

1. The Golden Rules

- a. If a rune ever contradicts the rules, the rune wins. Runes do what they want.
- b. Things do everything they imply, and apply to all other things which they do not explicitly ignore.

2. Shrine and Fonts

- a. Shrines generate 45 nora and have 10 spell presence, fonts generate 12 nora and have 6 spell presence, avatars generate 25 nora and have 5 spell presence.
- b. Player 1 starts the game with 60 nora, for 105 nora on their first turn, while player 2 begins the game with 80 nora, for 125 nora on their first turn.

3. Attack Types

- a. Attack Chain: Attack-abilities cost more if used more than once per turn. The costs for the basic attack chain are as follows: 3, 5, 8, 12. Some things can modify the AP cost of attacks, like being a non-basic attack.
- b. Basic Attacks: Most champions have one. They're nothing special, except for their element. They trigger anything that triggers on an attack.
 - i. Sometimes, champions can make a modified basic attack by using an ability. These abilities will state they make a basic attack, and will trigger anything that triggers on a basic attack.
- c. Non-Basic Attacks: Some champions have one or more of these. They have special properties, but don't trigger some other abilities that basic attacks trigger. They often have a cooldown, cost additional AP, or both.
- d. Attack Results: An attempted attack can end in one of three ways
 - i. Failed -- This attack missed. It deals no damage and usually triggers no abilities. Some opponents can take advantage of a failed attack with their abilities.
 - ii. Successful -- This attack hit. It doesn't need to deal damage, it just needs to not miss. Some abilities trigger off of successful attacks. Even if something prevents damage, an attack can still be successful.
 - iii. Damaging -- This attack reduced the enemies life with damage. An attack must hit to deal damage. An attack which deals damage also counts as successful. Many things trigger off of damaging attacks.

4. Damage Calculation

- a. Here's the order of operations: Attacker Variables -> Amplification -> Defender Variables
 - i. Attacker variables are things like Declare Hunted or Execute -- modifiers that come from the attacking champion. Note that these come before Defense.
 - ii. If there's any elemental amplification in play, it happens after the attacker variables, and before defender variables.
 - iii. Defender variables are things like Resistance: Physical or Wizard Foe -- modifiers and abilities on the defending champion. This includes defense. Here is the order for defender variables: SL Bonus -> Defense -> Resistances etc. -> Tough and Resilience

5. Loss of Life

- a. In addition to taking damage, champions may also have their HP reduced by "loss of life" effects. Loss of life effects ignore all resistances and immunities, but can't harm relics or shrines.
 - i. Loss of life from attacks can still miss, and is still affected by defense, but ignores resistances, immunities, and anything else that might prevent damage. A loss of life attack can of course still be blocked or dodged.
 - ii. Loss of life from something besides an attack can't be prevented, reduced, or redirected. Something like Unholy Tomb causes non-attack loss of life. Things which destroy or prevent the source of loss of life can still stop it, such as countering a spell that would cause loss of life.

6. Deployment Order and Targeting

- a. When two units would be otherwise identical, such as being the same distance from a unit with Manic, the unit that came into play most immediately after the effect gets chosen as the target. For instance, if a unit with Manic deployed on turn 5 has two opposing units at equal distance, one deployed on turn 2 and one deployed on turn 8, the manic unit will chase the champion deployed on turn 8. If no targets came into play after the manic unit, it would start from the beginning of all units in play.
- b. For 2x2 units, the top tile is the primary tile. Treat it as the champion's location for anything which might check that.

7. Rotary Chart and Knockback

- a. Here are some charts. Read them. They describe how Manic, Fascinate, and Knockback work. For 2x2 units, treat the top square of the 2x2 unit as the star. Mentally, thinking about the target-based chart works better when looking at Manic, Fascinate, or thinking about how to knock one unit in a particular direction. The source-based chart is a better model when using a single knockback source that will affect multiple targets.
- b. If a unit would be knocked back into an occupied space, instead that unit and anything occupying the space take 5 damage per space of knockback. So if a unit would be knocked back 4 spaces, but is stopped after 2 spaces by another champion, both champions take 10 damage. A champion can't be knocked back into a chasm if it has AP. It instead loses all AP, rather than going in the chasm.
- c. Any unit that is influenced by a knockback or shift effect will re-engage call targets it touches, even if it doesn't change actual location. So if two champions are adjacent, and one would be knocked back into the other, they will both take, and then become engaged, meaning that they can't disengage again on that turn.

8. Cross Chart and Relocation

- a. Here are some charts. Read them. These describe how Relocate: X effects work, and how abilities like Pull and Dragging Attack work. For 2x2 units, treat the top square of the 2x2 unit as the star.
- b. Units will always follow the arrows. Units may change direction mid-movement.
- c. If a space is blocked, a unit will be relocated to the next space in the lineup. Here is the order for where a relocated unit effect will end up: Top Left -> Top Right -> Bottom Left -> Bottom Right.
- d. For a relocation involving a 2x2, the order is as follows: Topmost Left -> Topmost Right -> Top-Middle Left -> Top-Middle Right -> Bottom-Middle Left -> Bottom-Middle Right -> Bottommost Left -> Bottommost Right
- e. If all the relocation squares are occupied with other units, you can't relocate anything.

9. Stealth in Brief

- a. If something tries to move into a space occupied by a stealthed unit, that stealthed unit will destealth. The same is true if anything is deployed on a stealthed unit.
- b. If a stealthed unit activates an ability, that unit will destealth. Some special abilities do not break stealth when used.

- c. If a stealthed unit takes damage, such as from a DoT, AoE, or trap, that stealthed unit will destealth.

10. Conditions and Abilities

- a. Champions can have two kinds of effects: Conditions and Abilities.
 - i. Abilities are mostly permanent. Every champion enters play with some number of abilities. A champion's base and upgraded abilities can't be removed except by special circumstances.
 - ii. Conditions are temporary. Most champions don't enter play with any conditions. Positive conditions can be Dispelled, and negative conditions can be Cleansed. Pacified is neither a positive nor a negative condition.

11. Terrain

- a. Terrain comes in many types. If new terrain is applied to a space, it covers up any terrain that was there. There are a couple special terrain types.
 - i. Chasm kills any non-flying unit that occupies it. It can't be changed with terrain modifying effects.
 - ii. Impassable terrain can't be crossed except by units with flying. It can't be changed with terrain modifying effects.
 - iii. Inaccessible terrain has no type, and nothing may enter or modify an inaccessible space. Anything occupying an inaccessible space can't move.
- b. Terrain can also have some objects put on it that aren't terrain types and don't occupy space, such as Dead Magic Zone or traps from Lay Trap abilities. These aren't removed by thing which remove terrain, and remain in place until they are specifically removed.

12. Summons and Illusions

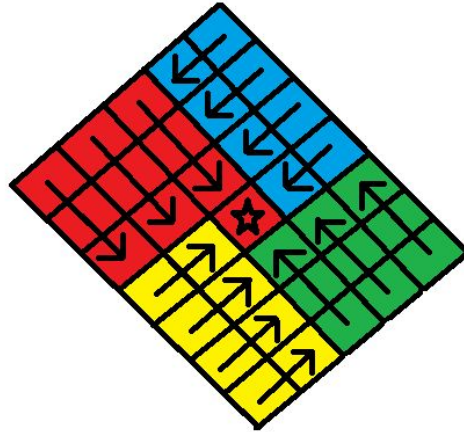
- a. Summoned units have no spell presence and don't drop nora globes. You can still place relics by summoned units, and players can Swarm summoned units. Most units that don't enter play from the runedock are summoned. Summons can't capture or contest fonts.
- b. Illusions are fake. If they become the target of any ability, they are destroyed. Illusions may not attack, and die if they try to activate any ability. If any illusion takes damage, it instead dies. Illusions cannot be swarmed. Like summons, illusions don't have any spell presence, but you can still place relics next to them. Illusions can't capture or contest fonts.

13. Rune Reveals and Cooldowns

- a. Each player reveals 2 runes per turn. On their first turns, Player 1 gets 2 extra reveals and Player 2 gets 3 extra reveals, so on their first turns, Player 1 has 4 runes revealed and Player 2 has 5.
- b. If a rune becomes concealed, it has no cooldown when it is revealed again.
- c. All runes have cooldown equal to their mana cost divided by 5, rounded down, unless directly affected by some other ability.

Attached Charts:

Rotary Charts (Section 4)



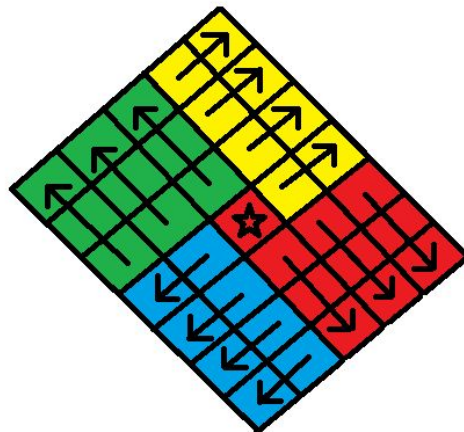
Target-Based Rotary Chart

Examples: (The star is the target unit.)

For a knockback effect on any given space, the star unit will be knocked back in the direction of the arrows under the knockback source's center.

If a unit has Manic, and the nearest opposing unit is at the star, the Manic unit will follow the arrows. If it moves from one section into another, say from yellow to green, it will follow the new section.

If the star unit has Fascinate, all opposing units will follow the arrows when approaching the Fascinate unit.



Source-Based Rotary Chart

Example: (The star is the source.)

For a knockback effect at the star, knocked back units will follow the arrows.

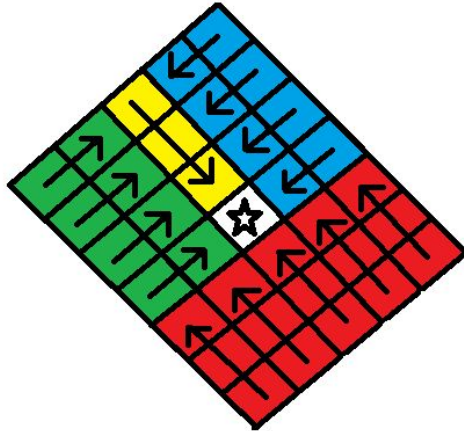
Cross and Relocation Charts (Section 5)

Source-Based Cross Chart

Examples: (the star is the source)

If a unit with Dragging Attack attacks stands on the star and attacks a small enemy unit, that enemy unit will follow the arrows for movement.

If a unit standing on the start uses Pull, the pulled unit will follow the arrows. If it shifts from one section to another, say from red to blue, it will change direction as well.



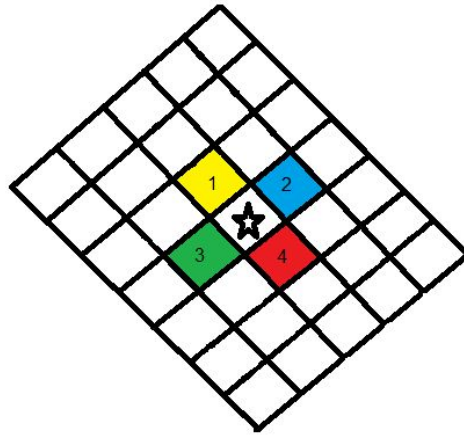
Target-Based Cross Chart

Example: (the start is the target)

If a unit with Pull uses that ability on another unit standing on the star, the star unit will follow the direction of the arrows towards the unit using Pull.



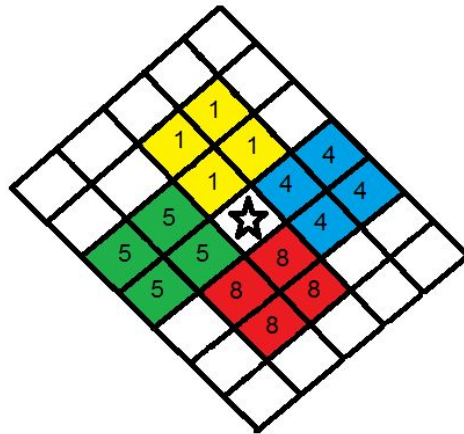
Simple Small-Small Relocation Chart



Example: (the start is the unit using the relocate effect)

If a unit occupying the star relocates another unit, and tiles 1 and 3 are obstructed by terrain or other units, then the relocated unit will move to position 2, because that is the lowest available number.

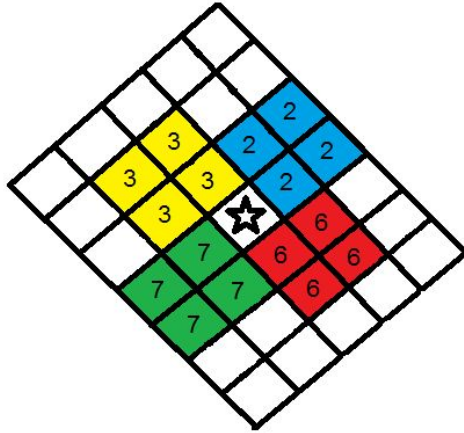
Simple Small-Large Relocation Chart Pt. 1



Use in conjunction with "Simple Small-Large Relocation Chart Pt. 2." The charts are separate for visual clarity.

**Simple Small-Large
Relocation Chart Pt. 2**

Use in conjunction with "Simple
Small-Large Relocation Chart Pt. 1."
The charts are separate for visual
clarity.



**Simple Large-Small
Relocation Chart**

Examples: (the start is the unit using
the relocate effect)

If a large unit uses relocates another
unit, and tiles 1, 2, 4, and 7 are
occupied, then the relocated unit will
move to position 3, because that is the
lowest number available.

