

# Fundament: The Beginning

## Components:

- 1) To be decided on as needed

## Glossary:

- 1) Action: Umbrella term for moves that the player can/did perform
- 2) Advanced Hex (AH): BH that has been Augmented, has a HAB and forms a new land type
- 3) Attacker: Player which initiated combat
- 4) Augmented: Upgrading of a Basic Hex (BH) to an Advanced Hex (AH)
- 5) Basic Hex (BH): Playable hex that is formed from earth, wind, fire or water and has not been Augmented
- 6) Cataclysm: Powerful ability formed from LEA, in essence a large HAB
- 7) Creature: Umbrella term for any unit on the board
- 8) Defender: Player involved in combat that they did not initiate
- 9) Destroyed: Target unit is removed from game
- 10) Primordial power: Individual teams, composed of wind, water, fire and earth
- 11) Hex: standard terrain piece
- 12) Hex activated Ability (HAB): An ability that is tied to a particular hex and that can only be activated when the appropriate costs have been payed
- 13) Large environmental area (LEA): Represent large geographical features, they are larger than normal hex types (both BH and AH) and typically consist of several hexes (i.e. 2-4 hexes forming a volcano, ocean, canyon etc) formed in a sub-area
- 14) Post-battle: period after combat has been resolved
- 15) Essence: 'Currency' of game, is used as a cost requirement for most actions
- 16) Pre-battle: Period before dice have been rolled to begin combat
- 17) Retaliation: Combat mechanic that results in defending unit(s) initiating combat roll against attacking unit(s) after the attacking units have resolved their combat roll
- 18) Round: Consisting of gathering essence, determining player order (only definitely for the first turn), player actions and end phase all of which form 1 round within a turn
- 19) Shaper: Unit with abilities to manipulate hexes... creating, upgrading or destroying them
- 20) Sub-Area: Area of the map that is defined by a set number of hexes, these can be thought of as the 'countries' of the map with the board forming the 'world'
- 21) Mystic: Unit that bridges the gap between Elemental and Shaper, can hold its own in combat but can perform a specialized function outside of combat
- 22) Team Bonus Card: Every player gets one, may either pick or will be randomly distributed. Each card will give a unique bonus to strengthen a style of play (i.e.

some may give essence in certain cases, others may increase the fighting capabilities of the players creatures etc)

- 23) Turn: Game is divided up into turns and turns into rounds, turns are performed with the required number of rounds so that all players have no essence left
- 24) Extinguished: Designated hexes cannot activate HAB until next turn
- 25) Elemental: Combat orientated unit

### Turn Structure:

Determine Player Order

- 1) Essence Phase
- 2) Player actions phase
- 3) End phase

### Game Basics

#### Setup and Factions:

- 1) Board: Board consists of hexes to form a map (map on both sides, to allow for two player and three-four player games). Each side has a different distribution of hexes to allow for variation in tactics and gameplay
- 2) One common feature of each side of the board is that the starting location for players will be in a central 'diamond' location. Players will be opposite one another separated by one or two hexes (forming a rough diamond shape)
- 3) Place communal components (i.e. large environmental area cards [volcano], etc) in an area within reach of all players
- 4) Each player needs to decide on a 'Primordial Power' with each representing the four elements (wind, fire, water and earth), they are the 'factions' of the game
- 5) Players may specifically pick which Primordial Power they want, in the event of a dispute some kind of randomized distribution would be the fairest method (i.e. rolling of dice)
- 6) As well as the Primordial Powers, 'team bonus' cards will be distributed in a similar manner (may pick individually, may also randomize if necessary/want)
- 7) After each player has been designated a Primordial Power place necessary components near players (i.e. playable hexes, dice, creature tokens etc).

#### Starting placement:

- 1) Each player must set up his/her initial placement as follows...
- 2) In a two player game players deploy opposite one another in the central diamond location

- 3) In a three-four player game players deploy in an even distribution within the central diamond location ('even' in this case meaning an equal distance between themselves)
- 4) Each player starts the game with one starting hex (this being the players 'primary' element i.e. fire hex for the fire team), one Shaper unit on the hex and five essence
- 5) To show control of any given hex, place a small 'control token' on that hex (preferably in an area that won't later require movement for units moving onto hex)

### Unit Limits and other Unit information

- 1) Maximum unit limit will vary depending on unit... Shaper units[5], Elemental units [10], Mystic units [10]
- 2) Once a particular unit limit has been reached, no more of that unit may be summoned. If a unit is destroyed and the unit limit has not been reached, normal summoning may occur
- 3) As units are represented in tokens, units on same hex are in a 'stack'. Stacks cannot exceed more than 5 of a particular unit (5 elementals, 5 shapers etc)
- 4) **Note (Abilities):** Abilities will vary between affecting a whole stack of units or a certain number of units, this will be specified in the ability description
- 5) **Note (stacks):** Multiple stacks can occupy the same hex
- 6) Unit stats are as follows...
- 7) Essence cost: How much essence it takes to summon a unit
- 8) Armour: The number that the attacking side needs to roll greater than to get a destroyed result (i.e. armour of 4 means that the attackers would need to roll a 5 or greater)
- 9) Movement: The number of hexes that a unit may move between in a single 'movement'
- 10) Ferocity: The number of combat rolls a unit is allowed to perform, the more ferocity the more combat rolls may be performed

### Ending the game

- 1) The game will end when a player controls 70% of the available sub-areas on the board. Also, the player with the highest amount of points wins the game (when X number of turns have been played) unless a player manages to reach the maximum amount of points beforehand, triggering a victory (to be determined, < or > 75)
- 2) Points: Winning the game will be based on a system of points. Certain actions will earn a player points, these are as follows...
- 3) Capturing hexes
- 4) Destroying enemy units
- 5) Number of sub-areas under a players control generate points at the end of a turn
- 6) At the end of the game additional points will be awarded for...

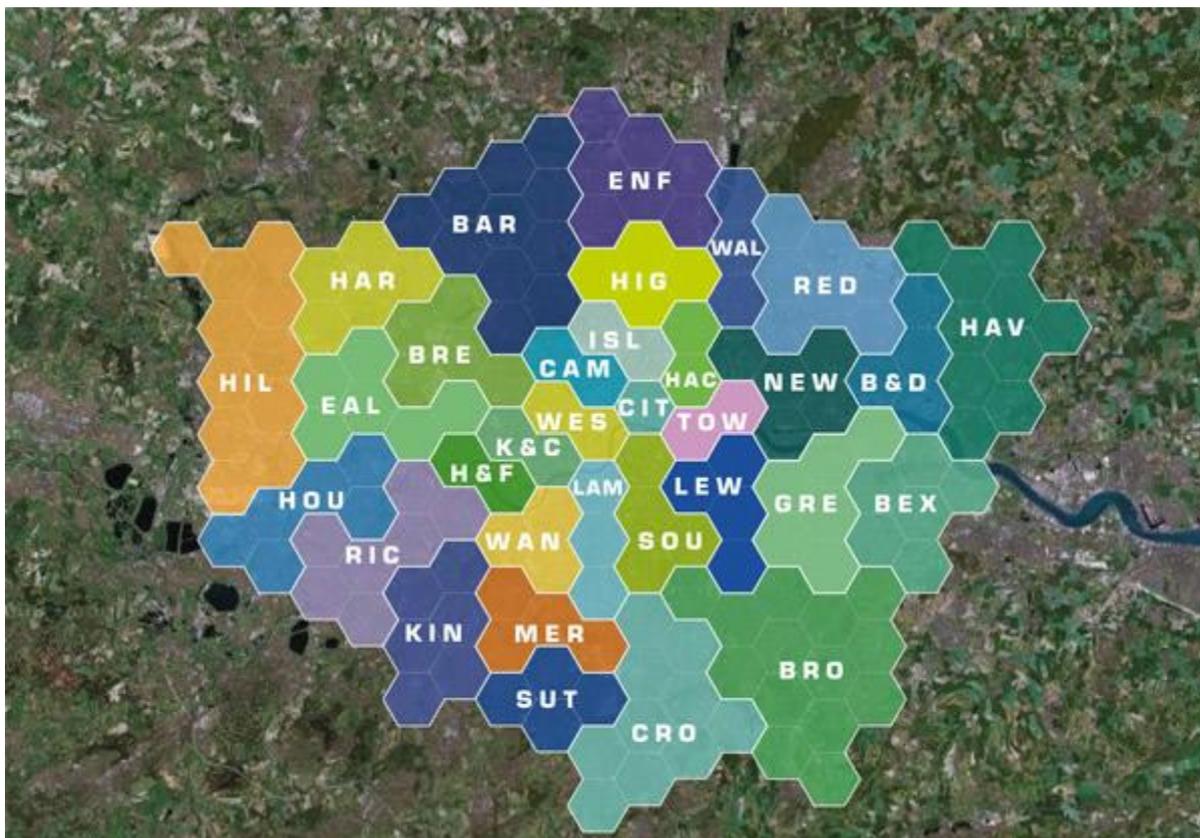
- Control of 'large environmental areas' (i.e. a volcano) each of these will be worth a high amount of points (as they are difficult to create and control)

### Primordial Power descriptions:

- Each faction consists of the same number of units; these units may differentiate in their stats, have a passive ability that allows them to work better in certain situations or otherwise will be identical
- Each faction has a unique ability in relation to each land type
- EXAMPLE (HAB):** The activated ability for the fire team on a mountain hex would be different from the activated ability of the earth team
- As a result, each team will play differently from one another and allow for different strategies (One team may be more offensive orientated than another)

### The Map:

- The map consists of hexes. The number of hexes and distribution of them vary between the two player map and the three-four player map
- As well as consisting of hexes, the board is grouped into 'sub-areas' that constitute areas of the map (in the same way 'Asia' may be an area for another game)



### EXAMPLE OF HOW 'SUB-AREAS' WOULD LOOK

### Turn structure:

### Determine player order:

- 1) At the start of the game firstly need to determine player order
- 2) Simply done through a 'random' method. This will typically involve dice, roll dice and the player with the highest dice roll goes first. If the player chooses to go first then simply determine the rest of the player order from the dice numbers rolled (highest to lowest).
- 3) This phase only has to happen once during the whole game during the first turn. However, it may be repeated in later turns if players agree

### Essence phase:

- 1) First part of any turn, consists of players obtaining 'essence' that later will be spent on player actions
- 2) Essence can be obtained through...
  - The number of hexes under a players control, regardless of whether they have been upgraded from BH to AH will contribute 1/2 of their total hexes in essence rounded down (so 5 hexes under control will contribute 2 essence points)
  - For each 'large environmental area' an additional point of essence can be obtained (a volcano is formed from 4 hexes, but will still only provide 1 additional essence)
  - Shapers grant an additional point of essence for being in play
  - Shapers may 'deconstruct' hexes (regardless of owner) and this will reduce the hex by one and from this the player will gain one essence immediately
  - **EXAMPLE (Deconstructing):** A mountain formed from two earth would be reduced back down to one earth, or a basic hex would be removed
  - **Note (Deconstructing):** Shapers need to be on target hex to be able to deconstruct it
  - **EXAMPLE (Essence):** Player A has four hexes under their control, one of which forms a LEA (large environmental area), has two shapers in play and has used one shaper to deconstruct a hex...this will mean that player A would obtain five essence for their next turn and immediately gain one essence from the hex deconstructed
  - **Note (Essence):** Units do not normally generate essence (unless shaper) except if an activated ability would allow so (i.e. for the next 3 rounds elementals generate 1 essence for every unit they destroy)

### Player actions phase:

- 1) During this phase the players may move units, activate hex abilities, activate unit abilities, engage in combat with other player units and so forth.
- 2) **Note (Player Actions):** Not every action costs essence

- 3) Each player may take three actions, no more than two are allowed to be the same action (as in, may upgrade 2 hexes and move a unit, may upgrade a hex and activate two abilities, but may not upgrade three hexes in the same action phase). After taking his/her three actions, the action phase moves to the next player...this continues until every player has run out of essence
- 4) If a player runs out of essence before other players...that player must now skip all subsequent action phase 'rounds' until a new 'turn' when they have essence to spend
- 5) Regardless of cost of action, if a player has 0 essence at the start of the round they must skip their actions
- 6) Players MUST perform actions during their turn if they have essence, they cannot decide to do nothing with their round. Actions must be performed

### **Actions:**

- 1) Movement: standard moving of units, each unit will have unique movement score (depending on team, may range anywhere from 1-3). Movement typically costs only 1 essence (unless specified otherwise)
- 2) **Note (Movement):** Shapers are the only unit with the standard ability to walk/move onto empty hexes (unless otherwise specified)
- 3) **Note (Movement):** Units can be moved in any number (individually, in stacks or really any number) but will still cost 1 essence to perform regardless
- 4) Hex placement: Hex placement may only be conducted by a Shaper unit; Shapers must be on an empty hex to perform this action. On activation, player may place any basic hex of their choosing (fire, water, earth or wind) on the empty hex area. This brings the area under that players control and always only costs 1 essence
- 5) Hex Augmenting/Deconstructing: Hex augmenting may only be conducted by a Shaper unit, the Shaper must be on a Basic Hex (BH) to perform this action. On activation, player may transform BH into AH of their choosing depending on the additional basic hex played (mountain, reef, lake, gorge, overcast, plains, lava flow, river bed, desert or ash landscape). This allows for hex activated abilities to be used (as advanced hexes are the only hexes to have activated abilities, not basic hexes) and always only costs 1 essence. Deconstructing works exactly the opposite of how developing would occur with no essence cost
- 6) Summoning unit: All units require summoning (except those specifically given to players at start and unless otherwise specified) this will cost X amount of essence (depending on unit type) Units are summoned via the Shaper unit (of which players start with 1), wherever there is a Shaper under your control players may summon units. Shapers on the other-hand may be summoned by other Shapers or on any hex that shares the 'primary' hex type of the players team (as in, a Shaper may be summoned on any hex that has 'water' as a part of it for the water team)

- **Note (Summoning):** Units are not summoned in stacks, always summoned individually (as a result every summon of a unit counts as 1 player action)
- 7) **Note (Summoning):** Cannot summon more units than maximum unit limit allowed, units may be summoned on a hex already occupied by friendly units (i.e. Shaper or Shaper and Elementals etc)
- 8) **Combat:** Typically costs 0 essence and conducted when player directs units to initiate combat against enemy units on adjacent hex. Combat operates on a dice roll system, with different numbers having different results. There are two standard results with each unit these being... 1) Nothing happens, unit suffers no damage and continues to occupy space 2) Destroyed, the participating unit in that combat is destroyed, remove it from the board. After the attacking side has resolved their combat rolls and removed any units that have been 'destroyed' the defending side may 'retaliate'. When the defending side 'retaliates' this is treated as normal, with the defending side conducting combat rolls and removing attacking creatures if they are destroyed. The end of combat results in the 'losing' side (losing here meaning the side that lost more units, it is possible that the defending side may win in some cases) being moved to a hex of the 'winning' sides choosing (i.e. defender wins combat and decides to move attackers 3 surviving mystics to an adjacent desert hex)
- **Note (HAB):** HAB may be activated during combat at 'appropriate' times. This activation still count towards the maximum number of actions a player may take during their round (if a player has some actions available after they have conducted their round these actions may be used on HABs in combat or really at any point during opposing players rounds)
- **Times HAB may not be used:** While HAB may be used essentially at any point, they may not be used during combat rolls (to influence these players must pre-empt the enemy)
- **Note (Combat):** If combat involves multiple units on each side, roll dice in batches for each stack. After dice have been rolled designate to which units each of the dice are directed at
- **EXAMPLE (Combat):** Player A rolls 5 dice for their Elementals + Mystic stack and obtains 4 6's and 1 1. After rolling this batch of dice player A designates the 4 6's to be directed at player B's Elementals, thereby destroying 4 Elementals with the 1 having no effect on any creature. Player A may then roll for any additional units until they have completed the combat phase. Player B then may retaliate with their final remaining elemental against player A's units (in this example neither player used a HAB prior to combat)
- 9) **Hex Activated Ability:** Players may activate ability on target hex for X amount of essence (typically 1, but may vary for more powerful abilities). Hex activated abilities may affect any adjacent hexes (as in, activated ability of a mountain hex may affect an adjoining fire hex), this includes enemy hexes or hexes that have been Extinguished. When a hex has had its ability activated then it and all adjoining hexes

are counted as being Extinguished, this means that this hex and all the adjoining hexes can no longer use their abilities till the next turn (this once again includes enemy hexes). Either player may choose to expend 1 essence to prevent a hex from being Extinguished thereby allowing it to be a source for an activated ability later (this includes adjoining hexes and not just the hex used for the original HAB)

- **Note (HAB):** Hexes are typically immediate in their effect, however some hex activated abilities may have delayed effects (i.e. post combat ability) and as such will take effect as specified
- 10) **EXAMPLE (HAB):** Player A uses the activated ability of a mountain, the ability is activated and then all adjoining hexes are 'extinguished'. However, player B decides to expend 1 essence to allow an adjoining desert hex under their control to be used at a later point. As a result, all hexes except for the desert hex have now been Extinguished and cannot be activated till next turn
  - 11) **Cataclysm:** Cataclysms are bigger versions of hex activated abilities (HAB). They can only be activated from a Large environmental area. LEAs can only be formed from control of a whole 'sub-area' from which the components form the necessary LEA, the whole of the designated LEA must be under the players control (so, if a player only owns 3/4 of the designated hexes forming a volcano they will be unable to perform the Cataclysm). Cataclysms typically cost several or more essence depending on their strength and may even have additional costs (i.e. sacrificing a unit). As each cataclysm is unique they will operate under their own rules and not to a general outline (as is the case for hex activated abilities)
  - 12) **EXAMPLE (Cataclysm):** Volcano = 2 mountain and 2 ashen landscape, sub-area of 4 hexes must be formed of these hexes to form the LEA. From this Volcano the appropriate cataclysm may be activated when the player chooses (in this case, the cataclysm would be 'eruption')

### End Phase:

- 1) Typically nothing happens during this phase. Certain hex abilities or cataclysms may trigger during this phase or otherwise be resolved. This phase however is used as a breather so players may get their bearings and understand what has happened, along with what they could do during the next turn

### FAQ:

- 1) To be written as game is played