
CLOUDSPIRE
RULEBOOK
Version 1.0

A NOTE FROM CTG

Cloudspire is kind of amazing to look back on. What started years ago as a fairly simple concept that we feared may not have enough meat on the bone has evolved into the absolute beast of a box that sits in front of you today.

Cloudspire was one of Chip Theory's earliest prototypes. As other ideas took root, it sat in the background, waiting for further development and the right kind of spark to ignite it into a full-blown game idea. At long last, we hit upon the right combination of ideas which fueled our decision to bring the entire concept to life. Like all Chip Theory titles, this game is a labor of love on the part of many, many people.

We want to issue a special thanks to Ryan Howard for his countless hours of world development and writing, along with assistance on several of the map designs, to make sure Cloudspire's deep lore and story came through loud and clear in the solo campaign. Thank you also to Justin Schaub for excellent work on the inside box design and Shannon Wedge for hours upon hours of work put into editing and streamlining both the scenarios and rulebook for this game.

Most of all, we want to thank our amazing Chip Theory fans and community. Without your support, both financial and otherwise, we couldn't create and dream up the crazy things we make. You are truly the lifeblood of what we do. Thank you for your support. We wish you many exciting adventures and battles in Ankar.

Josh, Adam, and Josh

READING THIS RULEBOOK

This rulebook is divided into three sections: Set-Up, Sequence of Play, and Game Concepts. The Sequence of Play section details the overall structure of the game, while Game Concepts will give you further details about all of the different elements of the game. Note that terms may come up in the Sequence of Play that are not fully explained until the Game Concepts section, so players will want to read both sections fully before playing the game. For your convenience, we have provided page reference numbers in these instances, as well as a Key Terms/Glossary/Index at the back of the book.

Cloudspire is a game with many talents, effects, and abilities coming into play that may conflict with this rulebook. In general, text in a card, reference sheet, or scenario take precedence over the rules as laid out in this book.

We consider this rulebook to be a living document and may continue to update it as necessary. The latest version can be found at chiptheorygames.com/support.

If you would prefer to learn this game through videos, please visit our YouTube channel at: youtube.com/chiptheorygames.



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COMPONENTS



8 Neoprene Isles



8 Neoprene Earthscapes



4 Neoprene Faction Fortresses



18 Attack Upgrade Chips



14 Range Upgrade Chips



12 Fortification Upgrade Chips



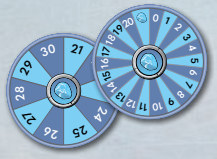
60 Faction Unit Chips



32 Faction Spire Chips



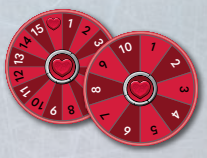
12 Faction Dice



4 Source Tracker Chips



69 Health Chips



4 Gate Health Tracker Chips



19 Landmark Chips



4 Faction Mark Chips



20 Market Chips



29 Event Cards



15 Relic Cards



1 D6



6 Spire Attack Dice



1 Co-Op Scenario Book
1 Solo Scenario Book



4 Chip Trays



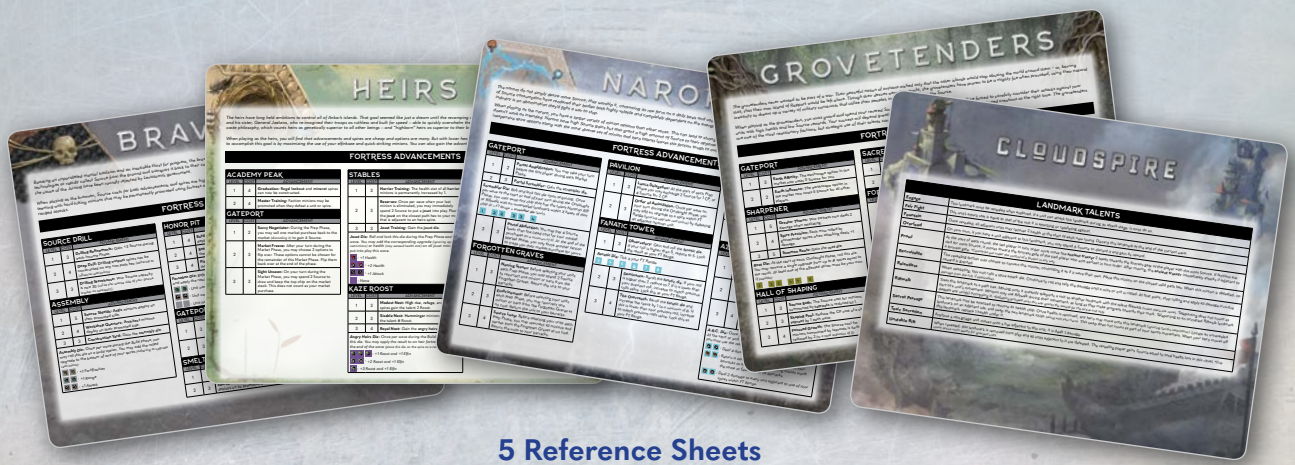
50 Fortress Advancement Pegs and 1 Container



4 Barracks Chip Organizers



1 Dice Tray



5 Reference Sheets

INTRODUCTION

A Hunger for Source

High above the clouds, the floating realm of Ankar has existed in relative peace for centuries. Home to a number of creatures and beings, several isles have floated independent of each other. The isles are kept afloat and apart by a mysterious energy known as "Source."

But it seems that Source is not limitless. As tensions rise over the availability of this precious resource, as-yet unsolved shifts in the isles' stability have put all of Ankar's nation-states on edge. Islands are beginning to crash into one another, and an all-out war for each island's supply of Source is about to initiate chaos in the skies.

OBJECTIVE

In Cloudspire, you will advance your fortress, build spires, hire mercenary forces, and send minions and heroes barreling toward opposing fortresses. Your goal is to defeat your opponents' fortress gates while protecting your own. At the end of the game, the faction with the most powerful fortress will be declared the winner!

SET-UP

Faction Selection

1. Randomly determine a first player.
2. Starting with the first player and continuing clockwise, each player selects the faction they would like to play.
3. Give each player their faction's reference sheet and matching fortress, as well as the dice and chips of their faction's color *(see factions below)*. Each player should also receive a barracks, health tracker chip, and Source tracker chip.
4. Each player should prepare their barracks so that matching chips sit together and you can see your available units and spires at a glance. Ensure all units are on their basic side *(without a star)*. Set the dice and your faction mark chip to the side for now.



An example of the heir barracks set up, with units and spires sorted by name.
A. *Spires* ***B.*** *Minions* ***C.*** *Heroes*

Factions



Brawnen Faction
(Gray, bones)



Heir Faction
(Purple, feathers)

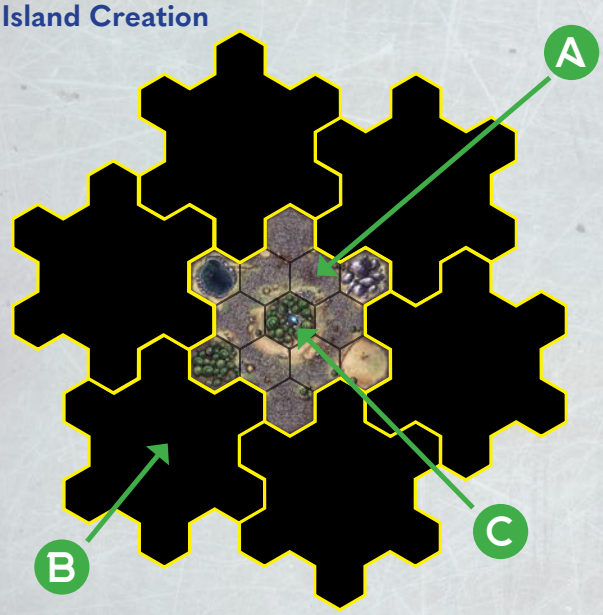


Narora Faction
(Blue, electricity)



Grovetender Faction
(Green, vines)

Island Creation



A. *Center Isle* **B.** *6 Facedown Isles* **C.** *Source Well*

Initial board set-up. The center isle is identified as the only hex group with only one Source Well (blue circle) in the very center hex, surrounded by path.

1. Place the center isle in the middle of your play area.
2. Shuffle the 7 remaining isles and place 6 facedown surrounding the center isle as shown. Return the unused isle to the box.



Closeup of fortress placement. Note that the fortress gate (protruding piece) touches the adjacent hex group on all 3 sides, at least one of which must be path. The edge of the fortress may touch another hex group, but may not overlap.
A. *Fortress Gate* **B.** *Path Hex*

3. The first player selects one facedown isle, reveals it, rotates it to choose its orientation, and sets it back in the same place. All isles must be oriented so that a path hex on the revealed isle is adjacent to a path hex on the center isle. The first player then attaches their fortress to the isle they revealed such that the following is true:
   - The fortress gate hex is adjacent to a path hex.
   - The fortress gate hex is touching the isle on all three sides.
   - The fortress does not overlap with any revealed or unrevealed isle.
4. In a 2-player game, the second player may select any other isle to orient and attach their fortress to, following the same restrictions. In a 3-player game, each subsequent player is limited to selecting one of the next three isles *(counting clockwise from the previously revealed isle)*, and in a 4-player game they are limited to one of the next two isles.
5. Continue clockwise, revealing and orienting the remaining isles, ensuring path on the new isle connects to path on the center isle, until all are revealed.
6. Each player should place their gate health tracker chip in the rightmost chip cutout on their fortress, with the side that counts from 1 to 10 faceup and set to 10. Players should place their Source tracker chip in the leftmost chip cutout with the side that counts from 0 to 20 faceup and set to 0.
7. Find landmarks *(white chips with various backs)*. Return the ancient traxxyr to the box, but keep it accessible as you may need it during gameplay. Keeping all landmarks facedown, create a stack of swamp landmarks equal to the number of players. Place one of these swamp landmarks on the Source Well closest to each fortress gate *(if two are equally close, the fortress's owner may choose)*. Mix the other landmarks together with the remaining swamp landmarks and randomly place one on each remaining Source Well on the isles. Unused landmarks should be placed to the side of your play area as the landmark stack. These landmarks will not be added into play unless specifically called for.

Landmark Chip Backs



Ruins *Temple* *Swamp* *Ancient Traxxyr*

Creating the Market

8. Shuffle all market chips and create a facedown market stack. Beside the stack, flip faceup an amount of chips equal to the number of players +1.
9. Mix together all earthscapes facedown and create a stack near the market chips. Flip faceup the top earthscape on the stack. The faceup market chips and the topmost earthscape, collectively, are your market options.

The Rest

10. Shuffle the event and relic decks separately and place each near the play area, leaving room for discard piles.
11. Use the provided chip trays to create stacks of attack, range, and fortification upgrades, as well as health chips. Ensure these are within reach of all players.
12. Place the supply of fortress advancement pegs, the spire attack dice, and the D6 within reach of all players.



1. *Health Chip Supply* ***2.*** *Market* ***3.*** *Landmarks on Source Wells*
4. *Dice and Peg Supply* ***5.*** *Event and Relic Decks* ***6.*** *Upgrade Chip Supply*

Full game set-up. Not shown: faction chips, barracks chip organizers, chip trays, and reference sheets.



SEQUENCE OF PLAY

A standard game of Cloudspire is played over 4 waves. Each wave consists of the following phases:

1. Event Phase
2. Income Phase
3. Market Phase
4. Build Phase
5. Prep Phase
6. Onslaught Phase

Each phase starts with the first player and continues clockwise.

Event Phase



Note: The Event Phase is skipped in Wave 1.

1. The first player designation passes clockwise.
2. The previous wave's event card is discarded, as well as any "entire wave" relics played in the previous wave. Players should also remove any pegs they have in the bottom of their fortress *(denoting the use of limited build options in the previous wave)*.
3. The first player draws and reads the top card on the event deck. This event sets the tone and parameters all players must adhere to for that specific wave. The event card will indicate in which phase of the wave its effect will trigger. It triggers immediately if it says "Event Phase."
4. Set the event card faceup to the side of the play area, so that it may be referenced by players throughout the wave as needed.

Income Phase

All players gain Source as detailed below.

Wave 1	Wave 2	Wave 3	Wave 4
Gain 5 Source	Gain 7 Source	Gain 9 Source	Gain 11 Source

Increase your Source tracker to show this. Note that under normal circumstances, you may have no more than 20 Source. Any Source gained above a faction's maximum capacity is lost.

Any player with a defeated fortress gate *(in a 3- or 4-player game)* must repair it at this time [pg. 16].

Market Phase



Market Options

1. If any market options have not been fully refilled for any reason, refill them now so that there is an available earthscape option and available market chip options equal to player count +1.
2. Starting with the first player and continuing in turn order, each player may make a single purchase from the market options. Earthscapes cost 2 Source, while market chips will list their cost (#). Anytime you spend Source, reduce your Source tracker accordingly. Each market option is refilled immediately after a purchase is made; however, only one earthscape may be purchased each Market Phase.

Purchases from the market should be placed beside your barracks. Market purchases can be utilized in any wave, including the current wave [pg. 25].



Build Phase

During this phase, players have the opportunity to perform build options. Starting with the first player and continuing in turn order, players may take a turn to either perform a build option or pass. Once you have passed, you may no longer take a turn. The phase continues until all players have passed. Build options are as follows:

- **Construct a spire:** Construct a spire [pg. 17] from your barracks on a Source Well that you have influence over by paying its Source Cost  . Spires purchased from the market can be constructed at no additional cost.
- **Upgrade a spire:** Pay the appropriate upgrade cost to add any number of upgrades, up to the spire's upgrade capacity, to a single spire under your control that's already in play [pg. 17-18].
- **Earthscape:** Place an earthscape previously purchased from the market where you have influence [pg. 27-28]. You may immediately construct a spire on one of the earthscape's Source Wells as long as you have influence over its hex *(paying the Source cost of the spire)*.
- **Fortress advancement:** Using your faction reference sheet as a guide, you may advance a fortress structure by paying its Source cost. Use the fortress advancement pegs to indicate which advancements you have purchased. Advancements are progressive and must be purchased in order *(i.e. to purchase a level 2 advancement, you must first have purchased the level 1 advancement of the same structure)* [pg. 15-16].

Some relics, events, or fortress advancements may grant you additional build options as well.

Prep Phase

1. Declare, in turn order, your mark. This indicates which faction's fortress gate all of your minions must make progress towards. Give that player your faction mark chip to set beside their fortress as a visual reminder of this. *Note: this can be skipped in a 2-player game, as you only have one mark option.*
2. All players simultaneously use command points *(CP)* to select units *(heroes and/or minions)* from their barracks for deployment this wave. Players do not have to use all of their CP, but any CP left unused is lost. Available CP is dictated by the current wave as outlined below:

Wave 1	Wave 2	Wave 3	Wave 4
5 CP	7 CP	9 CP	11 CP

Players may have units and spires beside their barracks; these will be either merc units purchased from the market or heroes which have previously been selected and then returned to the fortress. These units may be selected at no CP cost. They are considered to be in your barracks for all game effects.

Selecting Minions

- You may select any number of minions for deployment each wave, limited only by your available CP and units available in your barracks.
- Minions can be prepared for deployment in two different ways: grouped or ungrouped. You may group as many or as few minions as you desire [pg. 20].

Selecting Heroes

- Each faction has a starting hero with no CP cost. This is the **only** hero you may select for deployment in Wave 1. Each faction has 2 additional heroes with a CP cost that you may select starting in Wave 2. Each faction may have no more than 2 heroes *(including those purchased from the market)* deployed at any time from Wave 2 onwards.
- Heroes must be deployed ungrouped; they may not be grouped with minions or each other.
- Each hero must be deployed either before or after all minions; they may not be deployed in between minions. However, you may deploy one hero before your minions and another afterwards.

3. Players also simultaneously determine how to group their minions and the order in which they will deploy their units. Each player will prepare a deployment stack – a single stack containing all of all of the units they are deploying this wave. All minions must be stacked together, with any heroes being deployed before and/or after the minions. Place this deployment stack on your fortress gate hex.

The units will deploy from top down. A deployment stack may look something like this:



The selection of minions and the preparation of the deployment stack can generally be completed by all players simultaneously. However, you are permitted to ask a player that goes before you in turn order which units they are deploying, and in what order, before locking in your deployment stack.

When all players have locked in their deployment stack by placing it on their fortress gate, the Prep Phase is complete.

Onslaught Phase

Each round of the Onslaught Phase consists of all players taking one full turn, starting with the first player. On your turn, you will complete the following stages in order:

1. Start of Your Turn

- Resolve any talents, events or relics that trigger at the start of your turn.
- Use a limited build option to construct or upgrade a spire. This may be done a maximum of two times during each Onslaught Phase. Place a peg in one of the holes at the bottom of your fortress each time you use a limited build option, to track of how many you have used.
    - Limited build options during the Onslaught Phase may only be used to construct or upgrade a spire [pg. 17] – you may not advance your fortress or place an earthscape during the Onslaught Phase.

2. Movement

- Move minions – all of your minions must complete their movement without interruption, starting with your leading minion [pg. 20-22].
- Move heroes – Each of your heroes may move before or after all of your minions' movement [pg. 23].
- Some units may have talents that activate during this stage, either before or after units have moved.

3. Spires Fire

Each opposing player checks if you have any units within range of their spires. If so, their spires will attack and roll for damage. If multiple players' spires are firing, resolve their attacks in turn order. Each spire may fire only once per turn [pg. 19].

4. Exploration

- You may explore any landmark that is adjacent to one or more of your units. When you explore a landmark, you will look at its facedown side without showing it to other players [pg. 25].
- After exploring a landmark, you must immediately choose whether to reveal it by flipping it up, or leave it facedown. If you reveal it and the landmark has a health stat, place the appropriate number of health chips under the chip immediately.
- You may continue exploring landmarks until you decide to stop, or have no more new landmarks to explore.

5. Attack

- Your units attack in the order of your choosing. Minions must attack if they have a valid target; heroes may optionally do so. Valid targets are opposing units *(including landmark minions)*, opposing spires, and opposing fortress gates within range. Each of your units may only attack once per turn [pg. 23].
- When one of your units attacks, the targeted unit is dealt damage equal to the attack stat of your unit. Each damage received removes a health chip from the target. If its last health chip is removed, it is defeated.
    - Each target will retaliate the first time each turn that it is attacked by a unit within its range, unless it is defeated. Retaliation deals damage to the attacker equal to the target's attack stat.
    - If a grouped minion is defeated, the next minion in the group is immediately revealed and gains health chips equal to its health stat. Any damage left over from defeating the first grouped minion does not carry over to the next minion in the group. The newly revealed minion does not retaliate on behalf of the defeated unit.
- When attacking a spire, any amount of damage removes 1 attack or range upgrade chip from the bottom of the spire. An attack dealing 2 or more damage removes a fortification upgrade chip from the bottom of a spire. An attack cannot remove more than 1 upgrade from a spire. Spires do not retaliate [pg. 23].
- Collect rewards for any opposing units or spires defeated [p. 23].

Once you have completed a full turn as outlined above, the next player will take their turn. The Onslaught Phase continues until all faction minions in play have been defeated. When this occurs, the wave immediately ends *(the current player does not finish their turn)*. Start the next wave with the Event Phase or, if you've just completed Wave 4, determine a winner!



GAME CONCEPTS

Victory Conditions

The goal of Cloudspire is to defeat the fortress gates of all opposing factions, or to have the most powerful fortress at the end of four waves of play.

The game will end immediately upon the defeat of a faction's fortress gate, if only one faction's fortress gate remains. A fortress gate is considered defeated if it loses its last health. The player whose fortress gate remains is declared the winner.

Otherwise, gameplay continues after a fortress gate has been reduced to 0 health. See page 16 for more details on continuing the game after the defeat of a fortress gate. Note: this will only occur in a 3- or 4-player game, as a 2-player game ends immediately upon the defeat of one faction's fortress gate.

If multiple fortress gates are still intact at the end of four waves, the game ends and players will compare fortress power to determine a winner. Your fortress power is considered to be 0 if your gate has been defeated this wave. Factions with undefeated fortress gates will calculate their fortress power by adding their gate health to the number of fortress advancements they currently have. The player with the most powerful fortress is the winner.

Example: Wave 4 has ended with both fortress gates intact. The heirs have 5 health left on their fortress gate, and 5 fortress advancements. Their fortress power is therefore 10. The brawnen's fortress gate has 6 health, and they have 5 fortress advancements, for a fortress power of 11. Since the brawnen have a more powerful fortress, they win the game!

In the event of a tie between factions for fortress power, the faction with the most gate health will win the game. If there is still a tie, the faction with the most remaining Source will win. If there is *still* a tie, the faction with the most spires in play is the victor. And if somehow there is yet still a tie, the tied factions will share the victory.

Source

Source is the main resource in Cloudspire. You will accumulate Source throughout the game in a number of different ways; primarily, as income each wave and as rewards for defeating opposing units or spires. Source can be spent in numerous ways to strengthen your faction, including the following:

- Constructing spires [pg. 17]
- Upgrading spires [pg. 18-19]
- Advancing your fortress [pg. 15-16]
- Making purchases from the market [pg. 25]



Each fortress has a Source tracker, which shows how much Source is currently available to your faction. Each faction has a default maximum capacity of 20 Source. Any Source gained above a faction's maximum capacity is lost.

Source Wells

Source Wells are features found on some hexes. These hexes also have their own terrain type. Units can move through or end their movement on a Source Well, provided the Source Well is on a valid terrain type for that unit. Source Wells must be visible – a hex with a unit, spire, landmark, or other chip covering its Source Well is not considered a Source Well for game effects. Fortress Source Wells are not included in any effect that refers to Source Wells either.

Any effect referring to a "non-path hex" cannot occur on a Source Well.

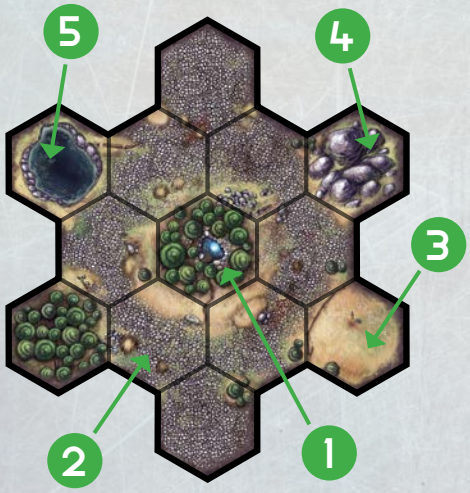


Isles

Isles are the large hex groups placed at the start of the game, making up the World of Ankar. Each isle contains one or two Source Wells and a number of different types of terrain.

Terrain Types

There are five different types of terrain in Cloudspire: Path, Plains, Forest, Mountains, and Water.



1. *Forest (featuring a Source Well)* ***2.*** *Path* ***3.*** *Plains*
4. *Mountains* ***5.*** *Water*

Heroes and some minions have a terrain allowance icon on their chip, indicating the types of terrain that they are able to move on. The majority of minions do not have a terrain allowance icon, as they can only move on path terrain.

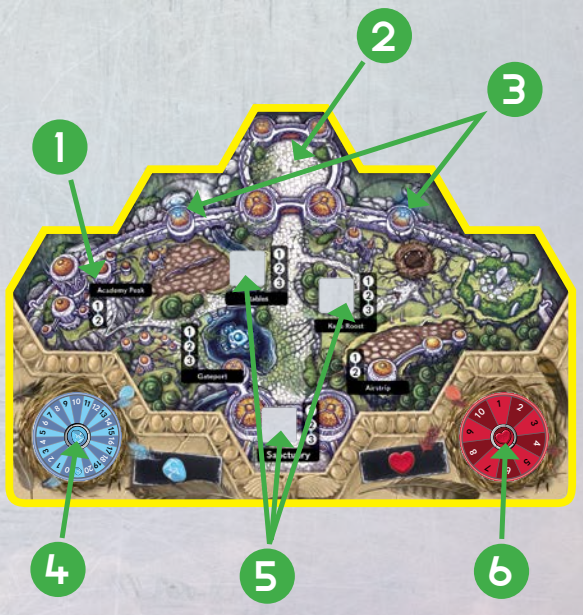
Non-path terrain types are tiered in difficulty level, with water being the most difficult to traverse and plains being the easiest. The terrain allowance icon on units indicates the most difficult type of terrain they are able to traverse. Units may travel on any hexes of this terrain type, as well as any hexes with terrain types of lower difficulty. The following chart shows exactly what terrain types may be moved on or through with each terrain allowance:



TERRAIN ALLOWANCE ICON	TERRAIN HEXES				
					
	✓	✓	✓	✓	✓
	✓	✓	✓	✓	✗
	✓	✓	✓	✗	✗
	✓	✓	✗	✗	✗
No Icon	✓	✗	✗	✗	✗

Fortresses

Your fortress is your faction's home base. Behind its gate is your faction's supply of Source, as well as structures with advancements unique to your faction. You must protect your fortress gate to keep your enemies at bay. The fall of your fortress gate must be avoided at all costs.



1. *Fortress Advancements* ***2.*** *Fortress Gate Hex*
3. *Fortress Source Wells* ***4.*** *Source Tracker*
5. *Fortress Advancement Die Slots*
6. *Fortress Gate Health Tracker*

Fortress Advancements

Fortress advancements are a very important aspect of Cloudspire. They allow you to improve your faction in significant ways and also count towards

your fortress power at the end of the game. Each faction's fortress advancements are unique, allowing for differing strategies to emerge between factions and even within the same faction in subsequent plays. Each advancement falls within a fortress structure, which are linear and numbered chronologically. Each structure's Level 1 advancement must be built before you are able to build the Level 2 advancement of that structure, and so forth. Place a peg in the hole beside an advancement to indicate that it has been built.

Your faction's reference sheet provides details on the abilities granted by each fortress advancement.

If you build an advancement that grants you the use of a die, add the corresponding die to the appropriate die slot. Your faction reference sheet will provide details on using each fortress advancement die.

If an effect causes you to lose a fortress advancement, remove the peg to show this.

Fortress Gate
The fortress gate is the foremost hex in your fortress, and is what protects your fortress from your opponent(s).

During the Prep Phase, your units selected for deployment are placed here. During the Onslaught Phase, opposing units may target your fortress gate with their attacks, but cannot enter your fortress gate. If you have units on your fortress gate when attacked *(because all of your units have not deployed yet)*, you may choose to have the attack be applied to the topmost unit instead of your gate. Units on the fortress gate cannot use their talents *(but still retaliate as normal)*.

Your fortress gate health tracker starts the game at 10 health. When an opposing unit attacks your fortress gate, reduce your gate health tracker by the amount of damage that is received. Fortress gates always retaliate when damaged. This retaliation deals 1 damage, has unlimited range, and is dealt even if the gate is defeated. This damage cannot be reduced.

If a fortress gate is reduced to 0 health, it is defeated.

Fortress Gate Pillaging
When you defeat a fortress gate and the game does not end *(because more than one fortress gate still has health)*, you immediately pillage the defeated faction's fortress. Increase your Source by the amount of Source the defeated faction has *(up to your Source capacity)* and reduce their Source to 0. The gate health tracker of the defeated fortress is then removed from its slot to signify that their fortress gate has fallen.

Once a fortress is defeated, it cannot be another faction's mark for the rest of the current wave. All players with this faction as their mark must declare a new mark immediately *(in turn order)*.

Repairing Your Gate
If your fortress gate has been defeated, you are not eliminated from the game. During the next wave's Income Phase, you must repair your gate after receiving your Source income.

In order to repair your gate, you must restore it to exactly 3 health by sacrificing (removing) fortress advancements, gaining 1 gate health for each sacrificed advancement. You must sacrifice the highest level advancements possible.

If all remaining fortress advancements have been sacrificed and your fortress is still below 3 health, you must repair your gate using Source. Spend Source, at the cost of 2 Source for each health, until your fortress gate has reached 3 health. It may not be repaired higher than this.

Spires
Spires are an integral part of asserting dominance in Ankar. They are stationary structures, each controlled by a specific faction. Use them to take out approaching foes and extend your foothold on the world.



Your spires *(denoted with a silver border)* are unique to your faction. All factions have basic spires that are always available to be constructed. Some factions also have advanced spires, which must be unlocked through specific fortress advancements before they may be constructed. See your faction's reference sheet for details.



1. *Starting Upgrades* ***2.*** *Spire Name* ***3.*** *Source Cost*
4. *Upgrade Capacity* ***5.*** *Talent(s)* ***6.*** *Source Reward*

Constructing a Spire

Spires can be constructed during the Build Phase, or during the Onslaught Phase at the start of your turn *(using one of your two limited build options)*. You may only construct spires on Source Wells within your influence.

Influence

You are considered to have influence over a hex group if it is adjacent to your fortress gate, it already contains a spire controlled by you, or it is adjacent to a hex group containing a spire controlled by you. You also have influence over your fortress Source Wells, and no other faction may have influence over them. When constructing a spire on an earthscape that sits on top of an isle, it is the underlying isle that must be checked for influence [pg. 27-28].



1. *Heir Spire* ***2.*** *Source Wells Within Influence*
3. *Source Wells Outside of Influence*

When a spire is constructed, it will start with a number of upgrades, as shown on the left side of the chip. You may order these upgrades however you prefer under the spire chip when you construct the spire, but you may not rearrange them later.

In a 2-player game, each faction can have a maximum of 6 spires in play at a given time. In a 3-player game, the maximum number of spires per player is 5. In a 4-player game, the maximum is 4. You may not construct a spire for any reason if you are already at your maximum.

Spire Upgrades



Range Upgrade *Attack Upgrade* *Fortification Upgrade*

Upgrade chips represent both the spire's stats, and its health. Note that spires and units utilize the same upgrade chips, but they function in different ways *(see page 24 for details on upgrading units)*. When determining a spire's current stats, always refer to the upgrade chips underneath it. The starting upgrades shown on the chip should only be referenced when

constructing the spire, as it may lose or gain upgrades through gameplay, altering its stats. Spires may have 3 types of upgrades: range, attack, and fortification. When upgrades are added to a spire, they are always added to the bottom of the spire. When upgrades are removed from a spire due to damage, they are always removed from the bottom of the spire.



Spire Range
Range determines the maximum number of hexes away that the spire may attack. Spires have a default range of 1. Therefore, the attack range of a spire is equal to the # of range chips currently beneath the spire chip +1. A spire with no range upgrade chips can still use its default range to attack an adjacent unit *(assuming it has at least one attack upgrade)*.





The grovetenders have just moved and heir spires now fire. The high rise spire has its starting upgrades of 1 attack and 1 range.

All spires have a default range of 1, denoted with green above. Any minions here would be able to be attacked by this spire even if there were no range upgrades on the spire. Since this high rise does have a range upgrade, its range is 2 and it is therefore able to attack any unit in the pink hexes as well. This spire has one grovetender war briar within its range, so this is the unit it will attack. Notice that the second war briar is not within range. This is because range is not counted over missing hexes (sky), so the spire must count around this space.

Spire Attack
Spires have a default attack of 0. Spires attack using spire attack dice. Each attack upgrade chip allows the spire to roll 1 attack die when attacking. Therefore, when spires fire, the amount of spire attack dice they roll is equal to the amount of attack upgrade chips currently beneath the spire chip. If a spire has no attack upgrade chips, it is unable to attack.

Spire Fortification
Fortification upgrades help to further protect the spire, as the spire must be dealt at least 2 damage *(instead of 1)* from a single attack or talent in order to remove it. Fortification upgrades not on the bottom of the spire do not protect it.

Upgrading a Spire
The action of upgrading a spire can be done during

the Build Phase, or during the Onslaught Phase at the start of your turn *(using one of your two limited build options)*. When upgrading, you can spend Source to add as many upgrades to a spire as you would like, not exceeding the spire's upgrade capacity. Note that it is possible for a spire to go beyond its upgrade capacity through the use of certain talents, relics, and fortress advancements, but you may not choose to go beyond its capacity unless instructed.

A spire may begin with more starting upgrades than its capacity; if so, you may not upgrade this spire until it has lost enough upgrades to fall below its capacity.

Each range and attack upgrade costs Source equal to the number of upgrades on the spire, including the one being added. For example, adding a second upgrade to a spire costs 2 Source, while adding a third upgrade to a spire costs 3 Source. Each fortification upgrade costs 2 Source regardless of how many upgrades the spire was.

New upgrades must be placed at the bottom of the spire. When an upgrade is removed, it is taken from the bottom.

Spires Fire

Spires attack, or fire, as part of the Onslaught Phase. After all of your units have completed their movement, each other player in turn order checks if you have any units within range of their spires. If so, their spires will fire.

For each spire that fires, the controlling player makes a dice pool consisting of one spire attack die for each attack upgrade their spire has. If their spire has multiple possible targets, a single target must be declared before rolling. Remember, spires may only fire upon units belonging to the active player. The result of the spire attack dice roll determines the amount of damage the spire deals. Each die has four sides with a hit *(dealing 1 damage)*, one crit *(dealing 2 damage)*, and one miss *(dealing no damage)*. Units do not retaliate against spires. Spires cannot attack landmarks, units belonging to non-active players, spires, or fortress gates.

Damaging a Spire

A unit within range of an opposing spire may select the spire as its attack target. Dealing 1 or more damage to a spire removes 1 attack or range upgrade from the bottom of the spire – you may not remove more than 1 upgrade, no matter how much damage you deal. If the spire has a fortification upgrade as its bottom chip, it must be dealt at least 2 damage from a single attack or talent in order to remove the fortification upgrade. Spires, unlike units, do not retaliate.

Fortress Spires

Each faction's fortress has two Source Wells on which that faction can construct spires. These spires function just as any other spire. They are considered adjacent to the hexes on the attached isle. Fortress spires may count through the fortress gate hex when determining range, and other units may count through the fortress gate hex when determining if these spires are in their range as well. Fortress spires are included in any game effects that reference spires in play *(however, fortress Source Wells are not included in game effects that reference Source Wells)*.

Faction Units

Heroes and minions specific to your faction, as well as any other units under your control *(for example, units purchased from the market)*, are your faction units. You will select these units using your command points *(CP)* during the Prep Phase and deploy them during the Onslaught Phase. Faction units are perhaps the most important element of Cloudspire and can be used to take out your foes, explore landmarks, and defend your fortress.

Each faction has 3 heroes *(denoted with a gold border)* and 12 minions *(denoted with a bronze border)* that are unique to them. While heroes and minions are distinct from each other in a number of ways, they share similar stats and functions.

Minion Unit (denoted by the bronze border)



1. *Unit Name* ***2.*** *Health Stat* ***3.*** *Attack Stat* ***4.*** *Movement Stat* ***5.*** *Talent(s)* ***6.*** *Source Reward* ***7.*** *CP Cost*

Hero Unit (denoted by the gold border)



1. *Promoted Icon* ***2.*** *Upgrade Chip Capacity*
3. *Terrain Allowance*

Deployment

Units are selected and placed into a deployment stack on your fortress gate during the Prep Phase. The order of the units in this stack, from top to bottom, determines the order in which the units will deploy during the Onslaught Phase.

Minion Deployment

You may select any number of minions for deployment each wave, limited only by your available CP and units available in your barracks. Minions may be deployed either ungrouped or grouped. You may deploy both ungrouped and grouped units in the same wave.

When deploying minions ungrouped, simply place health underneath each unit equal to its health stat. You may deploy ungrouped minions in any order you wish.

Grouped *Ungrouped*



There is no limit to the number of minions that may be placed in a group. The Prep Phase is the only time that a group of units may be formed. When deploying minions as a group, begin by placing all unit chips you would like to group together in a stack. Minions must be grouped in order based on their movement stat (#), with the lowest movement stat at the top. You decide the order on ties. Place health equal to the health stat of the topmost minion underneath the entire group. Only the top minion is considered active. A group of minions may be deployed in any order relative to other grouped or ungrouped minions.

Minions that are grouped act as one unit, using the stats and talents of the topmost minion. Grouped minions must remain grouped until the top unit is reduced to 0 health. When the top minion is defeated, the next minion in the group becomes active and is immediately given health chips equal to its health stat. Extra damage dealt to the top grouped unit does not carry over to the next unit. When a new unit in a group is revealed, it continues from the same point in the turn as the previous unit. For example, if the top unit has already attacked before being defeated, the newly revealed unit in the group may not attack. It does, however, still retaliate as normal if attacked this turn. Any unit that is grouped under another unit is inactive and may not be targeted or interacted with in any way.

Hero Deployment

Heroes may never be grouped. Each hero must be deployed either before or after your minions, but not between them. You may split your heroes such that one hero is deployed before your minions and one is deployed after.

You can only deploy your starting hero *(with no CP cost)* in Wave 1, and can have no more than 2 heroes in play in any subsequent wave.

Movement

Units cannot move on or through a hex that contains any other units, spires, landmarks, or other chips.

Minion Movement

Your minions, in general, move turn by turn along the path towards your mark. This is the opponent's fortress gate you declared during the Prep Phase.

A minion must use its full movement stat (#) while making progress towards its mark, if possible. If a minion cannot use its full movement stat while making progress, it will make progress using as much of its movement as possible. If a minion cannot make progress, it may optionally make a lateral move *(ending its movement no closer or further away from its mark)*. A minion may never move in such a way that it ends its movement further from its mark than it started.



1. It is the movement stage of the grovetenders' turn. The treed is the grovetender's leading minion, since it can move through forest and is therefore closer to its mark than the war briar. Minions must use their full movement range and make progress if possible, and cannot move through or onto units or spires. There is therefore only one movement option for the treed.

2. The grovetender's next leading minion is the war briar. This minion has two movement options that would both use its full movement stat and allow it to make progress. Since it has no terrain allowance icon, it can only move through path so must move towards the path hex adjacent to the brawnen fortress gate. In both movement options, the war briar is considered to have made progress because it started its movement 3 hexes from its mark and ended its movement 2 hexes away, so it moved closer.

Making Progress

"Making progress" means the minion ends its movement on a hex that is closer to its mark than the hex it started on. When determining if a hex is closer than your minion's starting position, count the shortest distance in hexes *(adhering to your minion's terrain allowance)*, between the hex your minion is starting its movement on and its mark, and do the same for the hex(es) it may end its movement on *(using its full movement stat, or as much of it as possible)*. Progress is made if the destination hex is closer to the minion's mark than its starting hex. When counting distance, you should count hexes occupied by units but not spires or landmarks. Minions may not move back onto a hex they have already moved out of on the same turn. Note that while the minion's ending position must be closer to its mark than its starting position, it does not have to make progress with every hex it moves onto, nor does it have to make the most efficient progress possible.

Minion movement must always begin with your leading minion. The leading minion is the minion that is closest to its mark. If there's a tie, you may choose which minion to lead with.

Most minions do not have a terrain allowance icon, and therefore can only move on or through path terrain.

If, due to a talent or other effect, you have a minion on invalid terrain *(terrain it would generally not be able to move onto,*

or a hex that does not lead to its mark), its next movement must take the shortest route to valid terrain, while making progress, if possible.

Note: On your first turn of the Onslaught Phase, your units will be moving from the deployment stack on the fortress gate onto the adjacent isle. They must be moved one at a time in order from top down. It is normal for some units to be left in the fortress gate after finishing movement on your first turn or two, especially if you selected slower minions to deploy first!

Blocking Movement

Opposing units and friendly minions may block the progress of your minions. Your minions are considered blocked when an opposing unit or friendly minion occupies a hex that your minion could otherwise move into or through to make progress on their mark using their full movement *(or as much movement as possible)*. If this occurs, the minion will make progress using as much movement as possible. The minion may need to defeat an opposing unit blocking its path before it is able to continue to make progress towards its mark.

If one of your heroes blocks the movement of one of your own minions in such a way that the minion cannot make progress towards its mark using its full movement, the hero is displaced. Your minion moves into the hero's hex, forcing the hero to swap positions. Your hero may be displaced multiple times in a turn, if it is blocking the progress of more than one of your minions.

Note that a minion's path is not considered to be blocked if it is able to make progress on its mark while using its full movement requirement – even if a unit stands in the way of a more optimal path towards its mark.



It is the movement stage of the heirs' turn. The heirs could move their hero, Jaelana Nestor, before or after their minions, but will opt not to move her this turn.

1. The joust is the heirs' leading minion, since it is closest to the naroran fortress gate, so it will move first. With a movement stat of 2, the joust has only one option that will use its full movement stat and allow it to make progress on its mark. It is not considered blocked by Jaelana, since it is able to both use its full movement and make progress.

2. The harrier is unable to use its full movement stat of 4 while making progress on its mark. It is blocked on the left by the friendly joust minion, and Jaelana stands in the way on the right, preventing the harrier from using as much of its movement as possible while making progress. Heroes cannot block their minions' movement, so the harrier will move into Jaelana's hex

3. Jaelana is displaced and will swap hexes, moving back one hex. The opposing narora minion still blocks the harrier from using its full movement.

Hero Movement

You have free choice in the movement of your heroes. They may move in any direction, following their terrain allowance [pg. 15]. Heroes can use some, all, or none of their movement stat. They can move either before or after your minions, but you may not interrupt the movement of your minions to perform a hero's movement. You may,

however, split your heroes' movement so that one hero moves before all of your minions and the other moves afterwards.

Heroes may not stay on the fortress gate hex. A hero that is able to deploy from the fortress must do so.

Returning to the Fortress
A hero may return to the fortress by moving back onto its fortress gate hex. When it does so, it immediately recovers to full health and is placed beside your barracks. A hero that has returned to its fortress may not be deployed again in the same wave, but it may be deployed again in a future wave without paying its CP cost again.

Attacking

All units have a default attack range of 1. This means that units with an attack stat can only attack units and spires in adjacent hexes.

In order to attack, a unit must have a valid target. Valid targets are opposing units *(including landmark minions)*, opposing spires, and opposing fortress gates within range.

You may choose the order in which your units attack. When one of your units attacks another unit, it deals damage equal to its attack stat to its target. The targeted unit removes health chips equal to the damage it receives. When attacking a spire, 1 or more damage received will remove a single attack or range upgrade from the bottom of the spire. If the spire has a fortification upgrade on the bottom, your unit must deal at least 2 damage in order to remove it.

Retaliation
When one of your units attacks an opposing unit and that unit is not defeated, it will retaliate if able. A unit retaliates by dealing its attack stat in damage to the attacking unit. Each opposing unit will retaliate only once per turn, and only if the attacking unit is within its range. Talents and advancements that affect attacks are not applied to retaliation. A fortress gate can retaliate multiple times per turn and at unlimited range, dealing 1 damage to each unit that attacks it. Spires do not retaliate.

Defeat
If one of your units defeats an opposing unit or spire, your faction gains the reward listed on the defeated chip:

: immediately gain # Source.

: immediately draw # relic cards.

: you may immediately build a spire on this Source Well at no cost, and ignoring influence restrictions. This cannot exceed your maximum spire limit.

Defeated units do not retaliate. When your faction is responsible for the defeat of a unit or spire, you are granted the reward listed on the defeated chip.

When a unit or spire is defeated, discard it if it is a landmark, merc minion or merc spire. Remove it from the game if it is a hero. Otherwise, return it to its barracks.

If a defeated minion was grouped, add health chips equal to the next minion's health stat underneath the unit chip. This minion continues its turn from where the last minion left off *(but does not get to retaliate on behalf of the defeated minion)*.

If a hero defeats a unit, spire, or fortress gate it may immediately level up [pg. 24].

The current wave ends immediately when all minions in play have been defeated. Heroes in play at this time will remain in place and start the next turn from their current position.

If instead, all opposing units *(including heroes)* are defeated but you still have heroes and minions in play, your heroes go into campfire mode but the wave continues until your last minion is defeated.

Campfire Mode
At the end of a turn in which only one faction has units in play, that faction's heroes go into campfire mode for the remainder of the wave and are inactive. They do not take turns and cannot be interacted with in any way. That faction's minions continue to act as normal until they are defeated.



Example 1: *The battleborn attacks the harrier, dealing 1 damage. The harrier retaliates, dealing 1 damage to the battleborn in return.*



Example 2: *The dispatch attacks the harrier 2 hexes away (because it has the talent 2 Range), dealing 1 damage. The harrier cannot retaliate, as the dispatch is not within its range. The battleborn also attacks the harrier, dealing another 1 damage and defeating it. The harrier does not retaliate because it has been defeated (but would otherwise retaliate).*

Minion Attacks

Minions must attack if they have a valid target. Each minion can only attack once per turn. If any of your minions has multiple possible targets, you choose which unit to attack.

Hero Attacks

Heroes have the option of performing an attack on a valid target, but they are not required to do so. Each hero may only attack once per turn.

Units with the talent # Range may attack and retaliate from up to # hexes away. Hexes counted for the purpose of determining Range may be occupied. You may not count through non-hexes such as gaps between hex groups or any other part of the fortress except the fortress gate hex.

Leveling Up

Leveling up improves your units stats and/or talents. There are two types of level ups. The first is promotion. A unit is promoted by flipping it from its basic side to its promoted side with a star. When this happens, it immediately loses any upgrade chips on it. If it is promoted during the Onslaught Phase, the unit is granted the difference in health chips from its basic side's health stat to its promoted side's health stat, if any.

The other way a unit may level up is to receive upgrade chips. When one of your units receives an upgrade, you may place an attack or fortification upgrade chip beneath their unit chip. When one of your units with the talent # Range receives an upgrade, you may instead choose a range upgrade chip.

An attack upgrade increases your unit's attack stat by 1. A fortification upgrade effectively acts as an extra health chip and is removed first, in place of a health chip, when taking damage. A range upgrade increases your unit's range by 1.

Leveling Up Minions

Each faction's minions have a unique way in which they may be promoted. See your faction's reference sheet for details.

Minions generally do not receive upgrades.

Leveling Up Heroes

Heroes may level up when they defeat a unit, spire, or fortress gate. In order to level up a hero, first check its upgrade capacity. If it is not at its capacity , you may add an upgrade chip to the hero. When leveling up a hero on its basic side at its maximum upgrade capacity, the hero is promoted.

If a hero is on its promoted side and at its maximum upgrade capacity, leveling up has no effect.

Leveling up your hero is optional.



Landmarks



1. *Landmark Name* ***2.*** *Health Stat* ***3.*** *Attack Stat*
4. *Movement Stat (ignored unless a faction gains control over this unit)* ***5.*** *Talent(s)* ***6.*** *Spire Reward* ***7.*** *Bronze Border*
8. *No border (denoting this landmark is not a minion)*

Landmarks are placed during set-up, facedown and covering each isles' Source Wells. Unrevealed landmarks are not considered units, and can only be interacted with by exploring.

When one of your units explores a landmark you may choose to either reveal it, which will flip it faceup, or keep it unrevealed. Ensure you read the landmark's talents when exploring, as some will have talents triggered by exploration. If revealed, the landmark will immediately gain health equal to its health stat *(if applicable)*. Revealed landmarks with a bronze border are considered landmark minions and are opposing units to every faction. Landmark minions do not move or attack, but they will retaliate.

If you choose not to reveal the landmark, it remains unrevealed. The landmark may be explored and revealed in later turns.

Landmarks without borders are not considered units. Their talents will outline how to interact with them.

When a landmark is defeated or discarded, it is placed in the landmark discard pile. In the unlikely event that a landmark is needed and the landmark stack is empty, shuffle the discard into a new facedown stack.

The ancient traxxyr is a special landmark, denoted by its unique back and black border. It is only brought into play when specifically instructed. It is not considered a landmark minion *(though it will still retaliate when attacked like a minion would)*.

The Market



Market Options

The market is comprised of mercenaries and supplies from the world below that have been transported up to the islands through gateports. Each faction has the opportunity to hire merc heroes and minions, purchase plans for new spires, and buy equipment to help them in their endeavor to defeat their opponents.

The revealed market chips and faceup earthscape make up the market options. The market stack refers to the facedown stack of market chips that you draw chips from when refilling the market chip options.

When instructed to search the market stack, look at market stack chips one at a time from the top down until you find the required chip. Then, shuffle all of the market chips you looked at back into the stack. If instructed to search the market, first look for the required chip in the market options, only searching the market stack if the required chip is not found.

If the market stack is empty, shuffle the market discard to form a new market stack.

Mercs

Mercs can be heroes *(with a gold border)*, minions *(with a bronze border)*, or spires *(with a silver border)*.



1. *Unit Name* ***2.*** *Health Stat* ***3.*** *Attack Stat*
4. *Movement Stat* ***5.*** *Upgrade Capacity (Heroes Only)*
6. *Talent(s)* ***7.*** *Source Cost* ***8.*** *Source Reward*
9. *Terrain Allowance*

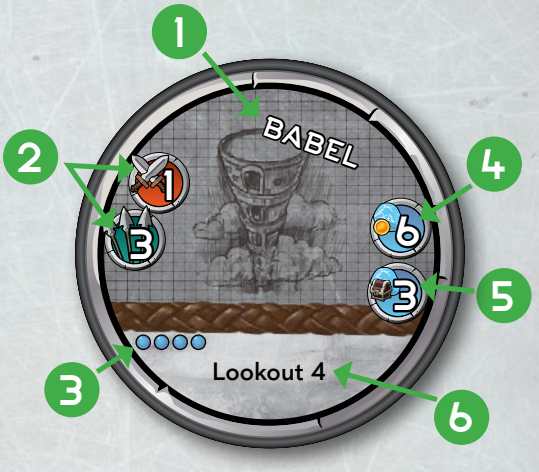
Merc Units

Merc heroes and minions purchased in the market may be kept beside your barracks until selected for deployment during any Prep Phase. Merc units purchased from the market do not cost any CP to deploy. Merc heroes count towards your 2 hero limit of per wave. When merc heroes are defeated, they are removed from the game. Defeated merc minions are placed in the market discard.

Merc units are considered faction units for any game effects referring to "faction units." However, they are not considered units of your faction for effects that name your faction specifically. For example, a talent that affects "non-naroran units" will still affect merc units controlled by the narora faction.

Merc Spires

Merc spires can be constructed as faction spires. They do not cost any Source to construct, as the Source cost was already paid upon its purchase. Merc spires and count towards your spire limit.



1. *Spire Name* ***2.*** *Starting Upgrades*
3. *Upgrade Capacity* ***4.*** *Source Cost*
5. *Source Reward* ***6.*** *Talent(s)*

Merc spires are kept beside your barracks until constructed during the Build Phase, or during the Onslaught Phase at the start of your turn *(using one of your two limited build options)*. When merc spires are defeated, they are placed in a market discard.

Equipment

Equipment *(with blue borders)* gives additional talents to the heroes they are equipped to.



1. *Equipment Name* ***2.*** *Talent(s)* ***3.*** *Source Cost*

You may equip equipment to a hero when the hero is placed on the fortress gate for deployment. The equipment chip is placed directly underneath the hero's chip. Any player may look at the equipment's talents at any time. Each hero can have, at most, one piece of equipment. Once equipment is attached to a hero, it cannot be removed. When a hero with equipment is defeated, its equipment is placed in the market discard.

Earthscapes

Earthscapes are hex groups that players can purchase to modify the landscape of Ankar. You can purchase earthscapes during the Market Phase at a cost of 2 Source. You may place your purchased earthscapes on your turn during the Build Phase.

When placing earthscapes, the following rules must be observed:

- Earthscapes may be placed on top of existing hex groups to alter the play area. When doing so, they must be placed on an even plane of the play area.
- Earthscapes may be placed adjacent to existing hex groups to extend the play area. At least one edge of the earthscapes must line up with an edge of an existing hex group.
- You must have influence where you place the earthscape. This means that at least one of its hexes must be either **a)** on a hex group adjacent to your fortress, or **b)** on or adjacent to a hex group containing one of your spires.
- Earthscapes may be placed on path terrain, but there must always be path terrain connecting every fortress. You may cover up path, but only in such a way that a path connecting each fortress still exists.
- Earthscapes cannot be placed on occupied hexes. You may cover empty Source Wells.



1. The orange earthscape location is just outside your area of influence. A spire must be constructed on an isle adjacent to this earthscape location (within your area of influence) in order to place an earthscape here.

2. The red earthscape location is also outside your influence area; however, even after constructing a spire on an adjacent isle, this is still an invalid placement because one of the hexes within this location is occupied. You may only earthscape over unoccupied hexes.

3. The green location is a valid placement for an earthscape. Take care when placing an earthscape here, as its orientation cannot remove the only path that connects your fortress to the others. Once placed, you may construct a spire on this earthscape by spending its Source cost, as this earthscape's new Source Well(s) will also fall within your area of influence.

4. The purple location meets the influence requirement, as only one hex of the earthscape needs to fall within your area of influence. However, an earthscape cannot be placed here as it would not be on an even plane - it would sit partially on an earthscape and partially on the table which is invalid.

After placing an earthscape, you may immediately construct a spire on one of its Source Wells, if you can. You must pay the Source cost of the spire in order to construct it, and it must be in a hex that your faction has influence over [pg. 17].

When determining if a faction has influence over an earthscape's hex, you must refer to the bottommost hex group underneath it, if applicable. If you have influence over the bottommost hex, you are considered to have influence over the earthscape hex on top.

Hex groups sharing an edge are considered adjacent even if they exist on different planes of the play area.

Events



Events are cards drawn during the Event Phase [pg. 10]. Events may alter the rules, create a side quest, or impede players in some way for the current wave. Starting in Wave 2, each wave begins with discarding the previous event card and drawing the top card of the event deck. Events will trigger in a specific phase of the wave. If it occurs in the Event Phase, resolve it immediately. Otherwise, set it aside after reading and follow its instructions at the start of the appropriate phase.

Relics

Relics are awarded to players for defeating certain landmarks in the form of one-time or ongoing abilities.



When drawn, "ongoing" relics should be placed faceup immediately, with the effect lasting for the rest of the game. Other relics should be kept secret from other players until played. Unless otherwise stated, relics can be played at any time during the Onslaught Phase for their effect. Once played, "single-use relics" are applied immediately and then discarded. "Entire wave" relics are effective immediately upon being played, and should be placed faceup in front of you until the following Event Phase when the card is discarded. There is no limit to the number of relic cards you may hold.

In the unlikely event that you need to draw a relic and the relic deck is empty, shuffle the discard pile into a new facedown relic deck.



OTHER MODES OF PLAY

Playing a Simplified Game

For anyone looking for a more simplified introduction to the game, you may consider the following modifications to the standard game:

1. Skip the Event Phase and Market Phase. Players should not build any of their gateport fortress advancements. If you draw a relic related to these phases, discard it and draw a new relic in its place.

2. Have all players carry out the Build Phase simultaneously. In cases where players want to build a spire on the same Source Well, this should still be resolved in turn order.

3. After declaring your marks in turn order during the Prep Phase, have all players carry out the rest of the phase simultaneously. Players should not consider what units other players are selecting, and instead focus on their own deployment stack.

Playing a Longer or Shorter Game

A standard game of Cloudspire consists of 4 waves. However, players may optionally choose to make the game shorter by playing fewer waves or to lengthen the game by adding waves.

If adding waves to the game, add 2 Source to the Income Phase and 2 CP to the Prep Phase for each additional wave played. In Wave 5, each player receives 13 Source and 13 CP, in Wave 6 each player receives 15 Source and 15 CP, etc.

Solo and Co-Op

Cloudspire can be played as a solo campaign, or a 2-player cooperative experience. See the Solo Scenarios and Cooperative Scenarios books respectively, for further details on these modes of play.

Team Play *(2 vs. 2)*

Team Play is an alternative way to play a 4-player game of Cloudspire. In this mode teams of two factions face off against each other.

Set-up follows the standard rules with the following exceptions:

- Teammates may sit either opposite each other or beside each other at the table. Turn order must alternate between teams, so establish a turn order if teammates are sitting beside one another. The first player designation should also pass in this order.

Gameplay follows the standard rules of play with the following exceptions:

- When selecting a mark, you may not select the same mark as your teammate.
- Factions on the same team are friendly to each other. Their spires and units will not attack each other, and they cannot select each other's fortress as their marks.

The game ends immediately if any faction's fortress gate is defeated, with the defeating faction's team being declared the winner. Otherwise, the game ends after 4 waves of play. Each team will add their fortress's power together, and the winning team is the one with the highest total fortress power.

Endless Mode

Endless Mode is an alternative way to play Cloudspire as a solo player. In this mode, you will play one faction and try to last as long as possible against wave after wave of ever-growing opponents from three other factions. See the Solo Scenarios book for further details on this mode of play.

UNDERSTANDING EACH FACTION

Brawnen

The brawnen are an industrious, ambitious race of giants. The only thing outstripping their desire for additional supplies of Source is the rate at which they're burning through what they already have.

A race with a martial history dating back to their defeat of their island's dominant predator species, the brawnen put their all into every battle, led by their unpredictable, destructive forsaken units – oversized brawnen whose enhanced fighting abilities correspond to their reduced intelligence.

Grovetenders

The grovetenders were once an introverted, serene race, cousin to plant life and possibly created by the Source itself. Though grovetenders count culture,

harmony and peace among their greatest values, they have been forced into The Joining War after several attacks on their home island of Yrtel made it clear that neutrality is not an option.

While fighting is not their first nature, the grovetenders' creative minds and ability to shape fearsome constructs from surrounding plant life make them a formidable foe on the battlefield.

The Heirs
The heirs believe controlling all of Ankar's islands is their birthright. The bird-like race holds itself to a strict caste system, but every heir keeps one principle close to their heart: the lowest heir is still superior to any other being.

Lacking the strength of their opponents, the heirs have compensated with intensive training and quick-strike tactics. They also make the most of their aerial advantage, with elite flying squadrons dispatching terror from above.

Narora
The narora believe controlling the Source is their calling. Even before the Joining, the narora were eyed askance by the other nation-states due to their fanatical ways. While grovetenders respect the Source and honor its power in their day-to-day lives, the narora worship it, bathe in it, consume it and ultimately wish to become one with it – leading to their appearance as mildly unstable lifeforms with a glow that matches the purest pools of Source energy.

Core to their reverence of Source is a belief that other races are using the energy heretically, and the narora seek control over the islands in order to dictate a "pure" Source consumption amongst all peoples.

CREDITS

Game Designers
Josh Carlson, Adam Carlson, and Josh Wielgus

Rules & Editing
Shannon Wedge

Artists
Anthony LeTourneau
Jared Blando

Graphic Designers
Josh Carlson
Melonie Lavely

Writer
Ryan Howard

Publisher
Chip Theory Games



KEY TERMS/GLOSSARY

Active: Units that can take turns and be interacted with are considered active. **19, 20**

Adjacent: Two hexes are adjacent if they share a side. Units/spires/landmarks in those hexes are considered adjacent to each other. **7, 12, 18, 23, 27**

Attack: A stage of the Onslaught Phase. When a unit attacks, it deals its attack stat in damage to its target. When a spire attacks, it deals damage equal to its rolled result on spire attack dice. **13, 23**

Attack Upgrade: Orange chip with icon. Increases the attack stat of a unit by 1. Increases the number of spire attack dice rolled by a spire by 1. **8, 17, 18, 24**

Attack Stat: The amount of damage dealt when attacking or retaliating. **13, 19, 23, 24, 25, 26**

Barracks: The chip organizer where faction units and spires are kept when not in play. The area beside this organizer where you place market purchases and heroes that have been previously deployed is also considered part of your barracks. **6, 11**

Basic Side: The side of faction chips that does not have . This is the default side of units and spires. They will generally be deployed/constructed on this side and may only be flipped to their promoted/advanced side if a talent, fortress advancement, or other effect specifies for this to occur. **6, 24**

Blocked: When an opposing unit or friendly minion occupies a hex that your minion could otherwise move into or through to make progress on your mark using your full movement. **22**

Build Option: The different choices you are able to make during your turn in the Build Phase. Build options are as follows: construct a spire, upgrade a spire, place an earthscape, and advance your fortress. **11**

Campfire Mode: When your heroes become inactive because no other faction has units in play *(but you still have minions in play)*. **23**

Closer: If the ending distance to a unit's mark is shorter than the starting distance, counting in hexes using your unit's terrain allowance. Count through units but not through spires or landmarks. **20, 21**

Command Points *(CP)*: Granted and used during the Prep Phase to select units from your barracks for deployment. Each faction is designated an equal amount of CP, determined by the current wave #. **11, 19**

CP Cost: The amount of CP you must pay in order to select this unit from your barracks for deployment. Units beside your barracks do not cost CP to deploy, nor does your starting hero. **19**

Convert: Taking control of a unit as if it were your own. The converted unit is considered one of your own faction minions for game effects. When it is defeated, it is returned to its original faction's barracks *(or discarded, if a landmark/merc minion)*.

Defeated: When a unit or spire loses its last health, it is considered defeated. Other defeated faction minions and spires are returned to their barracks. Defeated merc minions and spires are discarded. Defeated heroes and landmark minions are removed from play. **13, 23**

Deploy: To move a unit out of your fortress gate and onto a hex group. **11, 12, 20**

Discard: Place component in its corresponding discard pile. Do not remove from the game. Discarded components will be reshuffled and drawn from if initial stack/deck is depleted. **10, 23, 26**

Earthscape: The small hex groups that are available for purchase in the market. Once purchased, can be placed during the Build Phase where you have influence. You may cover Source Wells and paths, but there must always be path terrain connecting every fortress. **8, 10, 11, 25, 27**

Equipment: A chip *(with blue borders)* that gives additional talents to a hero it is equipped to. Each hero can have, at most, one piece of equipment. Equipment cannot be removed from a hero once it is equipped. When the hero is defeated, the equipment is discarded. **25, 26**

Event: A card drawn at the start of the Event Phase. Events may alter the rules, create a side quest, or impede players in some way for the current wave. **8, 10, 28**

Exploration: The only way unrevealed landmark chips can be interacted with. After spires have fired, you may explore any landmark that is adjacent to one or more of your units. Look at its facedown side without showing it to your opponents, and choose whether or

not to reveal it. **12, 25**

Faction: One of the selectable races in the game of Cloudspire. Each faction has its own unique fortress, reference sheet, and array of units and spires. **6**

Faction Unit: Any minion or hero belonging to a faction. This includes purchased merc units and converted landmark minions. **13, 19, 26**

First Player: The player to act first in each phase and each round of the Onslaught Phase. When a new wave begins, the first player designation will pass clockwise. **6, 10**

Fortification Upgrade: Yellow chips with the icon. A fortification upgrade on a unit effectively acts as an extra health chip and is removed first, in place of a health chip, when taking damage. A fortification upgrade on the bottom of a spire protects the spire, as the spire must be dealt at least 2 damage *(instead of 1)* from a single attack or talent in order to remove it. **8, 13, 17, 18, 24**

Fortress: Your faction's home base. Holds your faction's supply of Source, as well as fortress structures with advancements unique to your faction. **6, 14, 15**

Fortress Advancement: May be built during the Build Phase. These allow you to improve your faction in significant ways and also count towards your fortress power at the end of the game. **11, 14, 15, 16**

Fortress Gate: The foremost hex in your fortress, and what protects your fortress from your opponent(s). This is where your units are deployed from, and where opposing units will target when attacking your fortress. The fortress gate will always retaliate when damaged. This retaliation deals 1 damage, has unlimited range, and will occur even if the gate is defeated. This damage cannot be reduced. **7, 10, 12, 14, 15, 16, 23**

Fortress Power: The combination of your fortress gate health and number of fortress advancements you currently have. Your fortress power will determine the winner at the end of four waves of play, unless the game is ended before this through the defeat of all but one fortress gate in a single wave of play. **14, 16**

Fortress Structure: A group of fortress advancements that must be purchased in the order shown on your faction reference sheet. **11, 16**

Friendly: Refers to a unit or spire that belongs to you or an ally. **22, 29**

Gate Health: Tracked using the gate health tracker chip. Anytime your fortress gate is attacked or repaired, your gate health is reduced by the amount of damage received. Your fortress gate health tracker starts the game at 10 health, and if it is reduced to 0 health your fortress gate is defeated. **7, 14, 16**

Grouped: Minions that are grouped act as one unit, using the stats and talents of the topmost minion. When the top minions health reaches 0, the next minion in the group is immediately given health chips equal to its health stat. Heroes may not be grouped. **11, 13**

Health:

Units: The amount of damage that can be sustained before it is defeated. Indicated by the number of red health chips underneath the unit chip. **19, 20**

Spires: The amount of attacks that can be sustained before it is defeated. Indicated by the number of upgrade chips underneath the spire chip. **13, 19**

Health Stat: The number of health chips that are placed under this unit when deployed or revealed, and the maximum number of health chips this unit may have. **19, 20, 25, 26**

Hero: A faction unit *(with a gold border)* that has free choice in movement and attack, restricted only by its stats and terrain allowance. You may not have more than 2 heroes deployed at a time. **11, 19, 20, 23**

Hex: One space on an isle or earthscape. The fortress gate is also considered a hex.

Hex Group: May refer to an earthscape or an isle. **11, 17, 27**

In Play: Any chip or hex group currently on the play area. **11, 13, 14, 17, 19**

Inactive: Any unit that cannot take a turn or be interacted with in any way *(i.e. heroes in campfire mode and minions grouped underneath another minion)*. **24**

Influence: Required to construct a spire on a Source Well or place an earthscape. You are considered to have influence over a hex group if it is adjacent to your fortress gate, it already contains a spire controlled by you, or is adjacent to a hex group

containing a spire controlled by you. You also have influence over your fortress Source Wells, and no other faction may have influence over them. **11, 17, 27**

Isle: The large hex groups that are placed at the start of the game to make up the play area. **7, 15**

Item: A chip that can be picked up by adjacent heroes. Heroes may only carry one item at a time. When the hero is defeated, the item is dropped and placed on the hex the hero was occupying.

Landmark: Chips that are placed facedown during set-up, covering each isles' Source Wells. Landmarks can only be interacted with through exploring until they are while they are unrevealed. **7, 25**

Landmark Minion: Revealed landmark with a bronze border. Landmark minions do not move or attack, but will retaliate. They are considered opposing units to every faction. **12, 13, 25**

Leading Minion: Your minion that is the closest to your mark. The leading minion is always the first minion to move during your turn in the Onslaught Phase. **12, 21, 22**

Level Up: Unit is either promoted or receives an upgrade. Heroes level up when they defeat an opposing unit or spire. If they are on their basic side and at max upgrade capacity, they are promoted, otherwise they receive an upgrade. Minions have unique ways in which they may be promoted depending on their faction. Minions generally do not receive upgrades. **23, 24**

Limited Build Option: Build options available at the start of your turn during the Onslaught Phase. You are limited to constructing or upgrading a spire, and perform a maximum of 2 limited build options during a single Onslaught Phase. **12**

Making Progress: See "Progress." **20, 21**

Mark: Determined at the start of the Prep Phase. This indicates which faction's fortress gate all of your minions must make progress towards. **11, 16, 20**

Market: Comprised of merc minions, merc heroes, merc spires, equipment, and earthscape hexes. Each player is able to make a purchase from the market during the Market Phase. Only one earthscape may be purchased each Market Phase. **8, 10, 25**

Merc: Short for "mercenary." These are units and spires that are acquired through a purchase from the market. **10, 11, 25, 26**

Minion: A unit *(with a bronze border)* that must make progress each turn. Additionally, they must attack if there is a valid target. **11, 19, 20, 23**

Minion Type: The name of a minion is its type *(i.e. harrier, battleborn, etc.)*. **19**

Movement Stat:  The number of hexes your minions must move if possible, while adhering to terrain allowances and making progress. Your heroes may use as much or as little of their movement stat as you wish. **19, 20, 22, 24, 25, 26**

Non-Path Hex: A hex of any terrain type except for path. Any effect referring to a "non-path hex" cannot occur on a Source Well. **14**

Opposing: Refers to something that belongs to an opponent. Landmark minions are considered opposing to all factions. **13, 14, 16**

Path: A hex terrain that must connect every fortress. Can be traversed by all units. **7, 21, 28**

Pillage: Occurs when you defeat a fortress gate and the game does not end. Increase your Source by the amount of Source the defeated faction has *(up to your Source capacity)* and reduce their Source to 0. **16**

Play Area: All of the isles used during set up and any earthscapes added during play. Also includes fortress gate hexes. **27**

Progress: A unit ending its movement closer to its mark than where it started. **20, 21**

Promoted: When a unit is promoted, the chip is flipped over to its promoted side, removing all upgrade chips. If this occurs during the Onslaught Phase, it is granted the difference in health chips from its basic side's health stat to its promoted side's health stat, if any. Heroes can be promoted if they level up while at max upgrade capacity on their basic side. Minions have unique ways in which they may be promoted depending on their faction. **24**

Promoted/Advanced Side: Side of faction chips indicated by  . Units and spires will generally not be deployed/constructed on this side unless a talent, fortress advancement, or other effect specifies for this to occur. **20, 24**

Range: The number of hexes away a unit or spire can

attack from. All units and spires have a default range of 1. Not to be confused with the talent # Range. **18**

Range Upgrade: Green chip with  icon. Increases the number of hexes a unit or spire may attack and retaliate from by 1. This upgrade may only be applied to a unit if it has the talent # Range. **8, 17, 18**

Repair: Recovering your fortress gate health to 3 after it has been defeated. This occurs in the Income Phase. **10, 16**

Relic: A card awarded to a player, generally for defeating a landmark. Relics will have abilities that may be used to give the player an advantage in the game. **8, 28**

Relic Reward:  Defeating faction draws a relic card. **23**

Remove from Play: Place component back in the box, as it is no longer available for use this game. **26**

Retaliation: An automatic reaction a unit will perform when attacked. A target will retaliate the first time each turn that it is attacked by a unit within its range each turn unless it is defeated. Retaliation deals damage to the attacker equal to the target's attack stat. **13, 23**

Revealed: When a landmark chip is faceup. Once revealed, a landmark can be interacted with. **12, 25**

Round: During the Onslaught Phase, a round consists of each player taking a turn. A round begins with the first player and ends when the player to the right of the first player finishes their turn. **12**

Select: Choosing heroes and minions from your barracks during the Prep Phase that you will deploy for the upcoming Onslaught Phase. You must pay the corresponding CP cost. **11, 20**

Source: The main resource of the game. Source is gained in the Income Phase and by defeating units and spires. It can be spent on a number of things from constructing and upgrading spires to advancing your fortress and making purchases in the market. **6, 10, 14**

Source Cost:  The amount of Source you must spend in order to construct or purchase this unit or spire. **11, 17, 26**

Source Reward:  The amount of Source a faction gains by defeating this unit or spire. **17, 19, 23, 26**

Source Well: The blue circle feature found on some hexes. This is where players can build spires, provided they have influence over the hex that the Source Well is on. **7, 14, 17**

Spire: A stationary non-unit faction chip *(with a silver border)* which attacks enemy faction units that end their movement within its range. They are constructed during the Build Phase or during the Onslaught Phase at the start of your turn *(using one of your two limited build options)*. They must be constructed on Source Wells that you have influence over. **11, 16, 17, 18, 19**

Spires Fire: The stage of your turn during the Onslaught Phase that takes place after your units have moved. Following turn order, each opposing player checks if you have any units within range of their spires. If so, their spires will attack and roll for damage. Each spire may fire only once per turn. **12, 18, 19**

Spire Reward:  The defeating faction may immediately build a spire on this Source Well at no cost, and ignoring influence restrictions. **23, 25**

Starting Hero: Your faction hero that requires 0 CP to deploy. This is the only hero you are allowed to deploy in Wave 1. **11, 20**

Starting Upgrades:  Upgrade chips that a spire starts with when constructed. These can be placed under the spire in any order. **17, 18, 19, 26**

Talent: Special abilities that a unit or spire has access to. Specific talent abilities and when they trigger are listed on the corresponding reference sheets. **12, 17, 25, 26**

Target: See "Valid Target."

Terrain: The types of hexes found on the hex groups. Different terrain types require different terrain allowances for units to move on or through. **15**

Terrain Allowance:  The icon that indicates the most difficult type of terrain a unit is able to traverse. If no icon is shown, the unit can only move on path terrain. **15, 20, 26**

Ungrouped: Units that are not grouped with additional units underneath them. Heroes must be deployed in this way. **11, 20**

Unit: A minion or hero. Does not include spires or non-minion landmarks. **11**

Unrevealed: A landmark chip that is facedown. Can only be interacted with through exploration. **12, 25**

Upgrade: Attack, range, or fortification chips that may be added to units or spires to increase their stats. Upgrades on spires also act as their health. **11, 17, 18, 24**

Upgrade Capacity: ○○○ The number of upgrade chips you may not exceed when upgrading a unit or spire. **17, 19, 20, 24, 26**

Valid Target: Opposing units *(including landmark minions)*, opposing spires, and opposing fortress gates within range. **13, 23**

Wave: The major segments a game of Cloudspire is divided into. A typical game is played over 4 waves. Each wave consists of 6 phases. **10, 13**

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QUICK REFERENCE

Source and CP per Wave

Wave 1	Wave 2	Wave 3	Wave 4
5 Source	7 Source	9 Source	11 Source
5 CP	7 CP	9 CP	11 CP

Phases of a Wave

Event Phase *(skipped in Wave 1)*
- First player designation passes to the left
- Discard resolved cards & remove limited build option pegs
- Draw and read event card

Income Phase
- Gain Source
- Repair defeated fortress gates

Market Phase
- Make a purchase from the market

Build Phase
- Take build actions
  - Construct a spire
  - Upgrade a spire
  - Earthscape
  - Advance your fortress

Prep Phase
- Declare your mark
- Select units using CP
- Prepare units into a deployment stack

Onslaught Phase
- Start of your turn
- Movement
- Spires fire
- Exploration
- Attack

Heroes and Minions

	Heroes	Minions
Deployment	Ungrouped	Grouped or Ungrouped
Movement	May move up to their full movement stat, in any direction.	Must use their full movement stat and make progress on their mark, if possible.
Attacking	May attack 1 unit, spire, or fortress gate within range.	Must attack 1 unit, spire, or fortress gate within range, if possible.
Leveling Up	May level up after defeating a unit, spire, or fortress gate.	Differs by faction – see your faction reference sheet.
Defeat	Removed from the game when defeated.	Returned to their barracks when defeated *(unless a landmark or merc minion, which are discarded).*

Terrain Traversal

TERRAIN ALLOWANCE ICON	TERRAIN HEXES				
					
	✓	✓	✓	✓	✓
	✓	✓	✓	✓	✗
	✓	✓	✓	✗	✗
	✓	✓	✗	✗	✗
No Icon	✓	✗	✗	✗	✗

Upgrade Chips

	Cost – Spire	Function – Spire	Function – Hero
Range	Source equal to the # of upgrades on the spire *(including this one).*	Increases the # of hexes away the spire may attack by 1. Each spire has 1 range by default.	Increases the # of hexes away the hero may attack. May only be added to heroes with the talent # Range.
Attack	Source equal to the # of upgrades on the spire *(including this one).*	Increases the # of attack dice the spire will roll when firing by 1.	Increases the hero's attack stat by 1.
Fortification	2 Source	An attacking unit must deal at least 2 damage to the spire to remove this upgrade. Only effective if it is the bottom upgrade on the spire.	The next time the hero is dealt damage, remove this upgrade in place of a health chip.