

TITANS

TACTICS

INSTRUCTION MANUAL

CONTENTS

- 30 Champion Cards
- 30 Champion Tokens
- 30 Skill Cards
- 2 Reference Cards
- 12 Status Tokens
- 1 Balance Token
- 2 Momentum Tokens
- 2 Shroud Tokens
- 3 Spawn Tokens
- 2 Wall Tokens
- 1 Game Board



REFERENCE CARDS



CHAMPION CARDS



CHAMPION TOKENS



SKILL CARDS



STATUS TOKENS



BALANCE TOKEN



MOMENTUM TOKENS



SPAWN TOKENS



WALL TOKENS



SHROUD TOKENS

OBJECTIVE

Win by getting the Balance Token to your red End Square OR by earning 3 Momentum Points

The goal of *Titans Tactics* is for you to become the most powerful Titan by damaging your opponent's Champions.

Champions **cannot be killed** but they **can** be damaged, chipping away at their Titan's power. The Balance Token moves when damage is dealt to Champions. Like a tug-o-war, each point of damage you deal brings the Balance Token closer to your red End Square. Damage done by your opponent moves the Token toward their End Square. Victory can be achieved by bringing the Token all the way to your End Square.

A player can also win the game by earning 3 Momentum. After each Round there is an End Phase. During the End Phase, the player with the Balance Token closest to their End Square earns 1 Momentum.

SET UP

1) Select Faction: Each player selects a Faction from the list below. Each player should select a different Faction.

First Time Players Suggested Factions:

Created
Black Brigade

	Created: “He Who Does Not Sleep”, the Dark Titan of Change unleashes his faction of cursed creatures and mutants. These chaos-spawned monsters focus on brutal de-buffs and melee attacks.
	Crew of the Returner: Fortune, the Luck Titan, uses the crew of the pirate ship <i>Returner</i> as her Champions. These misfits, scoundrels, and pirates focus on mobility and trickery to turn the tides in their favor.
	Dreamers: Whimsy, The Dragon Titan of Chaos, commands an army of astral wizards, warriors, and dragons. This faction uses control and disruption to defeat their foes.
	Crucible of Order: Weaver, the Titan of Order, leads an army of zealots, angels, and conscripted elementals. This faction focuses on buffs and defense to execute the other False Titans’ heretical Champions.
	Black Brigade: No Titan commands this legion of cursed undead soldiers fighting for revenge using their advanced technology. The Brigade brings devastating long range attacks to the table.

2) Select Squad: Each Faction has 6 Champions. Out of these 6 a player selects 3 to make up their Squad. Players take their chosen Champion Cards and Champion Tokens.

First Time Players Suggested Squads:

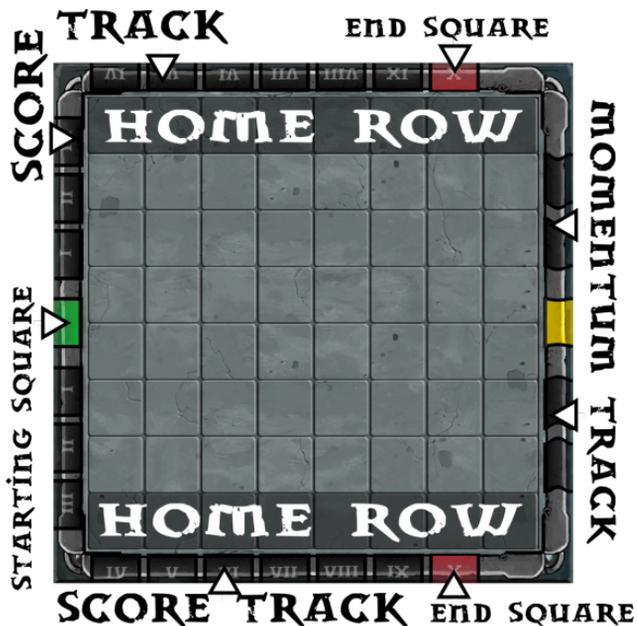
Created: Feral Ravager, The Dracolich, Toxic Lurker

Black Brigade: Railgunner Dresden, Reaper Aerial Drone, Nimbus Tank

(The Champions’ Names are on the top of the Champion Cards, see Champions below.)



BALANCE TOKEN



3) Place the Balance Token: The Balance Token is placed on the green Starting Square. This single token tracks the shift of power in the game for both players and will move back and forth along the Score Track as damage is dealt.

4) Determine player order: Randomly determine which player goes first and which player goes second. This turn order will not change.



Wall Tokens

5) Place Walls: In turn order, each player takes one of the two Wall Tokens and places it on the board. Walls block Champions from moving through the squares they occupy but do not stop attacks.

A Wall Token must fit completely on the board and be aligned with the grid. It cannot be placed with any part overlapping another Wall Token. It cannot be placed with any part of it in either player's Home Row. The Home Row is the dark shaded row closest to the player.

6) Place Champions: The players place their 3 Champion Tokens, Active Side up, in their dark shaded Home Row. Champions cannot be placed in the same square as other Champions. The first player places all their Champions then the second player places all of theirs.

CHAMPION TOKEN



ACTIVE SIDE



ACTIVATED SIDE



7) Choose starting Skill Cards: Each player takes one of the Skill Decks. Each deck contains 3 cards of 5 colors: **Red, Yellow, Blue, Black, and White.** The player spends these cards to utilize their Champions' colored **Abilities.**

8) Choose starting Skill Cards. Players **choose** any 5 Skill Cards to make up their starting hand. The players' hands are secret and the cards should only be revealed when players use **Abilities** or sustain Status Effects.

Players NEVER draw cards at random. Instead they look through their deck and select the cards of their choice.

9) Start the game

SUMMARY OF PLAY

The game is broken down into a series of Rounds. Each Round is 6 alternating turns, 3 for each player.

To begin a Round, the first player selects a Champion *who has not acted that round* to Activate. An Activation is a single Champion taking 2 actions. Once the 2 actions are resolved, the player chooses to Push or Plan. A **Push** allows the Active Champion to take 1 additional action. A **Plan** allows the player to select 3 new Skill Cards from their Skill Deck.

Play alternates until all Champions have Activated. Then the Round ends and the End Phase begins. During the End Phase players earn Momentum and Sustain Effects.

After the End Phase, a new Round begins. The first player starts every Round. This continues until a player wins the game.

CHAMPIONS

CHAMPION TOKEN



ACTIVE SIDE



ACTIVATED SIDE

PERK

NAME



FACTION

ABILITIES

CHAMPION CARD

Each Champion is represented by their Champion Card and Champion Token. The Champion Card provides the Champion's **Name**, **Faction**, **Abilities**, and **Perk**. The Champion Token represents the Champion's location on the board. Champion Tokens have an Active Side, with the just the Champion's perk displayed, and an Activated side with the clock symbol shown.

No information on the Champion Card is secret. A player may read their opponent's Champion Cards at any time.

PERKS

All Champions have a Perk: A **POWERFUL** passive Ability. A Champion's Perk is represented by the symbol in the upper left hand corner of their Champion's Card and in the lower left of their Champion Token.

The Perks and their effects are listed on the reference card for easy referral.

	Burning: Enemy Champions ending their activation in melee range of a Burning Champion take 2 damage.
	Defender: Reduce all damage dealt to this Champion by 1.
	Marksman: A Marksman ignores Shroud Tokens when targeting.
	Skirmisher: When a Skirmisher is targeted by an Enemy ability, the Enemy must spend 1 additional Skill Card of any color or the ability fails.
	Swift: Swift Champions get 1 additional action when they activate.
	Winged: When Winged Champions move, they move 4 squares; they ignore Walls and Champions, and do not suffer Break Away Attacks.

ACTIONS

When a player Activates a Champion it must perform 2 Actions. The Champion can use an Action to **Yield**, **Move**, or **Use an Ability** on their Champion Card. A Champion can take the same Action multiple times in a turn if they choose.

Yield: The Champion passes using an Action to do nothing.

Move: The Champion moves up to 2 squares in any direction, including diagonals. (*Some Perks and Abilities increase this number.*) Champions can change direction as they move. Moving takes an Action, but requires no Skill Cards.

Champions cannot move into a space occupied by another Champion or by Walls. Champions must always end their movement in an empty square. Champions with the Wings Perk may move into squares occupied by Champions and Walls. However, they still must end in an empty square.

Use an Ability: A player can spend a Skill Card from their hand matching the color of their Champion's Abilities to use that Ability. The player declares which Ability they are using, shows their opponent the Skill Card from their hand, and returns the spent card to their Skill Deck.

The player can use the same Ability multiple times in one Activation as long as they have enough Skill Cards of the right color in their hand to do so.

ABILITIES

Every Champion has 3 Abilities. Abilities represent the skills and attacks of the Champion.

Every Ability has 3 parts: **Name**, **Range**, and **Effect**.



Name: The background color of the box containing the Name of the Ability indicates the color of the Skill Card needed to use this Ability.

Range: Range indicates the maximum distance between the Active Champion and the Target of their Ability. There are four ranges, listed from shortest to longest: **Self**, **Melee**, **Short**, and **Long**. All ranges include the squares in every direction around the Champion (including diagonal).

The ranges are listed on the reference card for easy referral.

	Self: The Champion using the Ability.
	Melee: 1 square away from the Champion using the Ability.
	Short: Up to 3 squares away from the Champion using the Ability.
	Long: Unlimited Range.

All Abilities must Target a Champion.

There are NO line of sight rules in *Titans Tactics*.

Effect: This is what happens to the Target of the Ability once the Skill Card is spent.

Unless specified in the Ability a Champion can Target themselves with all their Abilities.

Some Abilities ask the player to play “...as many <color> cards as they are able.” In these cases, the player must spend ALL of that color of card from their hand to activate the Ability. The total cards played count toward the effect of the ability, including the first.

Effects are resolved in the order they are written. If there is a conflict in resolution, resolve all the Active player’s Effects before moving on to the opposing player.

TARGETING AND ENGAGING

Champions can Target any Champion in range of their Abilities, with the following exception:

When Engaged, a Champion can ONLY target themselves or the Enemy Champions Engaging them.

When a Champion enters Melee range of an Enemy Champion, they become Engaged. This represents the two sides being locked in close quarters combat.

Engaged Champions cannot Target other members of their Squad even if they are in Melee Range.

Example: (A, B and, C are one Squad and 1, 2 and, 3 are another)



Champion A can target: A, 1, or 2. (But not B, C, or 3)

Champion B can target: B or 1. (But not A, C, 2, or 3)

Champion C can target: C, 1, or 2. (But not A, B, or 3)

Champion 1 can target 1, A B, or C. (But not 2 or 3)

Champion 2 can target 2, A, or C. (But not 1, 3, or B)

Champion 3 is **NOT** engaged so can freely target any of the Champions

Champions can spend Actions to Move while Engaged at no penalty as long as they remain in Melee Range of the Champion(s) Engaging them. If they spend an action to Move out of Melee Range they are Breaking Away.

- Champion B could move down or right one square without Breaking Away from any Champions.
- Champion 1 could move left one square without Breaking Away from C or B but they would be Breaking Away from A.

BREAKING AWAY

Champions are Breaking Away if they use an Action to Move out of Melee Range when Engaged. A Champion who Breaks Away suffers a 2 damage attack from each Champion they Break Away from, unless a Perk or Ability specifically prevents this Attack or mitigates this damage. This represents the Enemy Champion taking advantage of the Breaking Champion's retreat.

Break Away Attacks are only triggered by Movement. Abilities that Place or Swap Champions do not trigger Break Away Attacks.

After Break Away Attacks are fully resolved, continue to Move the Champion as normal. Each square of Movement is separate and each square Moved can incur its own Break Away Attack(s).

Perks and Status Effects apply to the Break Away Attack and can modify the damage as normal.

PLACE AND SWAP

Some Abilities have the keyword Place or Swap. These abilities change the effected Champions' location on the board.

Champions who are Placed or Swapped by Abilities are **not** Moving. Champions can be Placed or Swapped even if under Effects preventing them from spending their Actions to Move. Placed or Swapped Champions **never suffer Break Away Attack(s)** even if the Place or Swap Ability breaks Engagement.

Placed Champions must be Placed in an open square or remain in their current location. Swapped Champions change places with another Champion.

DAMAGE

For each point of Damage a player successfully deals to an Enemy Champion they move the Balance Token 1 square toward their End Square. Any player who moves the Balance Token into their End Square immediately wins the game.

Some Abilities deal Unpreventable Damage. Unpreventable Damage is always dealt. Unpreventable Damage cannot be transferred, reduced, or prevented by Abilities, Status Effects, or Perks.

Damage is evaluated on a per target basis, with each target taking into account any appropriate Status Effects or Perks. Damage is resolved on a per-action basis and does not carry over from action to action.

Players can target and deal damage to their own Champions if they wish. When this happens, the point(s) earned for the Damage go to their opponent.

PUSHING OR PLANNING

After using their Actions (usually 2, unless Perks or Status Effects give the Champion more or less) the Champion must then either Push or Plan.

Push: The Active Champion takes one additional Action (**Yield, Move, or Use an Ability**)

Plan: A player selects 3 cards of their choice from their Skill Deck and adds them to their hand. **This is the only way besides specific Abilities for the player to replenish their hand.**

After Pushing or Planning the Champion's Activation ends, their Champion Token flips to the Activated Side, and play passes to the other player.

HAND SIZE

The maximum hand size is 7. If Planning or an Ability causes the player to have more than 7 cards in their hand the player must discard down to 7 as soon as they finish drawing. The discarded cards can be any cards in their hand (they do not need to be the last cards drawn) and are discarded to the Skill Deck without being revealed to the opponent.

STATUS EFFECTS



STATUS TOKENS

Status Effects are Abilities that last beyond the current Activation. Their Effect description will always include the words “From now on...” which indicates the part of the Effect persisting on the Target. Status Effects can also be identified by the colored diamond next to the Ability Name.

Status Effects always last at least until the End Phase. During the End Phase players can Sustain the Effect by discarding cards of the Effect’s color. Sustained Status Effects continue into the next Round.

Champions can only have **ONE** copy of any particular Status Effect Ability in play at any one time. If they use the Status Effect Ability again on another Target, remove the Status Effect from the old Target and place it on the new one. If a Status Effect is removed for any reason the bonuses or negatives granted by the Status Effect end immediately.

Champions can be affected by any number of Status Effects at once.

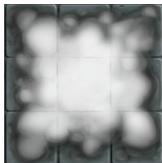
Players track Status Effects by placing the Status Token with the name of the Status Effect on the affected Champions. These tokens serve as a reminder the effect is in play.



ADVANCED ABILITY RULES

(None of the suggested starting Champions have these Abilities.)

The following rules only apply to Champions with the **Shroud** and **Summon** Abilities. Skip to the End Phase if none of your selected Champions have these Abilities



SHROUD AND SHROUD TOKENS

The **Shroud** Ability places a Shroud Token on the board to represent areas of fog or smoke and block targeting. When placed, a Shroud Token must fit entirely on the board and be aligned with the grid. It can, however, overlap Walls, other Shroud Tokens, and Champions.

Champions inside a Shroud can only target Champions inside the same Shroud.
Champions outside a Shroud can only target Champions outside a Shroud.

Unless they have the Marksman Perk, Champions do not engage across Shrouds.

Champions can move freely in and out of Shroud Tokens.

Placing a Shroud where its edge comes between two Engaged Champions who do not have the Marksman Perk breaks the Engagement but does not create a **Break Away Attack**. An Engaged Champion moving into a Shroud Token while remaining in Melee Range is no longer Engaged and can move away without taking a Break Away Attack.

Two adjacent or overlapping Shroud Tokens are treated as one large Shroud Token for targeting. If Shrouds are not touching they are considered separate.

Once played, Shrouds remain in play from Round to Round. They can only be removed by an Ability. Shrouds are **NOT** Status Effects and do not need to be Sustained. If the player already has a Shroud in play when they use a Shroud Ability, it moves the Shroud to a new location or removes it. Two Shrouds are not created.

SUMMON AND SPAWN TOKENS



The **Summon** Ability creates a Spawn on the board in short range of the casting Champion. Spawns are “Token” Champions and are represented by Spawn Tokens.

Spawns are targeted and engage just like Champions. Any Effect that affects Champions also affects Spawns and they suffer any effects as normal.

When created, Spawns must be summoned into an open square.

A Spawn remains in play from Round to Round until it is damaged. When a Spawn takes damage for any reason, remove it from the board. **Damaging Spawns does NOT move the Balance Token.**

Spawns inherit the Perk from the Casting Champion. For example:

- A Burning Champion’s Spawns will deal 2 Damage to Enemy Champions ending their activations in melee range.
- A Skirmisher’s Spawns would require extra cards to be discarded when it is targeted.

Spawns never Move and never take any Actions, but do Engage and make Break Away Attacks.

Any number of Spawns can be in play at one time. If the Ability creating the Spawn is used again while a Spawn is still in play, the player puts another Spawn Token in an open square within short range of the Casting Champion. If the players run out of Spawn Tokens they should feel free to use coins or other status tokens to track the locations of their Spawns.

END PHASE

The End Phase starts after all the Champions have activated in a Round.

The End Phase has 5 steps, resolved in the following order. Each step must be completed before moving on to the next.



MOMENTUM TOKENS

1) Earn Momentum: The player with the Balance Token nearest their End Square earns 1 **Momentum**. The first player wins ties. Track the players' current Momentum with the Momentum Tokens.

MOMENTUM TRACK



When a player scores their first point of momentum they place a Momentum Token on the Momentum track space closest to their Home Row. Each additional Momentum a player earns moves their token closer to the Yellow Square. If either player earns 3 Momentum and (moves the token into the Yellow Square) then they win the game.

2) Sustain Effects: To continue a Status Effect into the following Round players must discard a Skill Card from their hand matching the color of the Status Effect they wish to Sustain. Status Effects are the color of the Ability that created them. The first player Sustains Effects first, then the second player.

Each Status Effect a player Sustains must have a separate Skill Card. For example, if a player wants to Sustain two different blue Status Effects they need to discard two blue Skill Cards. Any Status Effects that are not Sustained are removed.

3) Spawns Activate and Deactivate: All Spawns Activate then immediately end their activation. Resolve Activation and Deactivation effects, like the Burning Perk, on the Spawns now. If both players have Spawns, players alternate resolving Spawns one at a

time starting with the first player and a Spawn of their choice.

4) Reset Champions: Flip all Champion Tokens to the Active side.

5) Begin the next round, starting with the first player.

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Turn Summary – Players alternate turns until ALL Champions have activated
Player choose a Champion that has not yet activated this round to Activate

1. Active Champion Takes 1st Action
2. Active Champion Takes 2nd Action
3. Active Champion Pushes or Plans
4. Active Champion's Activation Ends - Flip the Token to the Activated side.

End Phase:

1. Earn Momentum
2. Sustain Effects
3. Spawns Activate and Deactivate
4. Reset Champions
5. Start the next round

