



Ivy Republic

Yaveil Alliance

Annihilation Horde

Dadao Empire

Chaos Realm

# RULEBOOK

# Win or Die Rule Book

- **Game Objective:**

Players take the role of commanders on the battlefield, assembling their own legions for their factions, devising strategies, managing resources, and commanding battles. The goal is to deplete the enemy's morale by eliminating units, and ultimately achieve victory.

- **DIRECTORY**

- **Basic Rules .....2**
  - 1. Game Components .....2
  - 2. Card Information.....2
  - 3. Map Overview .....5
  - 4. Set Up.....6
  - 5. Game Play .....8
  - 6. The End of the Game Conditions ..... 11
  - 7. First Game..... 11
- **Advanced Rules.....12**
  - 1. Advanced Mode ..... 12

- **Basic Rules**

## 1. Game Components

Cards are a crucial part of the game. You need to familiarize yourself with the components.

- Region Cards x12

Two sets of cards. Each set with five Region Cards and one random card for each player. Players secretly choose at the beginning of the game.

- Recommended Line-up X5
- Quick Setup Legion List for Beginner Players.

## 2. Card Information

Unit cards have important information, explaining all the effects of the unit.

- 1) **Cost:** The amount of Titan Crystals required to recruit this unit.

**Morale:** This indicates how much morale the unit provides to the Legion on the Battlefield. To recruit this unit, you need to cost the same amount of Titan-Crystal as Morale.

The sign represents that the unit is a Leader, which doesn't require cost nor provide morale to the legion.

- 2) **Name:** The name refers to this unit.

- 3) **Badge:** Region sign to which the unit belongs.

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- 4) **Speed:** Maximum movement range of the unit can move.

- 5) **Power:** The number of dice that can be rolled when the unit performs a physical attack.


- 6) **Counter-attack:** The number of dice can be rolled when the unit counterattacks the Enemy.

- 7) **Health:** The amount of damage the unit can take before being removed from the game.

- 8) **Attack hit rate:** When the unit performs a physical attack, each dice roll with an equal or greater value than this number can cause physical damage. The lower the value, the better.
- 9) **Counterattack Hit Rate:** When the unit physically counterattacks an adjacent enemy unit, each dice roll with an equal or greater value than this number can cause physical damage. The lower the value, the better.
- 10) **Ability:** Can be divided into four types.
- Action Ability: Reveal the unit if it is hidden, and perform the ability during your turn.  
Ability with the same name can only be used once per turn for each unit.
- Passive Ability: Must be performed whenever the unit is exposed, regardless of being commanded or not.
- Reaction Ability: Reveal the unit if it is hidden and perform the ability during your opponent's turn or when certain conditions are met. Ability with the same name can only be used once per turn for each unit.
- Ultimate Ability: Reveal the unit if it is hidden and perform the ability during your turn.  
Ability with the same name can only be used once per game for each unit.
- 11) **Region:** The region name of the unit belongs.
- Faction:** The faction name of the unit belongs. Unless otherwise specified, the faction of the legion on the battlefield must be consistent. E.g. Wood Elves, Central Continent, Undead, Sol Citadel, Tusk Clan. There will be more factions in each region introduced in later game expansions.
- Unit Type:** including Leader, Hero, Fighter, Archer, Vanguard, and Trickster.
- 12) **Limit:** The number of the particular unit that can be put in the Barrack during Set Up.
- 13) **Illustration:** The unit's portrait artwork.
- 14) Flavor Text**

# Card Information

Unit cards have important information, explaining all the effects of the unit.

- 1**
- 4** **Cost:** The amount of Titanium Crystals required to recruit this unit.
- Morale:** This indicates how much morale the unit provides to the Legion on the Battlefield.
-  The sign represents that the unit is a Leader, which doesn't require cost nor provide morale to the legion.

**2** **Name:** The name refers to this unit.

**3** **Badge:** Faction sign to which the unit belongs.



**4** **Speed:** Maximum movement range of the unit can move.

**5** **Power:** The number of dice can be rolled when the unit performs a physical attack.

**6** **Counter-attack:** The number of dice can be rolled when the unit counterattacks the Enemy.

**7** **Hit Points (HP):** 7. The amount of damage the unit can take before being removed from the game.

**8** **Attack hit rate:** When the unit performs a physical attack, each dice roll with a equal or greater value than this number can casuse physical damage. The lower value, the better.

**9** **Counterattack Hit Rate:** When the unit physically counterattacks an adjacent enemy unit, each dice roll with a equal or greater value than this number can casuse physical damage. The lower value, the better.


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 **Passive Ability:** Must be performed whenever the unit is exposed, regardless of being commanded or not.

 **Reaction Ability:** Reveal the unit if it is hidden and perform the ability during your opponent's turn or when certain conditions are met. Ability with the same name can only be used once per turn for each unit.

 **Ultimate Ability:** Reveal the unit if it is hidden and perform the ability during your turn. Ability with the same name can only be used once per game for each unit.

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**Faction:** The faction name of the unit belongs. Unless otherwise specified, the faction of the legion on the battlefield must be consistent. E.g. Wood Elves, Central Continent, Undead, Sol Citadel, Tusk Clan. There will be more factions to each region introducing in later game expansion.

**Unit Type:** including Leader, Hero, Fighter, Archer, Vanguard, and Trickster.

### 3. Map Overview

The map has a variety of terrain effects that will affect movement, range, Line of Sight, etc.

#### Terrain Influence on Line of Sight (LOS)

Please follow the rules influenced by the terrain on line of sight when units perform a Move, Range Attack, Long-range Attack, or activate an ability that requires LOS.

Move: Except for "Flying" units, other units cannot move to spaces occupied by other obstacles or other units.

Line of Sight: When a unit is required to check Line of Sight. Perform the following procedures:

- Connect the center points where the spaces of any two units are occupied.
- Within LOS: If that line does not pass through two sides of blindage terrain, they would be in LOS of each other.

• Without LOS: If that line does pass through two sides of any space blindage terrain, they would be out of LOS of each other.

Quick reference Chart for building, terrain, and unit rules.

Terrain	Obstacle	Blindage	Special Effects
Plain	×	×	Starting units and summoned reinforcements are usually deployed on this terrain.
Titan-Crystal Mine	×	×	One who controls the Titan-Crystal Mine can obtain Titan-Crystal during their turn in the Terrain phase.
Mountains	√	√	
Forest	×	√	Enemy can only use skills or attack units in a particular area when adjacent to the forest

Non-flying units can only move from non-highland terrain to highland terrain when they utilize the second command for movement in the current turn.

Units on highland terrain resolve attacks and counterattacks against units on non-highland terrain, any dice results of 3 are considered as hits.

Units on highland terrain ignore the effects of blocking line-of-sight and forest special effects when attacking or targeting with skills.

## 4. Set Up

Players prepare the game components and set up the battlefield during this stage.

### 1) Set up the Map:

Select and lay out the game map. Take out the Unit Cards and Tokens.

### 2) Set up the Barrack: Take all Units' cards in a chosen region, and two Mercenaries cards to form your Barrack.

#### 2.1) Choose Region

##### ① If you have only one copy of the game:

Lay out the five Region Cards, and randomly decide a player to first choose one Region Card, the other player chooses another one from the remaining Region Cards.

##### ② If you have 2 copies of the game or the Acrylic Unit Upgrade Add-On:

Both players secretly choose one Region Card and reveal it simultaneously. Then both players can only use units from the chosen region. The player who plays the random card draws one Region Card from all five regions without revealing it to their opponent. *(If both players choose the same region, they must have two copies of the game.)*

#### 2.2) Determine turn order:

By rolling dice, the player with the higher roll becomes the starting player. If both players roll the same number, repeat to roll until a decision is made.

### 3) Set up the Legion:

Beginner players may set up their legion based on The Reference of Line-up. In the Advanced Mode, each player is allowed to customize the Legion Line-up with 20 Titan-Crystals budgets:

**Leader Selection** - Players have to choose a leader with a "Crown" sign on the Unit Card to command the corresponding faction (no Titan-Crystals cost)

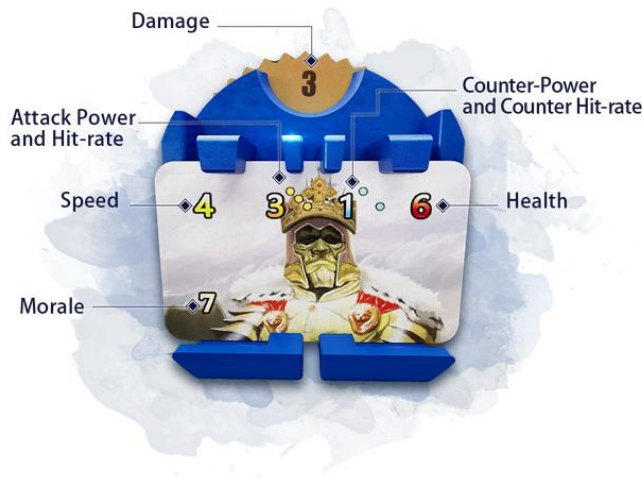
**Non-Leader Units Selection** - select 6-9 units to form the starting line-up, and pay their costs stated on the cards/tokens as required.

**Equip Enhancement** - Spend 1 Titan Crystal to equip an Enhancement to a newly recruited unit. Each unit can only equip up to 6 different enhancements, and each legion can have up to 6 of the same enhancement.

**Set Moral and Fatigue** - On its moral track, each legion sets its morale marker on the number equal to the sum of all units' morale (keep in mind that Morale enhancement might boost a unit's morale higher than its cost). Set the Fatigue marker on the skull of

the moral track. Players who spend less than 20 Titan Crystals on recruits can keep the remaining Titan Crystals.

- 4) Legion formation: Secretly slot each chosen unit's token into a Battle Base, along with its enhancement(s). Please follow the below figure to slot the Battle Base and reset the damage to zero.



- 5) Deployment of Legion: The first player places all their units in plains IN Or ADJACENT TO the baseline. Then the second player does the same. Each player gets 7 Command Tokens. Now the first player can start their turn, with the first player exception of just having 5 Commands in the first round. Player can obtain the remaining Titan Crystals in the legion list if any.

#### 6) Battlefield Overview

When finished Set Up, the tabletop should be as shown on the right. [png.]

Game starts after setup. The starting player begins their turn.



## 5. Game Play

Players start battling during this stage, which is the core of the game.

### 1) Start of Turn Phase

- 1.1) Command Recovery: Recover all your Command Tokens from allies.
- 1.2) Terrain Resolution: Resolve certain effects of Terrain, such as Titan Crystal Mine.
- 1.3) Effect Resolution: Resolve or Recover certain tokens of persistent effects.

### 2) Action Phase

Use a Command Token to command an ally to perform one of the following actions: Move, Attack, Call for Allies, or Activate Abilities; in Advanced Mode, you can also perform 'Convene War Council'.

**Restriction 1:** Each unit can have a maximum of 3 Command Tokens placed on it (which means, in general, a unit can only have up to 3 Command Tokens assigned to it at a time).

**Restriction 2:** If your opponent still has unused Command Tokens, you must ask if they will use a "Reaction Ability" before each of your actions.

#### 2.1) Move

A unit's Speed represents the maximum number of spaces it can travel within a single move action. A unit cannot enter obstacle space or another unit's space at any time except when involving flying units. ZOC rule would apply for Advanced Mode.

#### 2.2) Attack

Reveal the attacking unit, then it must choose a unit within its attack range as a target, keep in mind range/long-range attack would require LOS.

- ① Initiate Attack: Reveal the target and check its passive ability to see if it's still valid\*. If so, proceed to the attack resolution.
- ② Attack Resolution: Attacking unit roll number of dice equal to its power plus numbers of adjacent allies; each result that is equal or higher than its hit rate would cause this attack to deal 1 more physical damage. If the target survives a MELEE attack or ability damage from adjacent units, then it must perform a counterattack to the attacker.

- ③ Counterattack: The counter-attacking unit rolls the number of dice equal to its counter-power plus the number of adjacent allies, each result that is equal to or higher than its counter-hit rate would cause this counterattack to deal 1 more physical damage.

### 2.3) Call for Allies

Only Allies in your baseline can activate this action. Select and pay for a unit in your Barrack, then slot it into an unused Battle Base along with the enhancement you want to purchase. Place this unit EXPOSED in the space to the left or right of the ally who took this action. Adjust the morale of the legion; if the morale exceeds 35 because of this action, kill the newly summoned unit.

2.4) Activate Ability - Abilities are divided into the following four types:

- (Action) Reveal the unit if it is hidden, and perform the corresponding ability during your turn. Ability with the same name can only be used once per turn for each unit.
- (Passive) Must be performed whenever the unit is exposed, regardless of being commanded or not.
- (Reaction) At the timing mentioned on the specific reaction ability, or before your opponent's action if there isn't a specific timing mentioned, Command and reveal the ally activating the Reaction. Execute the corresponding ability instruction on its card. Ability with the same name can only be used once per turn for each unit.
- (Ultimate) Reveal the unit if it is hidden, and perform the corresponding ability during your turn. But it can only be used once per game using the "Ultimate Used" token to keep track of its availability.

**Note:**

- Before the start of the next round, recover all your Command Tokens, first from deployed Command Tokens on allies or reserves. Then set aside two and recover them in the next round.
- If the opponent wants to activate a Reaction Ability without being asked, you need to backtrack to the previous game state in this Action.

### 2.5) Convene War Council (Used in Advanced Mode)

Once per turn, pay 2 Titan-Crystals to activate ONE of the seven Tactics. Thereafter, all allies permanently gain those effects. The activated Tactic must be executed. And effects of

different Tactics can accumulate. Damage caused by tactics is generally unable to be blocked or immune to.

Place the activation marker on the designated spot of the activated Tactic in War Council.

When rules conflict: Card description > War Council > Basic rules.

When disputing during resolution: Favoring the Current Turn Player.

### 3) End of Turn Phase

#### ① Announce Turn End:

You can decide to end your turn anytime during your Action Phase, allowing any ongoing actions to resolve fully before proceeding to the next phase.

#### ② Fatigue Resolution:

Must increase 1 fatigue, then your opponent can start their turn.

#### ③ Switch Turn:

When your turn ends, the opponent takes their turn normally.

## 6. The End of the Game Conditions

Following the gameplay, both players alternate their turns until the end of the game condition is met or one of them chooses to surrender.

### **End of Game condition:**

- Any time when the Morale of the legion is less than or equal to the Fatigue, it is considered defeat and the opponent achieves a glorious victory.
- Any time when either player Fatigue reaches 8, it is considered a defeat and the opponent wins the Battle Triumph.

## 7. First Game

For beginner players or game tutorials, it is recommended to use the following simplified rules:

- 1) Use the recommended legion list of "Ironclad Defense" from the Yaveil Alliance against " Firepower Suppression" from the Annihilation Horde.
- 2) Use the "Basic Map" shown in the diagram or the reverse side of the game map, "Eastern Mist Forest".
- 3) Do not use reinforcement and the War Council rules.
- 4) Only need to follow the core rules of the game.

- **Advanced Rules**

### 1. Advanced Mode

The 2 out of 3 rule is applied in the game, meaning that if a player wins 2 games will claim the winner of the game.

1v1 Advanced Mode with strong competitiveness and intensive strategy, suitable for experienced players who seek fair and competitive gameplay.

On top of the core rules, Extra rules were added in the game, including legion list Setting, Enhancement Setting, and War Council.

#### **ZOC (Zone of Control)**

When the morale of our legion is equal to or greater than 12, if an enemy enters any space adjacent to our allies, the movement must be stopped.

Flying units do not have ZOC and are not affected by ZOC of other units.

#### **Enhancement Set Up**

In the Advanced Mode, when purchasing a unit, both during setup and call for allies, players can purchase enhancements and equip them to the unit, which can improve their attribution. One unit can be equipped with up to 6 different enhancements, and a player's legion can have up to 6 identical enhancements. Each enhancement costs 1 Titan-Crystal.

Note: The enhancement does not increase the legion morale unless it is Morale Enhancement.

Toughness Enhancement: I gain the passive ability "Tough 1" (Every time I suffer physical damage, I suffer 1 less damage).

Morale Enhancement: Add 3 morale to my legion (even if it is hidden).

Attack Enhancement: I gain 2 power.

Counter-Attack Enhancement: I gain 4 counter-power.

Health Enhancement: I gain 2 health points and maximum health.

Movement Enhancement: I gain 2 Speed.

## 2. Dark Lord Mode

[1v2] WIP

## 3. Mission Mode

[5~6Players] WIP

## 4. Alliance Mode

[2v2] WIP

## 5. Common terms

WIP

# TURN PROCESS OVERVIEW

## . C O M B A T   P H A S E .

### SET UP

Choose a Faction → Set up the Map → Determine Turn Order → Set Legion → Form and Deploy Units → Set Morale and Fatigue → Prepare Tokens and Markers → Beginning of First Player's Turn.

### START OF TURN PHASE

**Recover Command:** Retrieve all your Command Tokens from the game board.

**Terrain Resolution:** Resolve certain effects of Terrain, such as Titan Crystal Mine.  
(See Terrain and Units Rules for more details.)

**Effect Resolution:** Resolve effects that have ongoing or delayed effects.

### ACTIONS PHASE

During your turn, you can spend one of your Command Tokens to command your unit.

**Perform one of the following actions:** Move, Attack, Call for Allies, Activate Skill, Convene War Council.

### END OF TURN PHASE

You can choose to end your turn at any time.

**Fatigue Resolution:** Your fatigue must increase 1 when your turn end.

**Switch Turn:** The opponent starts their turn according to the above procedures.

Lead Designer: Chongyan Wang

Mechanism Design: Wei Qu, Xiaolong Dang, Siyuan Gao

2.0 ver. Design: Xuhui Wang, Zeyu Cheng, Ono Jun

Product Control: Shiyue Zhang, DELTA

Copywriter: Hui Wang, Yichao Chen, Xinyue Wang

Graphic Design: Gang Zan, Yushan Li, TOM, XIMI

UI Design: Yimo Liu, Ruosu Li

Balance Test: Huan Du, Xi Mo, HANSHI LI, Jiahe Cao

Marketing and Service: Xuhui Wang, Shiyue Zhang

Translation: HANSHI LI, IKKI