



UNHOLY ALLIANCES

The following rules allow Titans Tactics to be played with 4 players.

Note: Unholy Alliances is a wild variant of the original 2 player rules and is less balanced than the standard single player version.

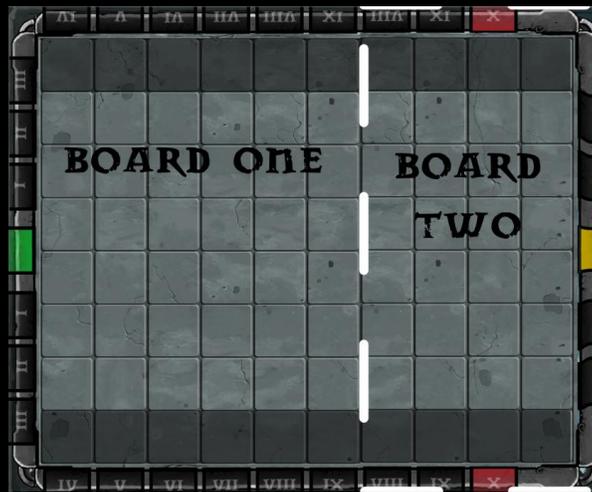
You will need: 2 copies of Titans Tactics

SETUP

Players should split into 2 teams of 2.

Proceed with setup as normal with the following changes:

The Game Board: Unholy Alliances requires 2 game boards. Lay 1 game board out normally. Fold game board 2 in half and place it so the second board covers the last 2 columns and the momentum track of the first board. This results in a score track that is 12 spaces long and a 10 x 8 board that looks like this:



1) Select Factions: Each player selects a faction. Players on the same team can select the same faction if they wish.

2) Select Squads: Instead of selecting 3 Champions from their chosen faction, each player selects 2. Players cannot choose the same Champions.

3) Place the Balance Token: The Balance Token is placed on the green Starting Square.

4) Determine Play Order: The play order should alternate between teams.

- Player 1 is on team A.
- Player 2 is on team B.
- Player 3 is team A.
- Player 4 is team B.

5) Place Walls: In turn order, each player places 1 Wall Token on the board. This should result in 4 Wall Tokens being placed on the board.

6) Place Champions: Champions are placed in play order. Each team places their Champions in the same home row.

7) Choose Skill Decks: Each player should have their own deck of 15 skill cards.

8) Choose Starting Skill Cards: Each player selects their starting hand of 5 cards.

GAMEPLAY

The game proceeds as normal.

When it is a player's turn, they choose one of their unactivated Champions to act with, take two actions, then push or plan.

Champions on the same team are considered friendly and Champions on the opposing team are considered an enemy for the purposes of resolving Abilities, Engagement, and Damage.

The round ends when all 8 Champions have acted which will be at the end of player 4's second turn in the round.



VICTORY

A team wins if they get the Balance Token all the way to their Red End Square or earn 3 points of momentum.

In the case of a tie, the momentum goes to the team that acts first in the round.



For more information about Titans Tactics visit: www.TitansTactics.com