

GRAND SAGA

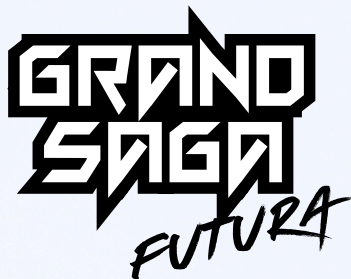
FUTURA



 GRAND SAGA FUTURA
TCG RULESET

GRAND SAGA FUTURA

GRAND SAGA FUTURA
TCG EXPANSION RULESET
V1.1



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Special Thanks: My wife Jessica von Rieben for taking care of everything else in our life so I could take a risk on this strange journey.

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This book is dedicated to my children Beatrix, Elric, Sophia and Willem.



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You are an Archon. The Stellen invasion of Valenor has tipped the balance of power across Bae'el's empire. Now you must arm your acolytes, wipe your enemies from this world and secure what resources you can.

The war for Hyperion has begun!

FUTURA TCG RULESET

These rules will tell you everything you need to play the Futura Trading Card Game. Your deck of cards represents your Arsenal as well as items and abilities that help prepare your warriors for battle.

Trading card games are strategy based and use collectible cards to let each player customise their game. The best way to learn to play the Futura TCG is with a TCG Expansion Deck, a ready-to-play 240-card deck that comes packaged with a quick-start rules guide and everything you need to play!

Once you're ready, you can start building your collection of cards with Futura TCG blister packs. Trade with your friends for the strongest Armour, Sabers and Abilities, or collect all your favorites! Then, build your own 60-card deck, play with your friends, and show off your own personal Faction!



HOW TO WIN

In the Futura TCG, your Acolytes seek to infiltrate and control enemy stations. The player who controls the most stations at the end of the Saga wins! Also, if your opponent's Acolytes have been eliminated, or you control possess the most energy and equipment!

OVERVIEW

Some 500,000 years into our future, humans have colonised the galaxy and passed on the evolutionary torch to new hominids. On the fringes of the golden quadrant, Valenor stands on the brink of war. Using a thinly veiled trade dispute as pretext, the Stellen armada have established a blockade above the planet and demand control of the planet's vast crystal reserves. Their warships now encircle the planet like a noose, choking off trade routes while tensions simmer below. In the Citadel, Regent Aen'eas commands the Emperor's military forces, desperately seeking to reassert Imperial control across Valenor's districts. In service of the emperor, the Aoric Order are tasked with rooting out both revolutionaries and heretics, even as their leader Archon Phales lies comatose in a state of prophetic vision. In this power vacuum, Revolutionary cells and the exiled Mori Clan maneuver through the shadows. The Revolution, led by Vacious Zexx under Barrow Kaltes's guidance, seeks to stir revolt in the Al'tyri people to the South, while the Mori Clan under Karric seeks both the truth of Ancelles's death and enough seized weaponry to dominate the quadrant's criminal underworld.

In Futura TCG, you'll take command of acolytes fighting for one of these houses. Through tactical combat and strategic resource management, you must outmaneuver your rivals to secure Valenor's vital districts whilst building a war chest of the most powerful armour, weapons and items of the game. Victory can be achieved through multiple paths—eliminate all enemy acolytes in brutal combat, establish complete control over the planet's districts, or demonstrate supremacy by accumulating the most victory points through territorial dominance and military might over five intense battle cycles.

INTRODUCTION TO FUTURA

Futura is a unique trading card game that was initially designed to combine physical lightsaber combat with trading card elements. At its core is the 60-card Futura Deck that acolytes use to customise their loadout before stepping into the arena. This manual provides players with the tools needed to play the pure TCG version of the game, so that you can enjoy Futura without needing to engage in physical combat. To play the Futura TCG version you will need the 60-card core Futura Deck as well as the Futura TCG Expansion Pack. The expansion pack adds acolytes, creatures, stations, districts, upgrade cards and energy points allowing you to continue the Battle for Valenor's Keep.

WHO CAN PLAY

Whether you're a lightsaber combat practitioner or a strategy game enthusiast, Futura TCG offers a gateway into an all original Saga. While the physical combat version is played in registered martial arts clubs worldwide, this Trading Card Game brings the same exciting saga to your tabletop for 2-4 players.

WHAT YOU NEED TO PLAY

1. Core Futura Deck

The same 60-card deck used in both formats contains:

- 15 Armor cards
- 15 Saber cards
- 10 Sigil cards
- 10 Ability cards
- 10 Item cards

2. TCG Expansion Pack

The Battle for Valenor's Keep TCG Expansion pack adds:

- 10 Acolyte cards
- 10 Creature cards
- 5 Artefact cards
- 5 Item cards
- 12 District cards
- 10 Station cards
- 100 Energy Point cards
- 20 Station Upgrade cards

FUTURA TCG CARDS

There are eleven card types in Futura. These include the core five card types (e.g., Armour cards, Saber cards, Item cards, Ability cards and Sigil cards), as well as six additional card types used for the TCG Expansion version. These additional cards include Acolytes, Districts, Creatures, Stations, Station Upgrades and Energy cards. You will need all of these cards to play the Futura TCG Expansion game.

ARMOUR CARDS

Armour cards represent the various types of armour found throughout Hyperion. Armour Cards use AP or 'Armour Points' to provide protection to an acolyte. Once an acolyte's Armour AP has been depleted their armour is destroyed and they will begin to lose their base AP. Armour comes in 3 main classes (Recon, Adept and Heavy), 5 deity types (Paladin, Strategists, Primal, Puritan and Emperor) as well as 15 elemental types. Your armour class is important as it determines what items and weapons you can use as well as any additional bonuses. Across the three classes, AP values typically range from 18 AP to 78 AP. In the TCG format, 'Level' refers to the number of energy points you must pay to equip the card.

- CARD LEVEL - A
- ARMOUR CLASS - B
- ARMOUR ABILITY - C
- ARMOUR WEAKNESS - D
- CARD NAME - E
- EFFECT TYPE - F
- ARMOUR POINTS (AP) - G
- SIGIL - H
- FOCUS POINTS - I



Figure 1: Armour card

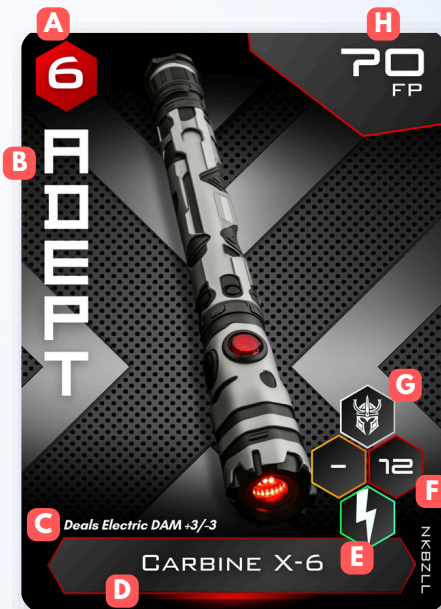


Figure 2: Saber card

SABER CARDS

Acolytes may also equip Saber cards which are also divided into three Saber Classes (Recon, Adept and Heavy). However, you must first equip the same class or higher armour before equipping a Saber card. The 'DAM' rating on the saber card determines the Damage points you're acolyte can deal with each successful strike. Each card also has a corresponding Sigil. If you equip a matching sigil card you'll receive +2 bonus to DAM. Focus Points are not used in the TCG version. Across the classes, Sabers typically range from 4 DAM to 20 DAM.

- A - CARD LEVEL
- B - SABER CLASS
- C - SABER DAM TYPE
- D - CARD NAME
- E - EFFECT TYPE
- F - DAMAGE POINTS
- G - SIGIL
- H - FOCUS POINTS

ITEM/OFF-HAND CARDS

Item or 'Off-hand' cards include a broad range of Off-hand Weapons, Artefacts, Implants, Upgrades, Chemicals and Protective devices that can only be used in the off-hand. These include, but are not limited to, sabers, shields, drones, throwing weapons, small blasters, relics, serums and artefacts. Some item cards, such as off-hand sabers and shields, can only be used by Adept units alongside a primary saber card. If the off-hand item is a shield, simply add the AP to the fighter's overall AP score. If the off-hand item is a saber, add the DAM score. Off-hand cards may also carry both a primary effect and a penalty. If so, both values must be added/subtracted from the acolyte's score.

- CARD LEVEL - A
- CARD TYPE - B
- CHARGE TIER - C
- EFFECT DESCRIPTION - D
- CARD USE - E
- CARD NAME - F
- EFFECT TYPE - G
- ARMOUR POINTS - H
- DAMAGE POINTS - I
- SIGIL - J
- FOCUS POINTS - K



Figure 3: Item/Off-hand card



Figure 4: Sigil card

SIGIL CARDS

Sigil Cards reflect an Acolyte's martial philosophy and approach to combat. There are five sigils and each sigil reflects one of five fictional deities within Hyperion. These include the Emperor, Paladin, Puritan, Strategist and Primal Sigils. Importantly, sigil cards provide modifiers to a player's equipment cards and can act as wards against an opponent's weaker sigils. Sigil cards provide a +/- 2 AP per strike for matching armour cards and a +/- 2 DAM per strike for matching saber cards. These values increase as your armour and saber class increase. Item cards that provide either an AP or DAM value or both receive an additional +/- 1 AP/DAM. Even when you haven't received any equipment bonuses, holding a Sigil card in your hand will nullify weaker sigil effects for your opponent.

- A - SIGIL
- B - CARD DESCRIPTION
- C - WARD STRENGTH
- D - CARD NAME

ABILITY CARDS

Ability cards represent the various powers and abilities a fighter can use during matches. Ability cards are divided into four classes, 'Active', 'Passive', 'Conditional' or 'Declared'. Like one-off item cards, *Active* abilities must be specifically activated during an interaction. *Passive* abilities are always 'activated' and remain in effect during the entirety of the interaction. *Conditional* cards automatically come into effect once certain conditions are met, and *Declared* cards are declared before or at the beginning of an assault. Unlike equipment cards, ability cards do not have any cost to purchase but will require sigil cards to be activated.

- CARD LEVEL - A
- CARD STACK EFFECT (AC ONLY) - B
- EFFECT DESCRIPTION - C
- CARD USE - D
- CARD NAME - E
- EFFECT TYPE - F
- ARMOUR POINTS - G
- DAMAGE POINTS - H
- SIGIL TYPE - I

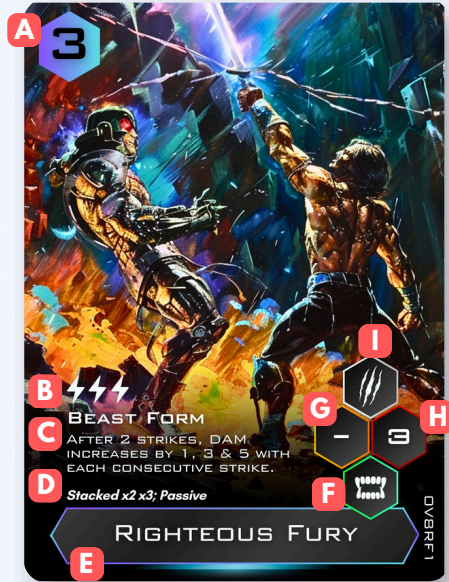


Figure 5: Ability card



Figure 6: Acolyte card

ACOLYTE CARDS

Acolyte cards represent the various warriors or acolytes you can recruit into your faction. Acolytes have base stats including AP and DAM, a governing sigil - which reflects their motivations and martial philosophy - as well as an inherent ability. Acolyte abilities are activated in the same way as regular ability cards and can only be used once per battle cycle. An acolyte's base AP functions as their health points. Once you've depleted your Base AP your acolyte is dead and must be moved to the discard pile.

- A - EFFECT DESCRIPTION
- B - CARD USE
- C - ACOLYTE NAME
- D - EFFECT TYPE
- E - BASE ARMOUR POINTS
- F - BASE DAMAGE POINTS
- G - SIGIL TYPE
- H - HOUSE CREST

DISTRICT CARDS

District cards represent the world of Hyperion. Each District card can potentially generate between 1 and 3 energy points. Like Acolytes, District cards also possess abilities. Using a district's ability is limited to once per battle cycle, however, there is no cost associated with using district abilities. If you capture a district card, simply keep it on your bench until the next battle cycle. Then, to generate resources from the district, pay the cost associated with building a station, roll for your new stats, place the district and station card in your station bay and use it like any other district card.

- CARD LEVEL - A
- FOCUS POINTS - B
- ARMOUR CLASS - C
- ARMOUR PROTECTION - D
- CARD NAME - E
- RESISTANCE TYPE - F
- SIGIL TYPE - G



Figure 7: District card



Figure 8: Creature card

CREATURE CARDS

As you explore certain districts and locations, you may come across various creature cards. Creatures are powerful entities that can fight independently of their stations. Creature cards function similar to both item and acolyte cards. They can be equipped by stations and have their own DAM and AP rating. Like armour, creature AP is also depleted before a station takes damage. To use a creature card, simply roll the corresponding dice when rolling the station dice. If both rolls are successful, the damage dealt is the creature DAM + station DAM. Note that some creatures have inherent strengths and weaknesses which may be exploited. Creatures also possess their own ability which can be used once per turn. To use the ability, simply pay the energy cost shown on the card.

- CARD LEVEL - A
- FOCUS POINTS - B
- ARMOUR CLASS - C
- ARMOUR PROTECTION - D
- CARD NAME - E
- RESISTANCE TYPE - F
- SIGIL TYPE - G

STATION & UPGRADE CARDS

Station cards represent the Stellen Command Stations, Aoric Temples, Revolution Safehouses, Imperial Garrisons or Mori Compounds used by the various houses. A station card must be placed under the district card in order to generate the energy points shown on the district card and to purchase station upgrades or to store equipment cards.

Upgrade cards are used to upgrade the DAM and AP of your stations. Upgrade cards progress from Level 1 'Recon' Station to Level 2 'Stronghold', Level 3 'Temple' and Level 4 'Fortress'. For levels 2, 3 and 4, players receive progressive bonuses to energy production as well as inventory slots for storing equipment cards. Additionally, as stations become more powerful they roll with more powerful dice. For instance, Recon stations roll with a d8, Strongholds roll with a d10, Temples roll with a d12 and Fortresses roll with a d12+d4. This means that fortresses can never roll less than 2.

To upgrade your stations, simply roll a d20 and add +20 AP for level 2, +30 AP for level 3 or +40 AP for level 4 to the value shown. For DAM, roll the attack die for the level you are upgrading to and record the value shown. Unlike acolytes which retain their base AP and DAM, these new values will become your station's new total AP and DAM.

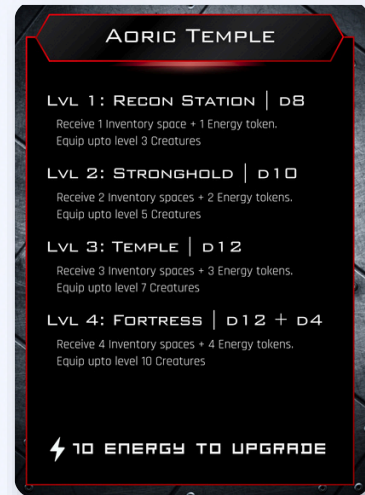


Figure 9: Aoric Temple Station Card

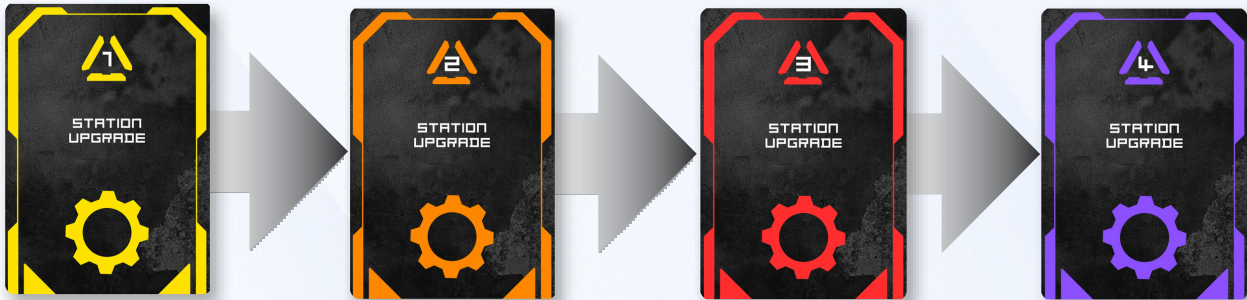


Figure 10: Station Upgrade Progression

ENERGY CARDS

Energy points represent the main currency in Hyperion. At the beginning of each turn, all players receive 9 energy points as well as additional energy points for each of the district cards and station upgrade cards they possess. Energy points are used to purchase and repair equipment, activate item cards and effects, and move acolytes to the assault or bench sections of the board. In the TCG Expansion deck, energy cards come in values of 1, 5 and 10.



Figure 11: 1, 5 and 10 Energy Point card variants

DECK

Each player starts with their own deck of 60 cards to play the game. Each deck is composed of 15 Armour cards, 15 Saber cards, 10 Sigil cards, 10 Ability cards and 10 Item/Off-hand cards. While both players know how many cards are in each deck, no one can look at or change the order of the cards in either player's deck unless a card says so.

SIGILS

If you receive any Sigil cards in your hand at the start of the battle cycle, these can be placed immediately in the Sigil area without cost. There are five sigil card types which you can use to provide additional bonuses to your armour and weapons.

ENERGY

This is where you keep your energy points. You'll need to spend energy to move acolytes to and from the assault bay, purchase, swap or repair equipment and, upgrade stations. Return any spent energy cards to the communal pool in the centre of the table.



INVENTORY

Your inventory includes the 'Equip' slot, where you can store a maximum of five unequipped cards, as well as 3 expansion slots for equipment cards stored within your upgraded stations.

BENCH

Acolytes start on the bench. Here you can equip, unequip, repair or swap equipment, item, ability and sigil cards. Then when you're ready, pay the energy cost and move them into the Assault area.

ASSAULT

The assault bay is where you move your Acolytes into the field to conduct assaults against enemy stations. When returning an acolyte to the bench, discard any Sigils or broken armour. Beware! Acolytes that stay within the assault bench at the end of a turn may be ambushed by other players.

STATION

The station area is where you keep your district cards, stations and upgrades. If you secure additional districts, place the card on the bench here faced down. Upon your next turn, turn the card over and move it to the station area. Add a station card to the district to generate more resources.

DISCARD PILE

Each player has their own discard pile. Equipment, sigil and ability cards taken out of play go to the discard pile, unless a card is played that says otherwise. Typically, Acolyte cards, stations, energy points and upgrades will return to a communal pool in the centre of the table.

STORING & EQUIPPING CARDS

Armour cards are equipped onto your acolyte and come in three Armour Classes (Recon, Adept and Heavy). Your Armour class determines what sabers and equipment you can use, the cost of movement as well as your capacity for carrying items into battle. Note, your acolyte must progress through each armour class successively, starting from Recon through to Heavy, in order to access higher tier equipment. Additionally, Armour classes can use sabers of the same level or below.

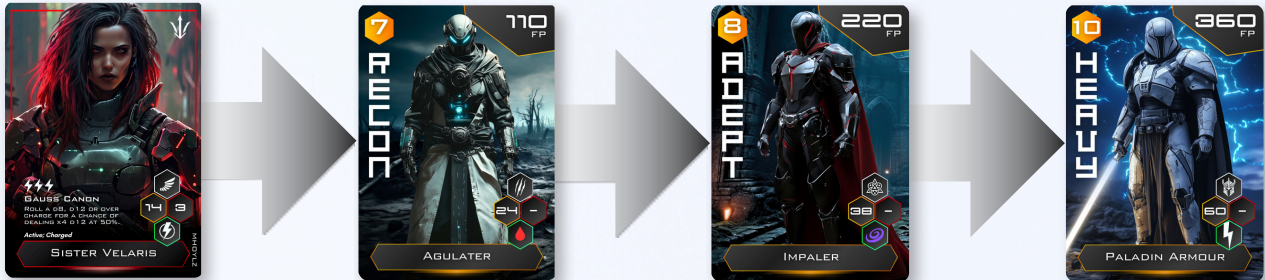


Figure 12: Acolyte Armour Progression

Sometimes you won't receive Recon armour in your first few hands. This can restrict your ability to access higher class armour and sabers. In these instances, consider using item and ability cards or assaulting a station with a support unit. You can also consider trading equipment cards with other players, or selling equipment and fortifying your stations instead.



CARRYING CAPACITY

Acolytes are able to carry equipment cards, however, their carrying capacity is limited by their Armour class:

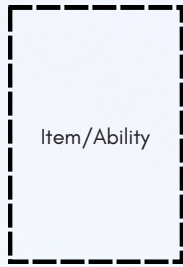
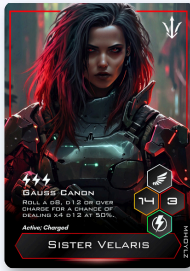
- Base level Acolytes are only able to carry a single item or ability card.
- Recon units can carry one (1) recon saber and one (1) of either an Ability or Item card.
- Adepts can carry an Adept or Recon Saber as well as up to three additional cards but they can only carry two (2) items, two (2) abilities and two (2) recon sabers at a time.
- Heavy units can carry up to one (1) Heavy saber, two (2) items and two (2) abilities.

Beware! If your acolyte dies in battle, you will need to surrender your cards excluding any ability cards. In some circumstances you may even need to surrender your acolyte card.

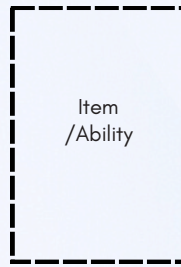
STATION INVENTORY SLOTS

As you upgrade your stations you will also be able to store cards within them. Beware though, as losing your station means you will need to surrender your stored cards. Station inventory slots are also used to contain creature cards. Creature cards act as an additional fighting unit, complete with their own AP and DAM rating. If a station is destroyed, any equipped creatures will also be destroyed and will need to be returned to the discard pile. Note that some creature cards can only be equipped on stations that meet the minimum level requirements.

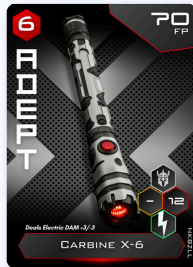
BASE LOADOUT



RECON LOADOUT



ADEPT LOADOUT



HEAVY LOADOUT

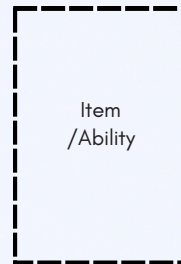
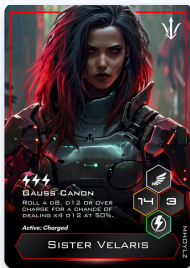


Figure 13: Acolyte Carrying Capacity



Figure 14: Station Inventory Capacity

SIGIL COMBAT

Sigils connect Acolytes, their equipment and abilities to the deities or cosmic forces that dwell in Hyperion. The five sigil cards include the Paladin, Primal, Strategist, Puritan and Emperor sigil. There is no cost for using sigils and they cannot be purchased or sold. For the TCG Expansion, Sigils are stored in the Sigil bay and are expended during interactions or when applying bonuses to equipment. Players can hold a maximum of five (5) sigils in the Sigil bay. Any additional sigils received must be sent to the discard pile.

All sigil cards have a corresponding sigil that they are strong against and weak against, and all sigils are effective against non-sigiled equipment. In the below chart we can see that the Paladin sigil is strong against the Primal and weak against the Emperor. Similarly, Primal beats Strategist, Strategist beats Puritan, and Puritan beats Emperor. This is important for Armour, Sabers and Item cards but not for abilities. Instead, abilities use sigils to charge their attacks. Sigils that are neither strong or weak against other Sigils do not receive any bonuses.

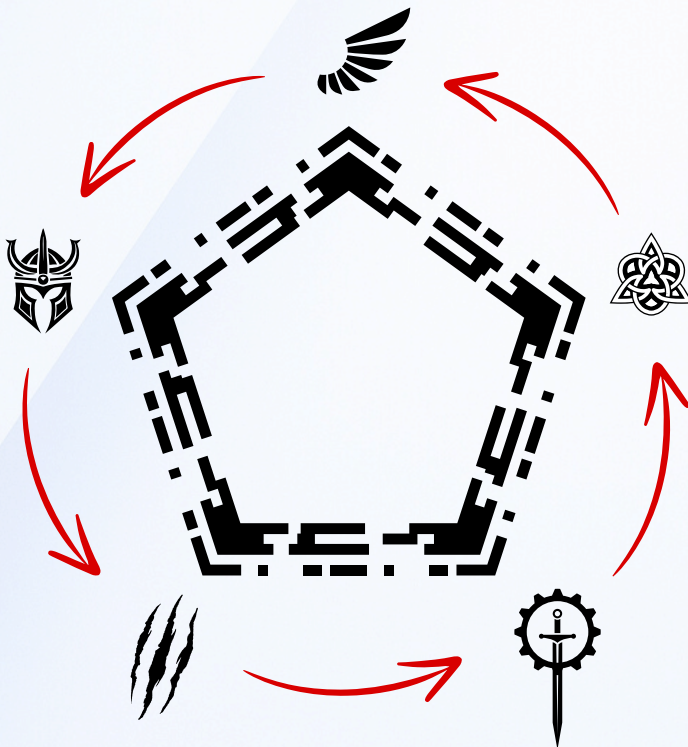


Figure 15: Sigil Strengths and Weakness Diagram

Sigils must be used in the sequence they were received in. That is, if you have five sigils, you must use your oldest sigil first, followed by the next sigil and so on. When you receive a sigil, immediately place it in your Sigil bay facing up and underneath any other Sigils already present. You can hold a maximum of five sigils at any one time, so discard any further sigils you receive. Sigils do not count towards your inventory.

You can use a Sigil either immediately before declaring an assault or during the interaction. For instance, you might move your acolyte into the assault bay, apply a sigil to some or all of their equipment and then declare your assault. Or you may declare an assault, play an ability card during the interaction and then use the Sigil to charge the ability card. For stations, only Creatures use sigils when powering their abilities.

Remember! You can only apply one sigil to your equipment before commencing an assault, however, you can play as many Sigils to charge abilities during the interaction as you wish. Note that Sigils are contained within a single interaction, so once an interaction has ended, the sigil must be discarded. If you recall your acolyte from the Assault bay after ensigiling your equipment but before any interaction, you forfeit your sigil.

ENSIGILING EQUIPMENT

You can ensigil one or all of your equipment using a single sigil card. However, you can only ensigil armour once per interaction and the effect ends when the interaction ends. If a player equips a sigiled Armour that is strong against an opponent's sigiled or non-sigiled Saber, then the player's AP will be replenished by 2, 3 or 4 points for every strike the opponent makes against them. At the same time, the opponent will lose any bonus applied to their saber. On the other hand, if a player equips a sigiled Saber that is strong against an opponent's sigiled or non-sigiled Armour, the player will receive an additional 2, 3 or 4 points to DAM against the opponent. Some Item cards that are not one-off cards, and have an AP and/or DAM rating, maybe ensigiled. Ensigiled items receive a maximum of +/- 1 to both AP and/or DAM. Like ability cards, one-off item cards that depict a sigil do not receive a bonus but instead can be activated using the sigil. However, you must use a separate sigil to activate one-off item cards from any sigils used to ensigil your equipment.



Figure 16: Ensigiling Armour or Saber

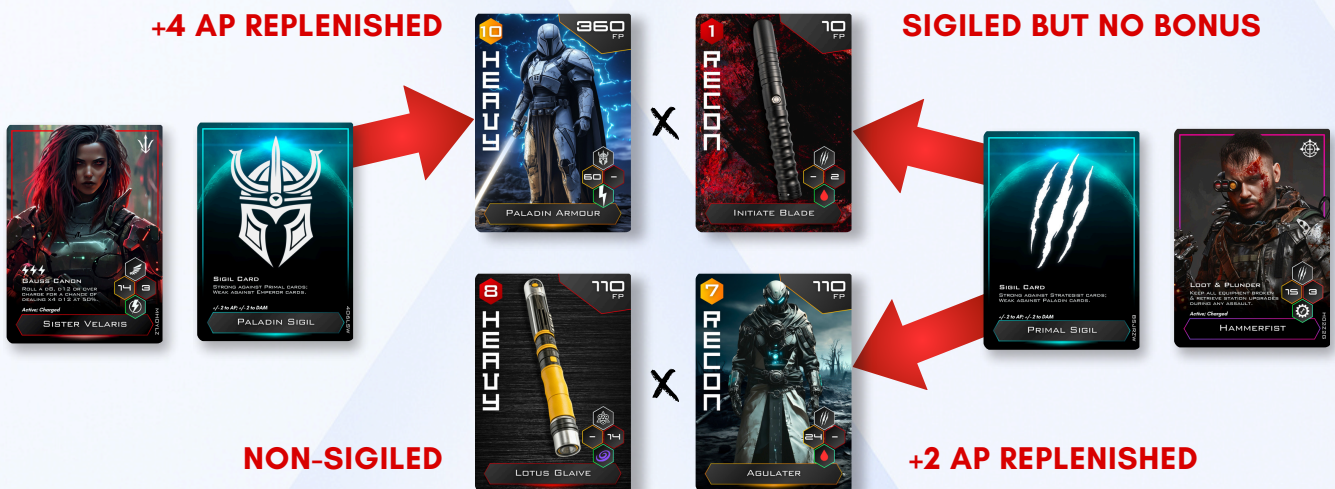


Figure 17: Comparing Sigiled Armour Effects

EFFECT TYPES

Effects refer to the various forces and powers that exist within the world of Hyperion. Effects are present in equipment, ability, acolyte, creature and district cards. Effects are complex but typically align with the ways in which cards are played (e.g., Active, Passive, Conditional and Declared). **Active** effects are played in combat, often dealing immediate damage or restoring AP. **Passive** effects tend to provide protection or resistances against effects throughout the interaction. **Conditional** effects require some condition to be met before they can take effect and **Declared** effects must be declared before engaging in an interaction.

THE SIX ELEMENTAL FORCES

A good example of both active and passive effects are the six elemental forces (Void, Fire, Electric, Chroma, Aether and Blood). These forces are pure manifestations of the five deities, channeling their power into Hyperion. Typically, these forces manifest through six crystal types built into the various sabers and armour you'll find across Hyperion. Whilst they tend to be well balanced against one another, they can provide powerful bonuses when battling against second order and non-elemental forces, creatures and stations.



VOID

Void crystals warp and tear apart physical matter, absorb energy blasts into the void and cause madness in weaker minds.



FIRE

Fire crystals create destructive blasts that scorch earth, melt armour and incinerate flesh. They can also produce various ranged attacks and fire shields.



ELECTRIC

Electric crystals can disrupt EM fields, draw energy from armour and electric devices for charged attacks or provide speed boosts and chain attacks.



CHROMA

Chroma crystals can split and erase reality, reducing, negating or reversing effects. They can also produce Chroma blasts and receive bonuses when the enemy's health is low.



AETHER

Aether crystals can replenish health, provide bonuses for support units, dominate weaker minds, smite enemies and provide powerful wards against creatures.



BLOOD

Blood crystals can steal health, reanimate the dead, provide bonuses to physical damage or create protective serums against biohazard or mutagen effects.

Figure 18: The Six Elemental Forces

Sabers are built exclusively around the six elemental forces. When two sabers of different crystal types come into contact, their blades crackle under the intensity of two elements violently exchanging cosmic energies. When elemental crystals are built into armour, the armour can possess a variety of effects that reflect these cosmic forces, including (but not limited to) absorbing other forces, teleportation, healing, speed boosts, inspiring acolytes, domination over weaker minds, and in some instances, possession.

SECOND-ORDER FORCES

Second-order forces refer to lesser cosmic forces, hybrid forces, non-elemental abilities or even powerful technologies engineered by the inhabitants of Hyperion. Whilst second-order forces are considered 'less pure' they can still be just as powerful as their elemental counterparts depending on the circumstances. Second order forces cover all other effects in Futura. The following represent a non-exhaustive list of the most common effects you may encounter. These can be found in stations, acolytes, creatures, abilities, powers, artefacts, armours and items. Some effect types may be exclusive to the Trading Card Game (TCG) or to the Armoured Combat (AC) versions of Futura.



SACRIFICE

Transfers base AP from a support unit to provide additional AP to the primary acolyte. Cannot be used to increase the primary's base AP. **TCG, AC.**



REVERSAL

Part or all of the DAM or effect played against the acolyte/station/creature is turned against the opponent. **TCG, AC.**



AMBUSH

Ambush cards are special action cards. In TCG, a player can launch an assault directly on another acolyte left on the assault bench. **TCG, AC.**



SUNDER

Reduces some or all of the opponent's AP. Cannot be used to reduce base AP. **TCG, AC.**



OVERCHARGE

Provides a chance to multiply DAM but with some chance of damage reversal. When playing, roll for DAM then roll a percentage dice. **TCG, AC.**



SUMMON

Stations can call a benched Acolyte to defend the station. Acolytes can call a support unit or creature after declaring an assault. **TCG, AC.**



NULLIFY

Remove one of your opponent's Sigil or Ability cards from the interaction. **TCG, AC.**



LIFE SUPPORT

In TCG, life support cards allow a primary fighter to retreat from an interaction with 0 Base AP. In AC, an acolyte can restore a single life. **TCG, AC.**



DROID

The station or acolyte is protected by a droid/s. Roll a d4 and add the value shown to your DAM when defending. **TCG only.**



INSPIRE

In AC, faction members - but not the primary acolyte - receive a bonus to AP/DAM or resistance to a particular effect/sigil. In TCG, the card is used by a support unit to inspire a primary unit. **TCG, AC.**



LIVING SIGIL

Gain an automatic sigil bonus on specific equipment cards without the need to use the corresponding sigil card. **TCG, AC.**



KINETIC

Refers to any kind of direct physical damage, whether elemental or second-order effects not otherwise specified, such as ranged attacks, chain attacks, area or combined effects. **TCG, AC.**



AVATAR

The being is an embodiment of one of the five deities. Avatar cards are rare wild cards that cover a vast range of effects. **TCG, AC.**



WARD

Swap any benched and fielded acolyte during combat, once per turn for no cost. Neither acolyte can be used to assault a second time in the same turn. **TCG, AC.**



CYBORG

Your forces receive cybernetic enhancements. Add +2 to all of your acolyte's or station's DAM rating and +4 to AP. **TCG, AC.**



BIOHAZARD

Unless the opponent wears the corresponding armour, Biohazard effects cause chronic DAM over a certain number interactions. They may also weaken specific effect types. **TCG, AC.**



COMMANDER

Select an acolyte as the commander. This acolyte can immediately equip Adept armour and sabers. In AC, the commander wins all ties and inspires their faction members. **TCG, AC.**



RADIATION

Unless the opponent wears the corresponding armour, Radiation effects cause some initial damage and then chronic DAM over a certain number interactions. **TCG, AC.**



MECHANIC

This effect allows the acolyte to keep any armour that breaks during combat. Cost of repair is reduced by 1 energy point. Swapping armour is also free. **TCG only.**



NANO SWARM

An opponent's Armour AP is chronically reduced over a certain number interactions. Certain items may also be destroyed. **TCG, AC.**



POLITIK

Politik forces enemies to pass an initiative check before conducting an assault. If the opponent fails they must retreat whilst paying the energy cost. **TCG only.**



SPECIAL ORDNANCE

Change the effect/Sigil type of any armour or saber cards for one interaction but retain AP/DAM rating. **TCG, AC.**



CRYSTAL PRODUCTION

Provides an additional two energy points at the beginning of each round. Assaulting enemies also suffer a 20% chance of possession or forcing a retreat. **TCG only.**



SHARP SHOOTER

In TCG, when an assault has been declared against you, roll a d20. The enemy immediately suffers half the value shown. In AC, points/penalties are awarded for striking specific targets. **TCG, AC.**



MUTAGEN

Fallen acolytes can be twisted into mindless abominations in service of a station. Mutants cannot equip armour or sabers. **TCG only.**



BEAST FORM

The acolyte channels their primal nature, increasing their DAM with each successive strike. Breaking the streak ends the effect. **TCG, AC.**



ORBITAL BOMBARDMENT

Upon losing a station, declare an orbital bombardment. In TCG, roll 2 x d20 and deal the value shown in DAM to the acolyte. The district card will also be discarded. **TCG, AC.**



INFORMANT

In TCG, target a station and reveal your opponents hidden cards. In AC, learn the schedule of all fighters and their cards before declaring your own. **TCG, AC.**



POPULOUS

The people fight for you! Declare at the start of a cycle. For all rolls, roll a d4 and add the value shown to your DAM. Also receive two bonus energy points for the round. **TCG only.**



ARCANA

Ancient temples still possess long forgotten powers. Equip artefacts, hexes, daemons or spirits in your station's defense, or convert possessed acolytes, restoring their base AP. **TCG, AC.**



HEALTH

Typically rejuvenates or provides a chance to recover Base AP. In AC, can also restore a single life. **TCG, AC.**



FORCEFIELD

Provides an additional bonus to AP against kinetic effects. Some forcefields can also cloak the user, provide an attack bonus or temporary invulnerability. **TCG, AC.**



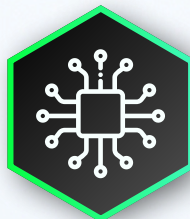
SPEED RUN

Enhances the Acolyte's speed, providing bonuses to attack as well as a chance to evade melee or ranged effects. **TCG only.**



MIGHT OF MAN

Reduces or provides a chance to resist the impact of all effect cards. Movement costs are lower. The acolyte can also execute powerful melee attacks. **TCG, AC.**



CYBERNETICS

Cybernetic armour provides defences against droid, nano and station defences. It can also enhance reflexes, shutdown station upgrades gain information. **TCG, AC.**



CHROMA SHIFT

Chroma shift cards are able to change reality itself, reversing or replaying outcomes, or erasing them altogether. **TCG, AC.**



POSSESSION

Possess an opponent's acolyte or creature to fight for you for a number of interactions. In AC, an acolyte of the opposing team must fight faithfully for their new master. **TCG, AC.**



DOMINATION

Breaks the opponent's resolve mid battle, forcing them to make an initiative check when assaulting or using an ability card. **TCG only.**



STASIS

The opponent is unable to roll or play any ability or item cards in the next interaction. This card can be stacked with other ability cards. **TCG, AC.**



STIMULANT

Stimulants are designed to chemically induce certain effects, such as speed run, health, might of man, or beast form, however, the effect often is limited and carries a penalty. **TCG, AC.**

TRIGGERING AN EFFECT

There are four ways in which an effect can be triggered; 1. using a Pre-activated card, 2. Charging the effect, 3. Using the overcharged effect, or 4. Using a Sigil to activate the effect. Pre-activated cards, such as items, are already activated and require no cost to play. The Chroma bomb item card is a good example of this. Simply equip the item and play the card before rolling for attack/defense. If your roll is successful you will deal the damage shown on the card. The item will then be discarded. Charged effects are often tiered and require paying between 1-3 energy points to vary the strength of the effect. Look for the ⚡⚡⚡ symbol to identify whether the effect is tiered. You will also see multipliers such as 'x2, x3' or '20%, 40% or 60%' which will indicate the strength of the tiered effect. Overcharged effect cards can be used to charge a regular attack beyond the 3 tiered levels. Often overcharging will come with a chance for some penalty or reverse damage. Simply play the overcharged effect card, roll your attack dice and chance dice to determine your outcome. Lastly, sigil-activated effects are activated by spending the corresponding Sigil card similar to spending energy points. This sigil card must be separate from any that are providing sigil bonuses and will be immediately discarded once the effect is used. Sigil-activated items and abilities will show a specific sigil in the sigil hex.

ABILITY CARDS

Ability Cards are special powers that can be used by acolytes to directly produce an effect. Like one-off items or artefacts, ability cards are discarded once they are played. Acolytes, Armour, Stations, Artefacts and Creatures also have *inherent* abilities which can only be used once per interaction. It's important to note that Futura was initially designed for armoured saber combat. While most ability cards can be played in the TCG Expansion, some ability cards are exclusive to the Armoured Combat version and vice versa. Check the card for the **AC ONLY** identifier. If your ability card does not have this identifier then you can include the card when playing the TCG format. To activate an ability card, follow the rules for activating effects as well as any other conditions present on the card.

ACOLYTE ABILITIES

In the TCG format, all acolytes have a unique special ability associated with their character. Some abilities may combine effects in unique ways, however, acolyte special abilities still conform to the general rules for using effects. Acolyte special abilities are also restricted to one use per interaction. If an acolyte is possessed then they are still able to use their ability, however, acolytes affected by mutagen will not be able to use their abilities, having been transformed beyond recognition.

DISTRICT ABILITIES

District abilities are wide in scope and are often drawn from the technology, environment or people present within the districts. For this reason, there are many effects that are unique to districts. District effects become available once a station has been built. Importantly, some district effects can be declared when the station is defending an assault or at any time during your turn .

CREATURE ABILITIES

Like acolyte abilities, creature abilities are unique to the creature played. To activate a creature ability, the creature must first be equipped by a station. You may then activate the ability using the usual methods.

ARMOUR ABILITIES

Like District cards, armour abilities are broad, reflecting the kinds of environments an acolyte must traverse. When armour is destroyed, even if it remains equipped during the interaction, the armour's ability can no longer be used.

PLAYING THE GAME

Futura TCG games are different from their Armoured Combat counterparts, instead requiring strategic thinking and foresight. Here's the summary to get started right away!

HOW TO WIN THE GAME

You can win the game in 3 ways:

- 1) Secure all the district cards by the end of the fifth battle cycle
- 2) Eliminate all enemy acolytes
- 3) Have the most resources at the end of the fifth battle cycle.

SETTING UP TO PLAY

- 1) Shake hands with your opponent/s.
- 2) Roll a d6. The player with the highest roll goes first. Re-roll all ties.
- 3) The highest roller deals three (3) acolyte cards and three (3) district cards to each player, including themselves. *Note:* Players may use any acolyte from any house to form their faction.
- 4) Place your acolytes on your bench and your district cards in your station bay
- 5) Each player should record all base stats for acolytes and stations using the Futura TCG Player Sheet.
 - To determine base stats for your Recon station:
 - a. place a station card underneath your district card.
 - b. roll a d20 and add 10 to the value shown for AP
 - c. roll a d8 and use the value shown for DAM
 - d. record the name of the district and its associated AP and DAM values in the Futura TCG Player Sheet.

DISTRICT STATS

DISTRICT		Aegis Outpost		CREATURE							
CLASS	DAM	AP									
RECON	4	23									
GARRISON											
TEMPLE											
FORTRESS											

ACOLYTE STATS

ACOLYTE NAME		Ghost Chen		CREATURE							
CLASS	DAM	AP									
BASE	3	14									
RECON											
ADEPT											
HEAVY											

Figure 19: District and Acolyte Stats Table

PARTS OF A TURN

Each turn has 3 main parts:

- 1) Collect your equipment and energy cards.
- 2) Do any of the following actions in any order:
 - Upgrade any acolyte or station to the next class or upgrade (once per turn)
 - Purchase, Equip, Repair, Swap, Trade or Sell any equipment cards in your hand.
 - Equip any abilities or sigils (these cannot be removed, swapped or sold once equipped).
 - Store or retrieve any excess equipment cards within available inventory slots.
 - Recall any Active Acolytes from the Assault bay (only once per turn).
 - Move any Benched Acolyte/s into the Assault bay.
 - Use Abilities (as many as you want).
- 3) Conduct your assault phase then end your turn.

AT THE START OF YOUR TURN...

- 1) Draw five (5) equipment cards, nine (9) energy points plus any additional points according to each district, effect and station upgrade.
 - If you have more than five unequipped cards you must discard any excess and cannot pick up. If you have more than 0 but less than five cards you can pick up additional cards until you have reached your five card limit.
- 2) Place your energy points in the energy slot.
- 3) Place any Sigil cards immediately in the Sigil area.

You can only have five unequipped cards in your hand at one time. Be sure to place sigil cards in the sigil area immediately and make use of your acolyte and station inventory slots. You can also sell or trade cards in order to free up space. If you are at capacity you will not be able to receive any further cards.





Figure 20: Setting up the board

EQUIPPING YOUR ACOLYTES

At the start of your turn, if you have any Recon armour in your hand, you can purchase and equip the armour immediately by paying the energy cost equivalent to the level shown in the top left corner of the equipment card. The Armour card's AP value will then be recorded in the Recon row of the Acolyte Stats table. Armour AP acts as a buffer before your Acolyte's base AP is affected. You can repair armour and restore your armour's AP but you cannot replenish your acolyte's base AP unless you have a relevant ability card.

We had a Recon saber in our hand so we will equip and record the DAM value as well. Our Saber's DAM value is added to our Acolyte's base DAM. In total, we spend 8 energy points to equip Ghost Chen ready for battle.



Figure 22: Acolyte stats table - Equipping armour

If you're unable to secure a Recon saber you can equip an ability or item card, however, you will still need to leave your Saber slot available. In our example we equipped the Shield Wall ability which provides an additional 10 AP. We'll record the additional AP in brackets which will come into play once we activate the ability card. Once an ability or item card is used, it is considered depleted. Be sure to remove these cards and place them in your discard pile once they have been used.

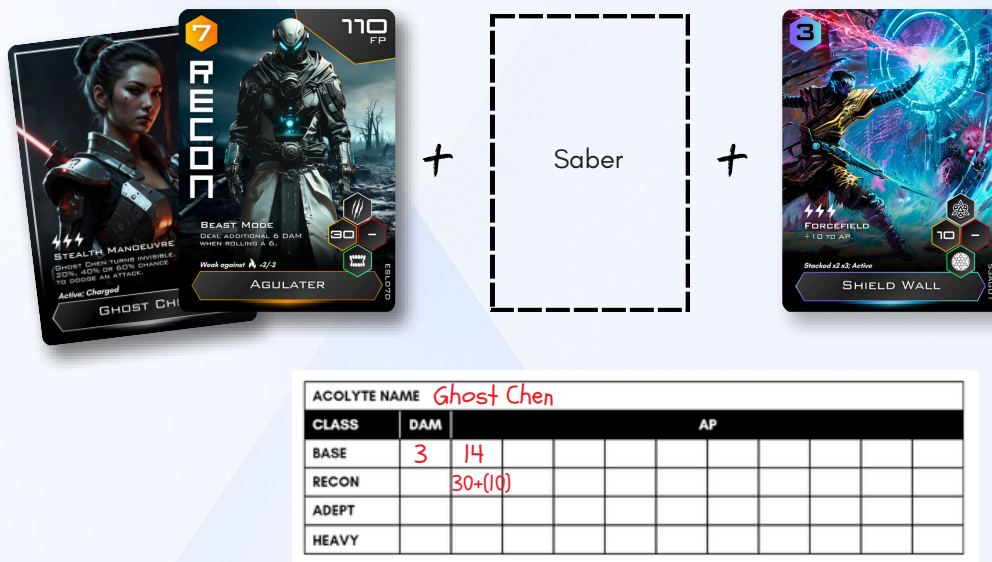


Figure 23: Acolyte stats table - Equipping abilities

In the next turn, you may decide to upgrade your acolyte's Recon armour to Adept. If you do, you can choose to sell the Recon armour, store it in your inventory or trade it with another player. You cannot equip both sets of armour on one acolyte at the same time. Another option is to pay half the value shown on the card and equip it on another acolyte.

When upgrading to a higher class, you can also choose to keep your Recon saber or upgrade this as well. Simply provide the DAM rating for any higher class sabers in the next row or erase the existing class saber DAM and replace it with the higher DAM of the new saber. For Adept, you can also make the Recon saber an off-hand weapon by leaving it equipped and equipping a second Recon or Adept saber as your primary weapon. Your DAM will be your base + recon saber + primary saber. If you upgrade to heavy, the saber must then be removed along with any stats.

UPGRADING YOUR STATIONS

All stations start with level 1 upgrades. Stations can be upgraded once per turn, however, you must wait until the second battle cycle before upgrading your station to the next level. Each upgrade costs 10 energy points. For the first level, this is paid when you first establish a station card on your district. In the example below, we've finally upgraded our station to level 3. This gives us three slots to use. We've chosen to equip our creature card and will still have enough room to hold two additional Armour, Saber, Item or Ability cards. To record the new AP for level 3 we will roll a d20 and add 30 to the value shown. For level 2 cards roll a d20 and add 20 AP. For level 4 upgrades, roll a d20 and add 40 AP. DAM for each upgrade is calculated using the defence/attack dice for that level. As Temples roll a d12 for defense/attack, we will roll a d12, add 12 then record the total DAM in our table.

Level 1 - Recon Station:

Receive 1 Inventory space + 1 Energy token.
Equip upto level 3 Creatures
Rolls with a d8 For defense/attack

Level 2 - Stronghold:

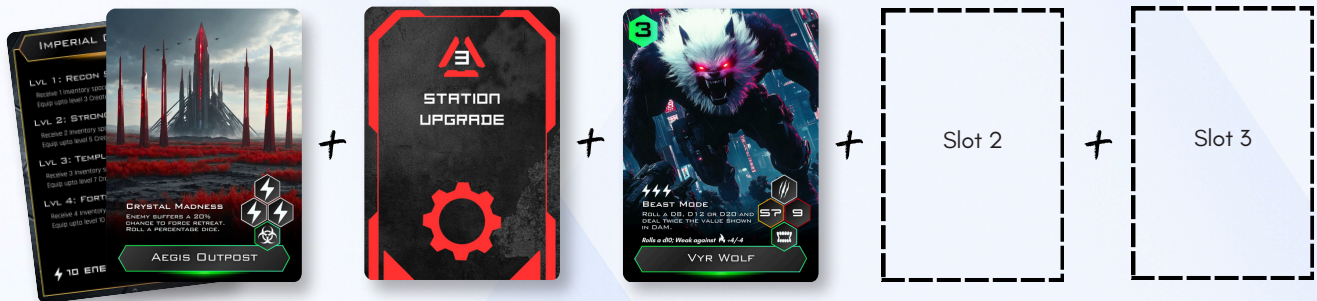
Receive 2 Inventory spaces + 2 Energy tokens.
Equip upto level 5 Creatures
Rolls with a d10 For defense/attack

Level 3 - Temple:

Receive 3 Inventory spaces + 3 Energy tokens.
Equip upto level 7 Creatures
Rolls with a d12 For defense/attack

Level 4 - Fortress:

Receive 4 Inventory spaces + 4 Energy tokens.
Equip upto level 10 Creatures
Rolls with a d12 + d4 For defense/attack



DISTRICT		Aegis Outpost		CREATURE		Lvl 3. Vyr Wolf	
CLASS	DAM	AP					
RECON	-	-					
GARRISON	-	-					
TEMPLE	3	42+(57)					
FORTRESS							

Figure 24: Recording Station Stats

CONDUCTING AN ASSAULT

To conduct an assault, move one or two acolytes to the assault bay and declare which station you are assaulting. If you are assaulting with one acolyte, pay the energy cost associated with their class (Base and Recon = 1 Energy Point; Adept and Heavy = 2 Energy Points). If you are attacking with two acolytes, declare one acolyte as the Primary unit and one as the Support unit. Pay the full cost for the Primary unit and only one (1) energy point for the support. Next, all parties should reveal their cards and roll the corresponding dice for their respective classes. The winner of each interaction is determined by the highest roll. The loser must then either play any relevant cards or subtract the total damage dealt from their AP.

USING SUPPORT UNITS/CREATURES

Support units/creatures roll dice independently from the Primary unit/station and according to their respective class. If your support unit or creature's roll is successful then deal their DAM. However, there is an important distinction between support units and creatures. Support units do not take damage and cannot use any item or ability cards during the assault. Instead, the primary unit will receive all damage dealt. Once the primary unit is dead, the assault is aborted. Additionally, once an acolyte has been used as a support unit, they cannot be used as a primary unit for any further assaults in the same cycle. Creatures roll and take damage *before* using stations. That is to say, you cannot roll and deal DAM as a station until after your creature has died. Once equipped, a station cannot remove a creature card either, until after the creature has died. If a station has more than one creature, the lowest level creature or the creature with the lowest AP fights first.

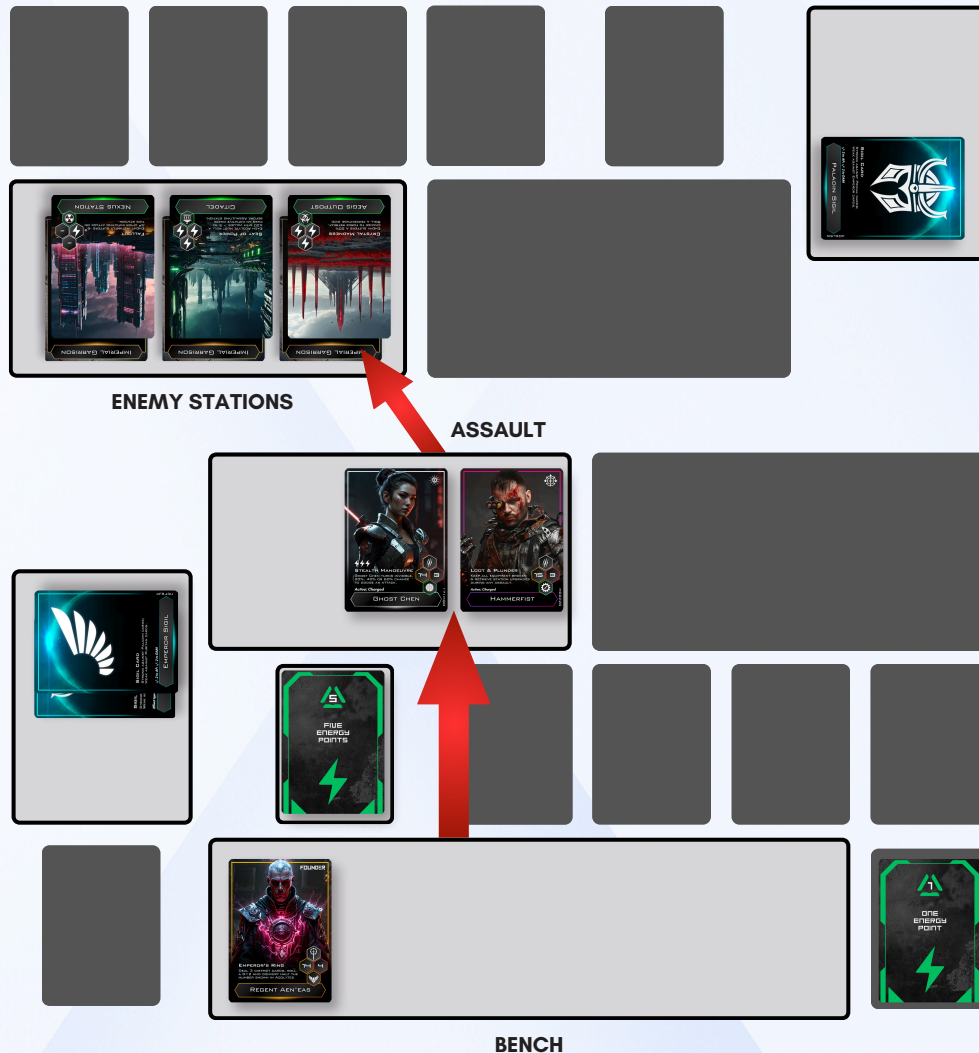


Figure 25: Declaring an Assault

INITIATING COMBAT

We're ready to engage in combat so its time to turn over our cards. We've elected Ghost Chen as our primary fighter and Hammerfist as our support. We then revealed our splintercell's Saber and armour cards. Chen is wearing Heavy Armour and using a Heavy Saber, providing her with 78 AP + 14 (92 AP). Her DAM is 18 + 3 (21 DAM). Chen will also be using a paladin Sigil on her Heavy Armour to gain +4 AP for every strike she receives against non-sigiled or primal sigil equipment. As a heavy, Chen will roll with a d12, however, Hammerfist's Recon armour will only provide Chen with an additional d8.

Across the table, the Aegis Outpost has turned over a Creature card providing the station with a total 99 AP and 12 DAM. Whilst Aegis outpost is a Temple level station and rolls with a d12, the Vyr Wolf is a level 3 creature and only uses d10 for attack/defense. The Aegis outpost also has an Ability shown on the district card called 'Crystal Madness'. This ability requires Chen to roll a percentage dice and score > 20% to continue with the assault. As this is a Declared ability, the station can play the ability immediately. In our example, Ghost Chen rolled a 30, just clearing the initiative check. The remainder of the combat will now proceed with each party rolling their dice all at once.



Figure 26: Revealing your cards

RECORDING DAMAGE

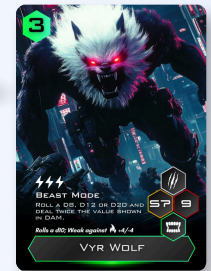
In all cases, the side that rolls the highest die wins the interaction. Defending units win all ties. The total DAM for the winning unit/s is then subtracted from the AP of the opposing unit with the new total recorded in the defeated unit's table. For acolytes, If an armour/item/ability card takes more damage than it provides AP for, the remainder of the DAM is subtracted from the next level of protection. The order of levels of protection is as follows: **Ability < Item < Armour < Base**. Ability and item cards are immediately discarded once they are depleted. However, if an Acolyte breaks their armour, they only need to discard the armour after they have retreated from the assault. The Acolyte dies when their base AP is ≤ 0 . If the Acolyte dies during the incursion, the armour and saber cards, along with any unused item or ability cards, will be given to the station. In some cases a station may also keep an Acolyte card. In any case, the support acolyte will retreat and the assault will be concluded.

Stations have no base stats. Their upgrades replace their previous level of AP and DAM. If a station has equipped any creatures, traps or armaments then these are depleted first, before the station takes any damage. If a Creature or armament sustains more damage

than their AP, the remaining DAM is lost. The station does *not* take any surplus damage.

BATTLE EXAMPLE

In our **first interaction**, Chen rolled a 4 (d12) and Hammerfist rolled a 2 (d8), with the Vyr Wolf rolling a 7 (d10) and winning the interaction. The Vyr Wolf also spent a sigil card and activated tier 3 Feral Form. To deal damage, the Vyr Wolf rolled a d20, scored an 8 and doubled the value resulting in a total DAM of 16 to Chen. However, Chen's Paladin sigil was strong against the Vyr Wolf's Primal mark. So Chen lost -16 AP but recovered +4 AP (-12 AP) from the interaction. To reflect this, we marked out the 78 and recorded a 66 in the adjacent cell.



ACOLYTE NAME		Ghost Chen									
CLASS	DAM	AP									
BASE	3	14									
RECON	4	30									
ADEPT	7	42									
HEAVY	18	78	66								

In the **second interaction**, Chen rolled an 8 and Hammerfist rolled a 7, with the Vyr Wolf rolling a 6. Both Chen's and Hammerfist's rolls were strong against the Vyr Wolf so their DAM was combined (21 + 7). Chen also received an additional 4 DAM for the Paladin Sigil, dealing a total of 32 DAM!

DISTRICT		Aegis Outpost									
CREATURE		Lvl 3. Vyr Wolf									
CLASS	DAM	AP									
RECON	-	-									
GARRISON	-	-									
TEMPLE	12+3	42+(57)	67								
FORTRESS											

In the **third interaction**, Chen rolled a 3, Hammerfist rolled an 8, and the Vyr Wolf rolled a 5. Chen paid 3 energy points to activate her tier 3 stealth manoeuvre, however, her chance die rolled an 80 which was outside of the 10-60% range. This means Chen lost -9 AP but still recovered 4 AP due to the Paladin Sigil (-5 AP). Fortunately, Hammerfist dealt 7 DAM (3 Base + 4 Saber), causing the Vyr Wolf to lose -7 AP.

ACOLYTE NAME		Ghost Chen									
CLASS	DAM	AP									
BASE	3	14									
RECON	4	30									
ADEPT	7	42									
HEAVY	18	78	66	61							

DISTRICT		Aegis Outpost									
CREATURE		Lvl 3. Vyr Wolf									
CLASS	DAM	AP									
RECON	-	-									
GARRISON	-	-									
TEMPLE	12+3	42+(57)	67	60							
FORTRESS											

USING ABILITIES

In the **fourth interaction**, Chen rolled 11, Hammerfist rolled an 8 and the Vyr Wolf rolled an 8. The Vyr wolf has a home advantage against Hammerfist's attack, but cannot deal damage to support units. Chen has decided that it's time to use her ability. She turns over her ability card to reveal the Might Makes Right ability. This card uses the Sunder effect. The card is also tiered, showing a 2x and 3x charge. If Chen had an Emperor sigil in her Sigil bay, she could instantly power the ability to the highest tier, however, Chen only has 2 energy points to arm the ability. The Ability does 20 DAM which is enough to kill the Vyr Wolf. If you recall, our station had 42 AP so we will record this value in the next cell, discard the Vyr Wolf card and begin to attack with the Temple Station.



DISTRICT		Aegis Outpost					CREATURE		Lvl 3. Vyr Wolf				
CLASS	DAM						AP						
RECON	-	-											
GARRISON	-	-											
TEMPLE	12+3	42+(57)	67	60	42								
FORTRESS													

When Chen first initiated the assault, we noticed that the station had 3 cards in the inventory slot. One of these were turned over to reveal the Vyr Wolf, leaving two unturned cards. The station has not turned over any more creatures, Droids, traps or armaments, so we suspect these cards are equipment, items or abilities being stored for future use. For this reason, Chen is feeling confident and decides to continue the assault.



THE STATION STRIKES BACK

In the **fifth interaction**, Chen rolled a 3, Hammerfist rolled a 4 and the Imperial Garrison, now rolling with a d12, rolled a 10. The station deals 15 DAM to Chen and because there is no sigil Chen continues to recover +4 AP, leaving her with a new total of 50 AP.

ACOLYTE NAME		Ghost Chen											
CLASS	DAM						AP						
BASE	3	14											
RECON	4	30											
ADEPT	7	42											
HEAVY	18	78	66	61	50								

In the **sixth interaction**, Chen rolled a 12, Hammerfist rolled a 7 and the station rolled a 12. Once again, the station has home advantage, dealing 15 DAM. At this stage, Chen has depleted half of her armour (39 AP remaining) and needs to decide whether the odds are still in her favour. She doesn't want to lose her level 10 armour if she can help it! Feeling confident, Chen rolls again for the **seventh interaction** beating the station's 4 with her 9. The station suffers 21 DAM as well as an additional 4 DAM for the Sigil, reducing the station's AP to 17 AP. The station is now at a critical level. One more successful strike and Chen will secure the station!

SECURING THE STATION

In the **eighth interaction**, Chen rolled a 9, Hammerfist rolled a 6 and the station rolled a 3. The station has been defeated and the district secured. Recognising the defeat, our opponent records the final DAM on their sheet. Chen and Hammerfist had a combined DAM of 32 which put the station at -15 AP. Our opponent will also reveal the two stored inventory cards.

DISTRICT		Aegis Outpost												
CLASS		DAM		AP										
RECON		-	-											
GARRISON		-	-											
TEMPLE		12+3	42+(57)	67	60	42	17	-15						
FORTRESS														



Luck appears to be on our side! The station was hiding a powerful artefact called the Skull of Al'man the cursed. The skull has the potential to possess an acolyte or creature and can be equipped by either stations or acolytes. Had the station played this card, they could have used Hammerfist against Chen for 2 interactions. The other item card was a level 6 Adept Saber. Finally, Hammerfist has a passive ability called 'Loot & Plunder'. This gives Hammerfist the ability to take station upgrade cards from destroyed stations! We will be able to equip this card on any level 2 station without paying the 10 energy points in our next battle cycle.



Figure 27: The Spoils of War

ENDING YOUR TURN

At this stage, Chen calls off the assault but she does not have enough energy points to return with Hammerfist to the bench. Instead, Chen will remain in the assault bay for the remainder of the battle cycle. The Imperial Garrison station card will be returned to the centre of the table for later use, whilst the Aegis outpost district card will be stored on our bench until the next battle cycle when we can build a new Recon station and move it to the station bay. Whilst we still have another acolyte on our bench who can conduct an assault, we're now all out of energy points, so we will not pursue any more stations until the next battle cycle. We now complete our turn and move to the next player.

AMBUSH!

Leaving your acolytes on the assault bench before ending your turn can be a risky affair. If an opponent has an ambush card they can mobilise their Acolytes against you. You should always keep some energy points in your coffers for a return trip in any assault. In our example, we needed three energy points to bring Chen and Hammerfist back but only had enough for either Chen or Hammerfist. We chose to leave Chen under the assumption that she might have a greater chance resisting any ambush compared to Hammerfist. Now it is the next player's turn and they have declared an ambush against us!

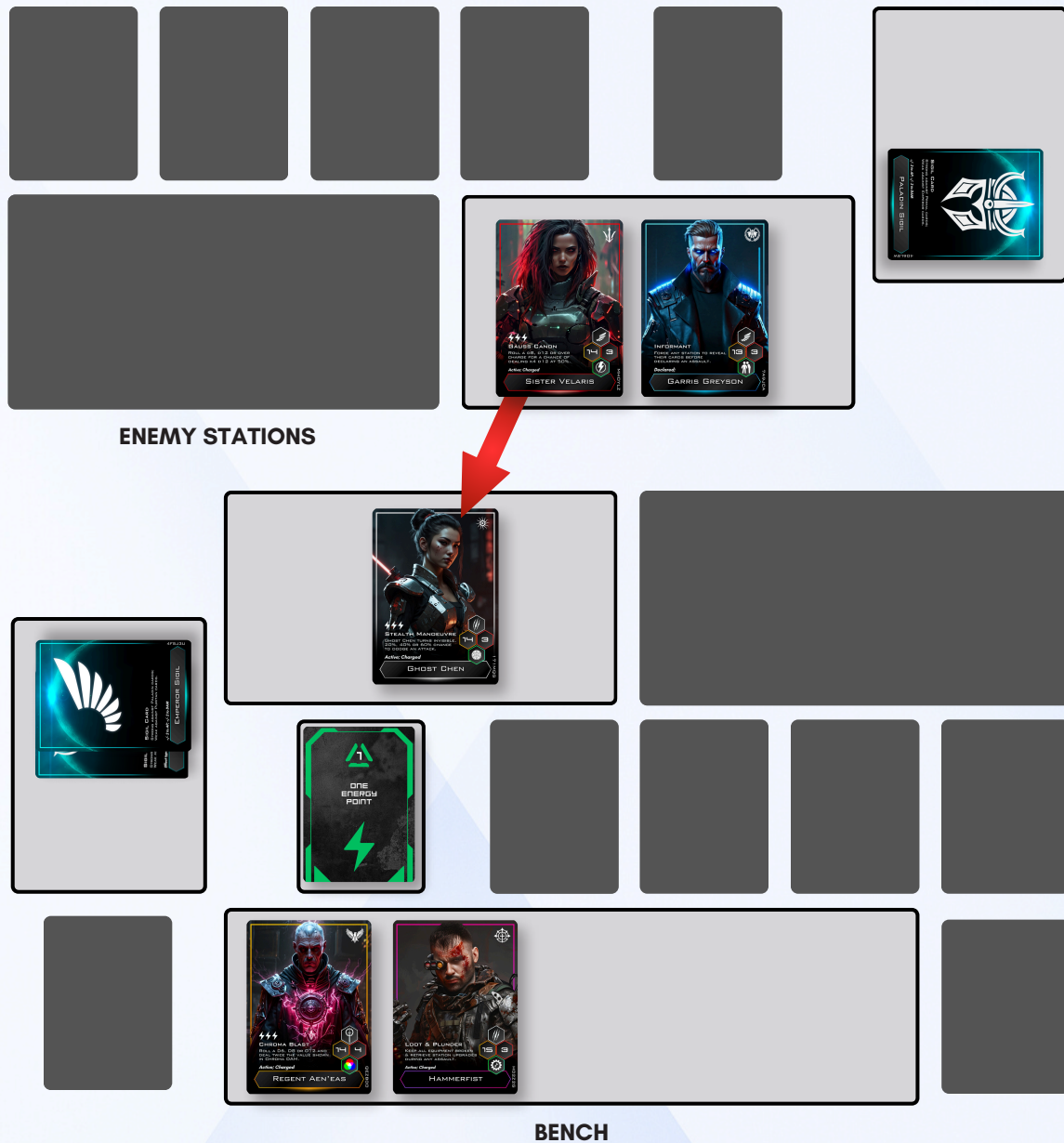


Figure 28: Declaring an ambush

ACOLYTE VS ACOLYTE

For the ambush, our opponent has declared Sister Velaris (Adept) as the primary fighter and Garris Greyson (Recon) as the support. Velaris is equipped with the Impaler Armour (50 AP) and two Recon Sabers giving her 15 DAM (5 + 7 + 3 DAM). She also has a powerful tiered ability called 'Gauss Canon' which is governed by the Emperor Sigil. However, Garris is only wearing level 3 Recon armour and a Level 1 recon saber.

In the **first interaction**, Velaris rolled a 9, Garris rolled a 6 and Chen rolled a 6. Whilst Chen defeated Garris' roll, Velaris still dominates the interaction. Velaris decides to overcharge her Gauss canon to tier 3 using an Emperor Sigil. To complete this action, Velaris discards the Emperor Sigil, and rolls a d12 along with a chance die. The chance die exceeds the 50% threshold and deals 28 DAM (4 x 7 DAM), reducing Chen's AP to 11.

ACOLYTE NAME		Ghost Chen									
CLASS	DAM	AP									
BASE	3	14									
RECON	4	30									
ADEPT	7	42									
HEAVY	18	78	66	61	50	34	11				

In the **second interaction**, Velaris rolled a 1, Garris rolled a 7 and Chen rolled a 3. Chen deals 21 DAM against Velaris, reducing Velaris' AP to 29. At the same time, Garris deals 6 DAM (3 + 4 DAM) reducing Chen's AP to 4.

In the **third interaction**, things get interesting. Velaris rolled a 6, Garris rolled a 2 and Chen rolled a 5. Chen did not use her inherent ability in this battle cycle so it's still available for use. Like Velaris, Chen uses a Primal sigil to power the attack to tier 3 and must roll a chance die to evade the attack. The dodge is successful and Chen keeps her 4 AP.

In the **fourth interaction**, Velaris rolled a 12, Garris rolled a 6 and Chen rolled a 5. The combined DAM of Velaris and Garris is 21 (15 DAM + 6 DAM) which is enough to destroy Chen's armour and reduce her base AP to 0. Chen has been defeated!

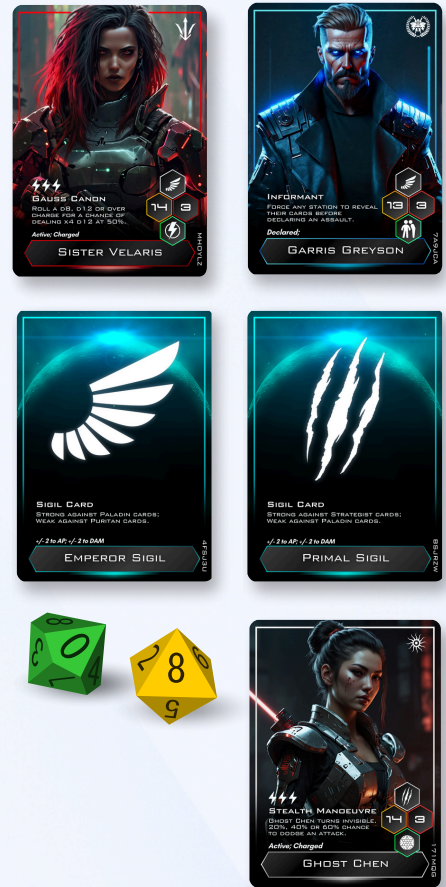
THE VANQUISHED

With Chen defeated, the ambush has concluded. Chen's card is returned to the discard pile and her powerful armour and saber cards are forfeited to Velaris and Garris. The loss of any acolyte is strongly felt and it will take some time to regain our strength but we still have two Acolytes left to conduct our assaults. However, if a player also loses their remaining acolytes then the player will have been defeated and is removed from the game.

In some circumstances, your acolyte may survive with 0 AP. The first is by using the life support ability. The life support ability allows an acolyte with 0 AP to be retrieved from the battlefield and placed on the bench. Whilst you your acolyte will not regain their base AP, you may repair or equip new armour on them in the next battle cycle. In this case your acolyte can be used like any other.

The second path to recovery involves your acolyte first being enslaved by a station or another acolyte using either the Mutagen or Voice of the Void ability. In this scenario your acolyte has died and become a mindless drone in service of a station. The station has then equipped the acolyte, following the same rules as any other creature card. Forming an extraction team, you equip the Rite of Purification or another relevant Arcana card and conduct an assault on the station. Once the Acolyte has been defeated, play the card and call off the assault. Your recovered acolyte will then immediately return to the bench with 0 AP.

Beware! If you're playing a game with more than two players, your Acolyte may also be secured by another player. Just as with district cards, it is possible to have more than 3 Acolyte cards.



CLAIMING EQUIPMENT

When your forces emerge victorious, any equipment possessed by the defeated becomes yours to claim. From a fallen acolyte, this includes their armor, sabers, off-hand items, and any ability cards they held in reserve. Equipment claimed in victory can be immediately equipped if your acolyte meets the class requirements, stored in your station's inventory, traded with other players, or sold for energy points. Remember that equipment claims must still follow standard protocol - Heavy class equipment cannot be equipped by Recon units, regardless of how it was acquired. However, such powerful equipment can be stored in your station's inventory until your forces are ready to wield it.

CLAIMING DISTRICTS

Perhaps the most significant prize in any victory is the claiming of territory. When a station falls, its district comes under your control. Place the claimed district card face down on your bench immediately - this represents the period of consolidation required to establish control. A face-down district remains protected until your next battle cycle. During this time, it cannot be attacked or generate resources, but neither can it be wrested from your control. When your next battle cycle begins, you may establish your authority by constructing a new station upon the claimed territory. Simply follow the same steps when first creating a station.

CALCULATING VICTORY

When the fifth battle cycle ends, players calculate their total Victory Points (VP). Victory Points represent your dominion over Hyperion through territory control, military strength, and accumulated resources. The player with the highest VP total claims ultimate victory in Hyperion.

TERRITORY CONTROL

Each station you control provides:

Base station: 3 VP

Energy generation: 1-3 VP (based on district card)

A well-established station network could contribute 4-6 VP per location.

MILITARY STRENGTH

Your acolytes' power is calculated through:

Each acolyte: 2 VP

Plus their rank:

Base: +0 VP

Recon: +2 VP

Adept: +4 VP

Heavy: +6 VP

EQUIPMENT & RESOURCES

Equipment value is determined by card level:

Each level = 0.5 VP

This applies to equipped and stored:

Creatures

Items

Sabers

Armor

Finally, add any remaining energy points (1:1 VP ratio).

EXAMPLE CALCULATION

At the end of our battle, we controlled:

- 2 stations (one generates 2 energy, one generates 3) = $(3+2) + (3+3) = 11$ VP
- 2 acolytes (one Heavy, one Recon) = $(2+6) + (2+2) = 12$ VP
- Equipment (total levels = 20) = $20 \times 0.5 = 10$ VP
- 5 energy points = 5 VP

Total Victory Points: 38 VP

VICTORY POINTS (VP)	
STATIONS	
Station Control	3 VP
Energy Generation	1-3 VP
ACOLYTES	
Base Presence	2 VP
Recon Rank	+2 VP
Adept Rank	+4 VP
Heavy Rank	+6 VP
EQUIPMENT & RESOURCES	
Card Levels	0.5 VP each
Energy Points	1 VP each

BUILDING YOUR DECK

Building your first Futura deck might seem daunting, but understanding a few core principles will help you develop a strategy that matches your playing style. Every deck tells a story – whether you're commanding aggressive acolytes in lightning strikes against enemy stations, or building an impenetrable network of fortified positions across Valenor's districts.

REQUIRED COMPONENTS

Core Combat Deck (60 cards):

- 15 Armor cards
- 15 Saber cards
- 10 Sigil cards
- 10 Ability cards
- 10 Item cards

Battle for Valenor's Keep Expansion:

- 10 Acolyte cards
- 10 Station cards
- 12 District cards
- 5 Creature cards
- 5 Item cards
- 100 Energy Point cards
- 16 Station Upgrade cards

DEVELOPING YOUR STRATEGY

The foundation of any good deck is a clear strategic vision. Perhaps you want to focus on aggressive early-game tactics, using quick Recon units to establish control before your opponent can build defenses. Or maybe you prefer a more measured approach, developing a strong economy through carefully chosen districts and station upgrades.

Your Core Combat Deck offers significant flexibility within its required structure. While you must include specific numbers of each card type, you can tailor their composition to your strategy. Aggressive players might focus on armor and sabers that favor quick deployment, while defensive players might prioritize heavy-class equipment and protective items.

The TCG Expansion components add another layer of strategic depth. You might swap out item cards for creatures to bolster your station defenses, or choose acolytes whose abilities complement your preferred tactics. Some players focus on possession abilities to turn enemy forces against themselves, while others build intricate networks of supporting units. Consider your energy curve when building your deck – you'll need to ensure you can afford to deploy your forces effectively in both early and late game scenarios. Include contingency options that let you adapt to different opponents and situations. While some players prefer to focus on a single sigil type for consistent bonuses, others spread their options to maintain flexibility.

Remember that deck building is an iterative process. Test your combinations in casual play, learn from your experiences, and adjust your strategy accordingly. The best deck isn't necessarily the most powerful - it's the one that best fits your playing style and tactical preferences while maintaining the ability to adapt to different challenges.

Whether you're new to Futura or an experienced player, the key to successful deck building lies in finding the right balance between adhering to the game's structure and expressing your personal strategy. Every choice you make in deck construction tells part of your story in the battle for Valenor.

BUILDING YOUR COLLECTION

While the TCG Expansion Pack provides everything needed for your first games, expanding your collection opens new strategic possibilities. Cards can be acquired through:

- Saber Academy LARP and Special events
- Starter and Booster Packs
- Tournament Rewards
- Workshop Participation
- Purchases through the saberacademy.com.au platform

Keep an eye on the official Saber Academy platform for information about new card releases and acquisition opportunities.



THE TCG IS JUST THE BEGINNING

Grand Saga Futura was made for armoured lightsaber combat! Elevate your game to the next level and join the Acolyte Army. If your an instructor you can also become an official Saber Academy affiliate, hosting your own Futura training, tournaments and events!

BEYOND THE CARDS

The Futura TCG expansion game represents just one part of the Grand Saga universe. The heart of Futura will always be physical lightsaber combat, where fighters bring these battles to life in tournaments worldwide. We invite TCG players to explore this aspect by connecting with lightsaber combat groups in their area.

JOINING THE COMMUNITY

Start by creating a free account at **SaberAcademy.com.au**. This platform connects you with lightsaber groups, provides free training resources and tracks your TCG collection and combat progression. For players without local groups, our platform also offers online training programs to begin your lightsaber combat journey.

THE SABER ACADEMY PLATFORM

Our platform provides:

- Lightsaber combat training programs & videos
- TCG strategy guides
- Instructor lesson plans
- Tournament tools
- Player networking
- Event coordination
- Scoring systems

TRAINING AND PROGRESSION

While you train you'll earn Experience Points (XP), unlock achievements and classes, rise in ranks and access higher levels. Your XP level is important as it determines which cards you can use in official TCG tournaments. Higher levels unlock more powerful cards, rewarding those dedicated to their physical training.

INSTRUCTORS & FACTION LEADERS

The Saber Academy platform supports instructors who want to teach lightsaber combat and host Futura events no matter their style or background. Through our platform, instructors receive free weekly lesson plans, tournament hosting guides, and teaching resources to help build their clubs and engage their students. Instructors who affiliate directly with Saber Academy can also host official Grand Saga events where up to 55 participants compete in tournaments and campaigns. These events contribute directly to the evolving narrative of Hyperion, with match results shaping future storylines and campaign developments.

FACIION LEADERS

For those who are not instructors but would like to start a lightsaber group, our faction leader program provides you with the tools to become an official representative of Saber Academy. Factions are informal study groups that can run official matches and record their results on the global leaderboards. While faction leaders may not have formal training qualifications, we work closely with them to facilitate training opportunities and connect them with larger groups and qualified instructors.

All event organisers have access to:

- Weekly lesson plans
- Tournament guidelines
- Teaching resources
- Scoring systems
- Event promotion tools

Whether you're an established instructor or starting a new faction, your group can contribute to the story of Hyperion. Visit SaberAcademy.com.au to learn how to join the Grand Saga community.

CONCLUSION

Grand Saga: Futura represents more than just a card game - it's a gateway into a vibrant community where strategy and martial arts combine to tell an epic story. Whether you choose to focus on the Trading Card Game's tactical depth or embrace the physical challenge of lightsaber combat, you're becoming part of a larger narrative that spans the galaxy of Hyperion. Your participation in Futura, whether through casual games with friends or official tournaments, contributes to an ever-evolving saga. Each battle shapes not just your own story, but the greater narrative of Hyperion itself. Future episodes will bring new territories to conquer, new characters to command, and new strategies to master. Join us at **SaberAcademy.com.au** to connect with players worldwide, track your progress, and discover your role in the Grand Saga.

The war for Hyperion has only just begun!



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FAQ

DECK & CARD QUESTIONS

Q: How many copies of the same card can I have in my deck?

A: There are no restrictions on card copies in casual play.

Q: What happens when I run out of cards?

A: Reshuffle your discard pile to create a new deck.

Q: Can I look through my discard pile?

A: Yes, discard piles are public information.

Q: Do I have to play with exactly 60 cards?

A: Yes, decks must contain exactly 60 cards with the specified distribution.

ENERGY & RESOURCES

Q: Can I save energy points between turns?

A: Yes, unused energy carries over to future turns.

Q: What happens if I can't pay an energy cost?

A: You must have sufficient energy before taking an action. You cannot go into energy debt.

Q: Can I sell cards for energy points?

A: Yes, cards can be sold back for half their energy cost (rounded down).

Q: Do I lose generated energy if my station is destroyed?

A: No, energy gained at the start of your turn remains until spent.

COMBAT & ABILITIES

Q: Can abilities be used in response to other abilities?

A: Yes, abilities can be played in response to each other during combat.

Q: What happens if my acolyte has 0 AP but isn't dead?

A: They can be recovered to the bench but cannot regain base AP without specific ability cards.

Q: Can my support unit become a primary unit later in the turn?

A: No, but they can be used twice as support units in the same turn.

Q: Is there a limit to how many abilities I can use per turn?

A: No, as long as you can pay the costs.

STATIONS & DISTRICTS

Q: When can I build a station on a claimed district?

A: At the start of the next battle cycle after claiming the district.

Q: Can I upgrade multiple stations in one turn?

A: Yes, if you can pay the 10 energy cost for each upgrade.

Q: Do station upgrades stack?

A: No, each upgrade replaces previous stats entirely.

Q: Can stations share inventory?

A: Yes, except for creatures and traps.

SIGILS & EFFECTS

Q: Can I rearrange my sigil bay?

A: No, sigils must be used in the order received.

Q: If I use a sigil for an ability, can I also use it for equipment bonus?

A: No, each sigil can only be used for one purpose.

Q: Do sigil bonuses stack?

A: No, only the strongest applicable bonus applies.

Q: Can elemental effects be combined?

A: No, each piece of equipment can only have one elemental effect.

ADVANCED RULES

Q: Can creatures be moved between stations?

A: No, once equipped to a station, creatures remain until defeated.

Q: How do charged abilities work with sigils?

A: Sigils can power abilities to maximum charge without energy cost.

Q: Can I upgrade a station the same turn I build it?

A: No, stations must wait until the next battle cycle to upgrade.

Q: What happens to stored cards if a station is destroyed?

A: All stored cards are claimed by the victor.

GAME MECHANICS

Q: What happens if all my acolytes die but I have stations?

A: You're eliminated from the game. Stations without acolytes are claimed by opponents.

Q: Can I attack multiple times per turn?

A: Yes, but each primary acolyte can only attack once per turn.

Q: What happens to equipment when an acolyte dies?

A: The victor claims all equipped and stored equipment.

Q: Can I reorganize my equipment during an opponent's turn?

A: No, equipment changes can only be made during your turn.

TOURNAMENT PLAY

Q: Do card level restrictions apply in casual play?

A: No, level restrictions only apply in official tournaments.

Q: Can I modify my deck between games?

A: In casual play, yes. Tournament rules may vary.

Q: Are there Focus Point limits in casual play?

A: No, Focus Points only apply in official tournaments.

Q: How do I participate in official tournaments?

A: Register on SaberAcademy.com.au and achieve required training levels.

CORE MECHANICS & EDGE CASES

Combat Resolution

Q: If multiple abilities are played simultaneously, in what order are they resolved?

A: Defender's abilities resolve first, then attacker's, in the order they were played.

Q: Can I use the same ability card multiple times if I have energy?

A: No, each ability card can only be used once per interaction.

Q: What happens if a station and creature are both reduced to 0 AP in the same interaction?

A: The creature is destroyed first, then the station falls.

Q: If my acolyte defeats a station but dies in the same interaction, who claims the district?

A: The district is claimed by the attacking player even if their acolyte dies.

Support Units & Combat

Q: Can support units use charged effects or abilities?

A: No, support units can only contribute their base + equipped DAM.

Q: If my primary unit retreats, can my support unit continue the assault?

A: No, the assault ends immediately when the primary unit retreats.

Q: Can a support unit that was used in one assault be used as a primary unit against a different target in the same turn?

A: No, once used as support, an acolyte cannot be a primary attacker that turn.

Station & District Control

Q: If I control multiple districts, can I build stations on all of them at once?

A: Yes, if you have the energy to pay for each station (free in first cycle only).

Q: What happens to upgrades when a station is destroyed?

A: Upgrade cards return to the communal pool, not the victor's hand.

Q: Can I voluntarily destroy my own station to prevent an opponent from claiming it?

A: No, stations can only be destroyed through combat.

CORE MECHANICS & EDGE CASES

COMPLEX SIGIL INTERACTIONS

Q: If my sigil counters my opponent's and they play a second matching sigil, what happens?

A: Each sigil interaction is separate. The second sigil would provide its bonus as normal.

Q: If I have multiple equipment pieces with different sigil alignments, can I use different sigils on each?

A: Yes, but you must apply sigils in the order they were received in your sigil bay.

Q: Do sigil bonuses apply to creature cards equipped to stations?

A: Yes, creatures can receive sigil bonuses like any other equipment.

Q: If a sigil is used to power an ability to maximum charge, does it still provide ward protection?

A: No, once used for any purpose, the sigil is discarded and provides no further benefits.

EQUIPMENT & INVENTORY MANAGEMENT

Q: What's the difference between storing equipment in stations versus keeping them in hand?

A: Station-stored equipment doesn't count toward your 5-card hand limit but is lost if the station falls.

Q: Can I equip multiple armor pieces to stack AP?

A: No, only one armor piece per class can be equipped at a time.

Q: When upgrading armor class, do I have to discard my lower class armor?

A: No, you can store it or sell it, but it cannot remain equipped with higher class armor.

Q: If an acolyte has multiple stored equipment pieces, can they switch between them during combat?

A: No, equipment can only be changed before entering combat.

MULTI-PLAYER SPECIFIC RULES

Q: In 3+ player games, can multiple players attack the same station in one turn?

A: Yes, but each attack is resolved separately and completely.

Q: Can players form alliances?

A: Yes, but all victories are individual. Alliances are informal and non-binding.

Q: If Player A weakens a station and Player B destroys it, who gets the district?

A: Player B claims the district as they dealt the final blow.

Q: In multiplayer games, what happens when one player is eliminated?

A: Their districts become available for conquest, but their discarded equipment returns to the communal pool.

ENERGY & RESOURCE MANAGEMENT

Q: If I sacrifice an acolyte with stored energy points, what happens to the energy?

A: Energy points remain with the controlling player, as they're a resource separate from equipment.

Q: Can I gift or trade energy points to other players?

A: Yes, energy points can be traded freely during your turn.

Q: Do stations generate energy if they're under attack?

A: Yes, station energy generation occurs at the start of your turn regardless of combat status.

Q: If I upgrade a station mid-turn, do I immediately get the increased energy production?

A: No, new energy production rates take effect at the start of your next turn.

CORE MECHANICS & EDGE CASES

CREATURE & STATION INTERACTIONS

Q: Can a creature card use both its inherent ability and station ability in the same turn?

A: Yes, creature and station abilities are independent.

Q: If a station has multiple creatures, can they all use abilities in the same turn?

A: Yes, each creature can use its ability once per turn.

Q: What happens if a creature with an active ongoing effect is destroyed?

A: The effect immediately ends when the creature is destroyed.

Q: Can creatures stored in different stations support each other?

A: No, creatures can only interact with their equipped station.

ADVANCED COMBAT SCENARIOS

Q: If my acolyte has an ability that triggers "on death" but they're saved by Life Support, does the ability still trigger?

A: No, Life Support prevents death triggers by maintaining the acolyte at 0 AP.

Q: Can abilities that modify dice rolls stack?

A: Yes, multiple dice modifiers can stack unless specifically stated otherwise.

Q: If an ability allows me to "replay" an interaction, do sigils used in the original interaction return?

A: No, spent sigils remain spent even if the interaction is replayed.

Q: In what order do "start of combat" and "end of combat" effects resolve?

A: Defender's effects resolve first, then attacker's, in both cases.

TERRAIN & DISTRICT SPECIAL EFFECTS

Q: If a district has a passive effect, does it continue while awaiting station construction?

A: No, district effects only activate once a station is built on them.

Q: Can multiple districts with similar effects stack their bonuses?

A: Yes, unless specifically stated otherwise on the cards.

Q: If a district effect modifies station stats, what happens during station upgrades?

A: District effects apply after all other calculations, including upgrades.

Q: Can district effects be nullified or countered?

A: Yes, certain ability cards can temporarily or permanently nullify district effects.

TIMING & PRIORITY RULES

Q: When exactly can I play "interrupt" style ability cards?

A: Interrupts can be played after dice rolls but before damage calculation.

Q: In multi-player games, how is simultaneous ability timing resolved?

A: Clock-wise from the active player, with defender priority in direct conflicts.

Q: Can I respond to an opponent's ability with an equipment change?

A: No, equipment changes can only occur during your turn and outside of combat.

Q: When exactly is a combat interaction considered "complete"?

A: After all damage is dealt, effects resolve, and before the next dice roll begins.

CORE MECHANICS & EDGE CASES

COMPLEX EQUIPMENT INTERACTIONS

Q: If an equipment piece grants an ability, does this count toward ability card limits?

A: No, equipment-granted abilities are separate from ability cards.

Q: Can equipment with "unique" tags be duplicated by copy effects?

A: No, unique equipment cannot be duplicated by any means.

Q: If equipment grants bonus dice rolls, when are these rolled?

A: Bonus dice are rolled after the main combat dice but before damage calculation.

Q: How do equipment effects that modify other equipment work with upgrades?

A: Modifications apply to the new stats after upgrade calculations.

TOURNAMENT-SPECIFIC RULES

Q: How are time limits handled in tournament play?

A: Five battle cycles must complete within 45 minutes or the player with most territory wins.

Q: Can I switch decks between tournament matches?

A: Only between rounds, never between games in a match.

Q: How are disconnected games handled in online tournaments?

A: The game state is saved at the last completed turn.

Q: Are there specific deck construction rules for tournaments?

A: Yes:

- Level restrictions based on player rank
- Focus Point limitations
- Restricted card lists
- Unique card limits

TERRAIN & DISTRICT SPECIAL EFFECTS

Q: If a district has a passive effect, does it continue while awaiting station construction?

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GLOSSARY

A

Acolyte: Player-controlled warriors with base stats and special abilities

Ability Card: Special power cards that can be active, passive, conditional, or declared

Active Effect: Effect requiring specific activation during combat

Adept: Second tier of armor/saber class

AP (Armor Points): Defensive stat representing protection

Arcana: Effect type involving ancient powers and artifacts

Assault Bay: Area where acolytes are placed to initiate combat

Avatar: Rare effect type representing deity manifestation

B

Base AP: An acolyte's fundamental health points

Battle Cycle: Complete round of player turns

Bench: Area where acolytes rest and equip items

Beast Form: Effect increasing damage with successive strikes

Biohazard: Effect causing ongoing damage over multiple interactions

C

Charged Effect: Ability that can be powered up with 1-3 energy points

Chroma: Elemental force that manipulates reality

Commander: Effect granting leadership bonuses

Conditional Effect: Effect triggered by specific circumstances

Crystal Production: Effect generating additional energy points

Cyborg: Effect enhancing mechanical capabilities

D

DAM (Damage): Offensive stat representing attack power

Declared Effect: Effect announced before combat begins

District: Location card that stations can be built upon

Domination: Effect forcing initiative checks

Droid: Effect providing automated defense

E

Effect Type: Category of card powers (elemental or second-order)

Elemental Forces: Six primary energy types (Void, Fire, Electric, Chroma, Aether, Blood)

Energy Points: Resource used for actions and purchases

Equipment: Collective term for armor, sabers, and items

F

Forcefield: Effect providing additional protection

Fortress: Level 4 station upgrade

Focus Points: Tournament-specific deck building restriction

G

- Garrison:** Type of station structure
Gauss Effect: Energy-based damage type
Governing Sigil: Primary sigil alignment of an acolyte

H

- Hand Size:** Maximum of 5 unequipped cards
Health Effect: Restorative powers
Heavy: Highest tier of armor/saber class
Hyperion: Game's fictional setting

I

- Imperial:** Faction type affiliated with Nova Sol
Informant: Effect revealing hidden information
Initiative Check: Dice roll to determine action priority
Inventory: Storage space for equipment
Item Card: Off-hand equipment and consumable effects

K

- Kinetic:** Physical damage type
Kol'Tur: Paladin deity

L

- Level:** Card power rating and tournament restriction
Life Support: Effect preventing death at 0 AP
Living Sigil: Effect granting permanent sigil bonus

M

- Mechanic:** Effect reducing repair costs
Might of Man: Effect boosting physical capabilities
Mutagen: Effect transforming fallen acolytes
Mori: Faction type

N

- Nano Swarm:** Effect causing gradual armor degradation
Nullify: Effect canceling other effects

O

- Off-hand:** Secondary equipment slot
Orbital Bombardment: Mass damage effect
Overcharge: High-risk power boost mechanic

P

- Paladin:** Deity and sigil type
Passive Effect: Continuously active power
Politik: Effect forcing initiative checks
Possession: Effect controlling enemy units
Primal: Deity and sigil type
Puritan: Deity and sigil type

Q

- Quick Strike:** First-action combat bonus

R

- Radiation:** Ongoing damage effect
Recon: Basic tier of armor/saber class
Reversal: Effect reflecting damage
Revolution: Faction type

S

- Sacrifice:** Effect transferring stats between units
Secondary Support: Non-primary combat unit
Sigil: Deity-aligned power source
Station: Structure built on districts
Stellen: Faction type affiliated with Selbeth
Stimulant: Temporary boost effect
Stronghold: Level 2 station upgrade
Sunder: Armor-breaking effect

*T***Temple:** Level 3 station upgrade**Tier:** Power level of charged effects*U***Upgrade:** Station improvement card**Utility Effect:** General purpose powers*V***Void:** Elemental force type*W***Ward:** Sigil protection effect**Warp:** Position-switching effect*X***XP (Experience Points):** Training progress marker*Y***Yield:** Surrender action (ends combat)*Z***Zero State:** Base AP condition (0 HP)*N*

