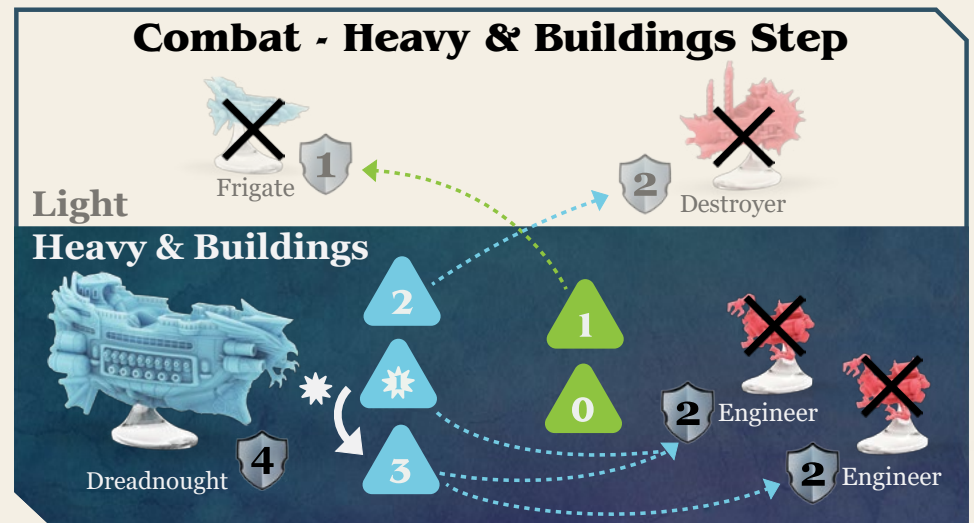
Assigning damage: Choose a Unit to assign damage to first. Continue assigning damage to that Unit until it has taken damage equal to its Armor value, at which point it is destroyed. Remove destroyed Units from the board and return them to the supply. Then choose another Unit to continue assigning damage. Repeat this process until all the damage is assigned or your opponent has no Units remaining. If the last Unit assigned damage to is not destroyed, all damage repairs before further combat steps.

All players collect 1 Coin per Unit destroyed.

Heavy and Buildings Step: After all Light Units have attacked, all Heavy Units and Buildings attack together, and damage is assigned the same way.



Combat starts with the Blue player attacking Red. In the Light Step of combat, Blue rolls 2 green dice (one for each Frigate) and Red rolls 1 pink dice for their Destroyer. Each side rolls a total of 1 hit. Red assigns their hit to one of the Frigates, destroying it, and Blue collects 1 coin for the lost Unit. Blue assigns their 1 damage to the Red Destroyer, but it does not meet the armor value so it has no effect.



In the Heavy and Buildings Combat Step, Blue rolls 2 blue dice and one of them explodes. They re-roll the explosion for a total of 6 hits. Red rolls a total of 1 hit on 2 green dice. Blue deals 2 damage to the Red Destroyer and 2 to each Engineer, destroying all 3 Airships. Red deals the 1 damage to the remaining Blue Frigate, destroying it. Red collects 3 coins for Units destroyed, and Blue collects 1 coin.

Retreating: After both classes of Units have attacked, players have the opportunity to retreat. First, the Attacker chooses to retreat or stay, then the Defender chooses.

When retreating, take all of your Airships from the territory and move them to an adjacent territory that does not contain enemy Units. If there is no legal territory to retreat to, you may not retreat. Buildings cannot retreat. If there is a Building present, after all retreating Airships have left, continue through combat with the Building as needed.

If no Units remain in the territory or all remaining Units belong to only one player, the combat is over. Otherwise, check for escalation dice and proceed to the next round of combat.

Retreating



Red is retreating from combat. They may retreat to the empty Crystal Deposit or to the Silver Deposit that they control. They may not retreat to the Ancient Ruins that has an opponent Unit on it.

Escalation dice: If no units were destroyed in the previous round of combat (Light or Heavy combat step), add a Green Die to the Escalation Dice Pool.

After combat: If any of the Attacker's Units ("Attacker" is the player that moved into the territory to start the combat) remain, they receive 1 Victory Point. If the Defender wins the combat or both sides retreat or die, nobody receives any Victory Points.

Dice have the following face distributions:

Blue:



Pink:



Green:



Faces with an * "explode." Add up the total hits, re-roll any "exploding" dice, and add these new rolls to the total. Dice only explode during combat.

Combats with more than 2 players:

Combat with more than 2 players can occur in a few ways, including Destroyers joining a combat or Fortresses firing into an adjacent combat. If this happens, all players roll simultaneously during each Combat Step. Assign damage in turn order.

4. Remove your Order Token from the board and return it to your supply (next to your Stronghold Board).



5. Optional: Explore

Select an unexplored (doesn't have an Explored Token on it) territory that you have at least one Unit in. Place an Explored Token on the territory. Draw an Explore card and read it. If it says "hold," declare that it is a hold card and put it into your hand. Otherwise, immediately reveal and resolve what it says. Hold cards may be played at any time unless otherwise indicated on the card. You may have a maximum of 5 Explore Cards in your hand at a time. If you have more than 5, immediately discard down to 5.

If you are exploring an Ancient Ruin, draw two explore cards and choose the order to resolve them.

Each territory may only be explored once per game, and all explored territories are marked with Explored Tokens.

You may only Explore once per Order!

Many explore cards interact with rolling dice. Dice do not explode during the Explore step.

If a Unit is destroyed as a result of an Explore card, the owner receives 1 Coin. Players do not receive a Coin for Sacrificed Units.

If an Explore card would break a game rule (i.e. place a building where you already have one or gain a Unit when you are already at your stacking limit of 5), discard the Explore Card with no effect.

6. Remove your Order Token from the board and place it next to your Player Dashboard.

Management Phase

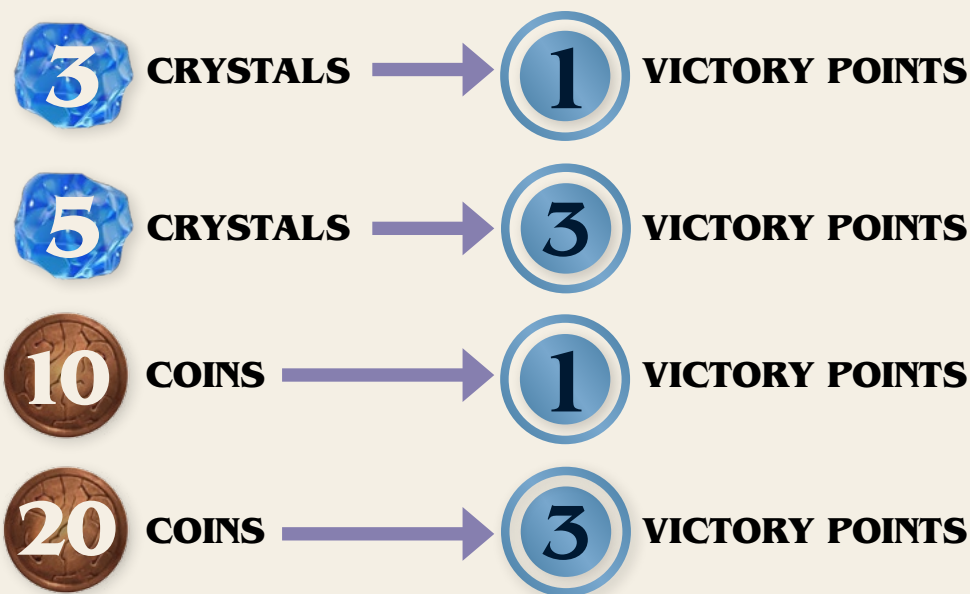
Once all players have passed during the Expansion Phase, the Management Phase begins. Players play simultaneously through each of the following steps, waiting for all players to finish each step before proceeding to the next.

1. Mine:

- ▶ Collect 10 Coins for your Stronghold.
- ▶ Collect Coins for each territory you control (have at least one Unit on). The number of Coins mined is determined by the territory type (copper: 1, silver: 2, gold: 3), and the number of Units on the territory has no effect on the amount mined.
- ▶ Collect all Crystals in territories in which you have Units.

2. Buy Victory Points:

Players may spend Crystals or Coins to earn Victory Points. Choose up to **one** of the following and complete it **once**:



3. Check Win Condition:

Check the Victory Point totals of all players. If one or more players are at 20 or more Victory Points, the game is over. Proceed immediately to Game End.

4. Draw Secondary Objectives:

Each player chooses:

- ▶ Draw 1 Secondary Objective card from the deck.

OR

- ▶ Discard any number of Secondary Objective cards from your hand and draw that many new ones from the deck.

If you meet the requirements, you may claim a Secondary Objective immediately, but do not draw another card. Reaching 20 Victory Points during this step does not cause the game to end until the Check Win Condition step of the next Management Phase. You have a maximum hand size of 5 Secondary Objective cards. If you ever have more than 5, immediately discard down to 5.

5. Discovery:

Flip over Discovery Cards from the Discovery Deck equal to one more than the number of players. In turn order (according to the Turn Order Track), select one Discovery and place it in your player area. You benefit from this upgrade or power for the remainder of the game. If you acquired a unit upgrade Discovery, flip the associated Unit Card to the upgraded side. Shuffle the un-selected Discovery Card back into the Discovery Deck.

You may never gain a Discovery that you already have. If at any point during the Discovery Step you already have all discoveries that are available to you, reveal cards from the top of the Discovery Deck until you reveal one you do not have. Shuffle all other cards revealed this way back into the Discovery Deck.

6. Build:

Players build new Units in Turn Order. You may start buying and placing Units before your turn, but you do not need to commit these decisions until after the player before you has declared they are finished building.

Airships can be built at your Buildings: up to 5 at your Stronghold and 2 at each Fortress. You can build up to 2 Engineers at each Outpost.

Outposts can be built anywhere that you have an Engineer.

Fortresses are built by replacing Outposts. Pay the cost of the Fortress and replace an Outpost you control where you have at least one Engineer. Each Territory can have a maximum of one Building.

Pay the costs as listed on the Unit cards.

- ▶ Remember the Stacking Limit of 5 Airships per Territory.
- ▶ You cannot build Units at new Outposts and can only build 1 at an Outpost that is being upgraded to a Fortress

All Units are limited by the game components. You may not build more Units than there are pieces of that Unit type.

Scoring Points

The following are the possible ways to score Victory Points throughout the game. All Victory Points earned are permanent and cannot be lost.

Victory Points can be earned during all phases, but Victory Point totals for triggering the end of the game (20) are only checked during the Management Phase. Achieving 20 Victory Points does not result in immediate victory.

Winning a Battle

You earn 1 Victory Point for winning a battle in which you are the Attacker. You win a battle when you destroy all opposing units in the territory or if all opposing units retreat and you remain in the territory.

Note: Defenders cannot earn Victory Points this way.

Secondary Objective Cards

Secondary Objective Cards offer additional ways to score Victory Points. You may choose to claim a Secondary Objective card whenever you meet the requirements, however an active Order must be finished resolving before you can claim any Secondary Objectives. Immediately score the Victory Points printed on the card. You may score any number of Secondary Objective Cards at a time.

Exploration Cards

Some Exploration Cards award Victory Points, which are earned immediately during the Exploration unless otherwise noted on the card.

Crystals/Coins

Once per round, during the Management Phase you may spend Crystals or Coins to earn Victory Points.

Game End

The game ends if any player has 20 or more Victory Points during the Check Victory Points step of the Management Phase. The player with the most Victory Points wins the game. If there is a tie, the tied player earliest in the turn order wins.





Cin'dar Empire

- ▶ You have no stacking limit on your Stronghold and may build any number of Units there.
- ▶ During the Discovery Phase, you may choose to search the deck for a Unit upgrade rather than take one of the available Discoveries.



Destroyer



Frigate



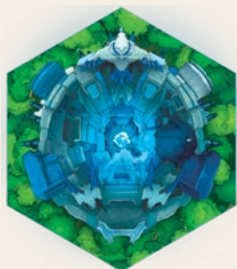
Cruiser



Dreadnought



Engineer



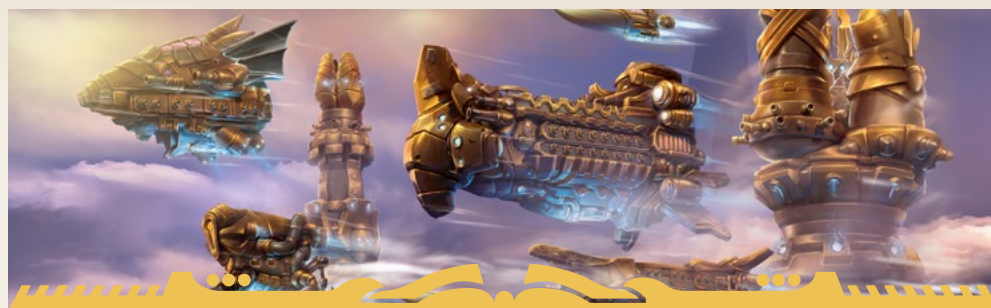
Stronghold



Fortress



Outpost



Odarian Empire

- ▶ During the discovery phase, you may take an additional discovery from what remains after everyone has claimed one (including you).
- ▶ Your Buildings have a move speed of one. All cards and territories that affect Airships affect your Buildings as well.



Destroyer



Frigate



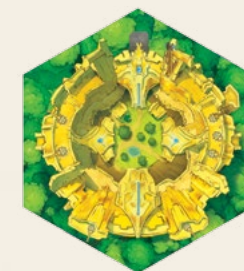
Cruiser



Dreadnought



Engineer



Stronghold



Fortress



Outpost

This empire sports a well-equipped navy and powerful ships manned by experienced crew. The empire possesses some of the most advanced technology and plentiful resources in all of Sordane, and it is racing to claim the riches of Aldarra, ensuring it maintains its position as one of the most powerful factions in all of Sordane.

Shaking off the shackles of servitude a millennium ago, in the Construct War, these awakened, sentient, machines have formed an empire of their own. Soaring through the sky in their massive floating city nation of Odaria. The empire consists entirely of shardforged, who can only be brought to life by precious sordalite, scores of which are ready to be claimed in the lands of Aldarra.



Mining Corp Coalition

- ▶ You may convert freely between coins and crystals at a rate of 4 coins to 1 crystal.
- ▶ At the end of the build step, build a free outpost on every territory where you have an Engineer and do not already have a Building.



Destroyer



Frigate



Dreadnought



Engineer



Cruiser



Fortress



Outpost



Stronghold

Formed of private investors, capable craftsmen, and savvy business owners the Mining Corp Coalition is a force to be reckoned with. The corporation brings to bear the best equipment money can buy. Quickly able to harvest sordalite from the most hostile environments. With so much Sordalite uncovered in Aldarra, the corporation has brought to bear the full might of its influence, rushing to claim its portion of the lost empire's riches.



Arrodan Syndicate

- ▶ When drawing Secondary Objective cards during the management phase, you may draw 2 and choose 1 to keep.
- ▶ In a combat you started, rather than destroying opposing units, you take them hostage. Place the units by your own supply. Other players still gain coins as normal as if the Units were destroyed. At the start of the Build step, each other player may choose to pay you 4 coins to return all of their units you have taken hostage back into their own supply.



Destroyer



Frigate



Dreadnought



Engineer



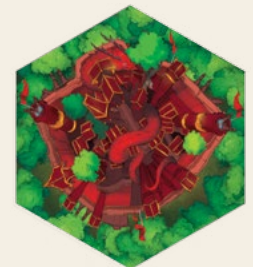
Cruiser



Fortress



Outpost



Stronghold

The Syndicate is a mysterious organization. Few know its true size and influence. They are said to have their claws in most large economic hubs in Bordair. The only thing more mysterious than their operations are their origins. Inexplicably drawn to the nation of Aldarra, the Syndicate's leadership seems to be on a mission to claim this newly habitable land for itself.

