

# EXSILIUM



RULEBOOK

# INTRODUCTION

Year 6985, the Sun has doubled in size and the first planets of the solar system have disappeared. The Earth has become inhospitable and our civilization has achieved survival through interplanetary travel. In the struggle for resources, humanity had establish itself in multiple satellites belonging to the gas giants, whose temperature had increased and habitability had become sustainable. But everything has changed since the great conflict. The battle unfolded over Eris, whose surface is currently the main point of extraction for Baralytas crystals, a fundamental energy resource for our civilization. Now we fight and resist to protect our own, we fight to survive.



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# COMPONENTS



4 Syl



4 Keber



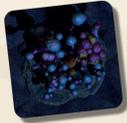
4 Wardun



4 Vinsan



8 Newaru



1 Ability Wardun Token



40 Faction Tokens



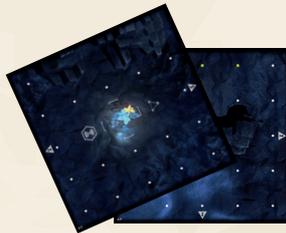
16 Terminal Tokens



8 Baralytas Tokens



4 Ability Vinsan Tokens



12 Eris Tiles



2 Actions and Upgrades Boards



4 Player Boards



48 Basic Action Cards



114 Upgraded Action Cards



6 Basic Enemy Action Cards



6 Intermediate Enemy Action Cards



6 Advanced Enemy Action Cards



8 Baralytas Cards



6 Outcome Cards



4 Help Cards



1 Rulebook

# BASIC CONCEPTS

## PLAYER BOARDS AND FACTIONS

Each faction has 4 miniatures and 1 special ability. If you want to know the history of each of them and all the details of their ability, [see page 18](#).

At the beginning of the game the miniatures are placed on the circular spaces of the player board. The player must **discard 1 card** to activate 1 **miniature** and it does following the order of deployment:



When a miniature dies, it is returned to the player board in retreat order:



Only when a miniature dies and occupies the space marked with the faction tokens used to activate the ability can be recovered. The player can only activate 1 ability slot per turn and **is forced to unleash the ability** immediately after activating the last one.

## CHOICE OF FACTIONS AND STARTING CARDS

Each player chooses a faction and places his player board in front of him, the 4 miniatures on the circles and the corresponding 10 faction tokens in a safe place.

It's important to become familiar with the symbols of the factions, because some actions on the effect cards or attacks **can affect only to the indicated faction**. The symbols and factions are as follows:



The basic card deck has a total of 48 cards: 12 per player for a total of 4 players. The cards are identified by 4 different typologies and each player receives a total of 3 basic cards of each one:



For 2 players a total of 24 basic cards are dealt and for 3 players a total of 32. In these cases, the basic cards that are not used will be removed from the game.

## PLAYER BOARD APPEARANCE



- 1 Player Deck.
- 2 10 Faction Tokens.
- 3 Miniatures in position.
- 4 Cards in hand. Each player draws 4 cards at the start of their turn.
- 5 Space for discard.

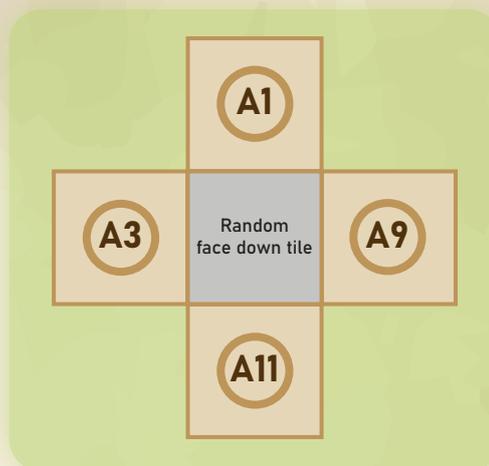
\* The Wardun and Vinsan factions have ability tokens and players will need to place them next to their faction tokens.

## GAME BOARD

The Exsilium board is made up of 12 tiles and represents the surface of the dwarf planet Eris. At the beginning of the game, the **initial tiles** are placed, many as players from 1 to 4. The names of these tiles correspond to the following:

A1 A3 A9 A11

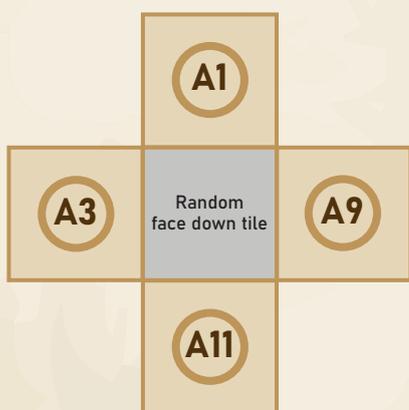
Each player chooses an initial tile and places it on the table, adjacent to the face down tile and marks it with a faction token to remember its activation node. The following example shows the placement of the starting tiles in a 4-player game. When a starting tile is not used in 2 or 3 player games, it is added to the game tile stack.



Miniatures are free to move across the surface except for the connected side where the **activation nodes** are located.

## SCENARIOS

### 4 PLAYERS (SHORT GAME)



### 4 PLAYERS (LONG GAME)



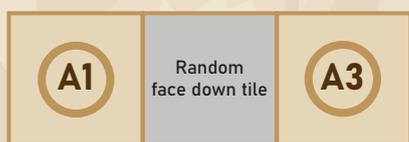
### 3 PLAYERS (SHORT GAME)



### 3 PLAYERS (LONG GAME)



### 2 PLAYERS



## TOKENS AND ENEMIES ON TILES

At the beginning and during the game, each time a tile is revealed from the stack, the corresponding tokens must be placed on it.

### BARALYTAS CRYSTAL DEPOSIT

Every time a crystal deposit appears on a tile, it will be mandatory to place a **Baralytas token** on that space. To correctly assign the token, the following procedure must be followed:

First, a card from the Baralytas deck must be revealed. This **deck is shuffled only one time at the start of the game** and new cards will only be revealed each time a tile containing a Crystals deposit.

- 1 A player reveals the card from the Baralytas deck for all can see it.
- 2 A player takes a Baralytas token with the value indicated on the card and places it on the deposit Crystals node.



### A.I. NEWARU ENEMIES

Up to 8 Exsilium tiles we can find the portal symbol. The portal has two uses:



- 1 It is used to transport to another tile that contains the same portal symbol with the use of a card from the hand that allows it.
- 2 It is a spawn point for A.I. enemies called Newaru.

The Newaru are common enemies of all factions,

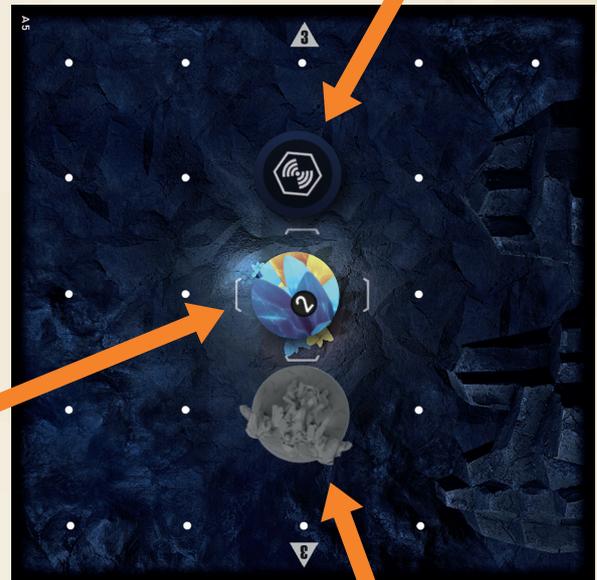
### CONNECTION TERMINALS

Connection terminals are used by factions to obtain card upgrades. As in the crystal deposits, when a revealed tile contains a connection terminal, a connection token will be placed on that point.

**Connection tokens** provide **+1** additional value point on the acquisition of new cards.

**Please refer to page 21** for the rules of connection terminals.

- 3 A player takes a Connection Terminal Token and places it on the node with the same icon.



- 4 A player takes a Newaru miniature and places it on the portal.



therefore they attack any adjacent player in turn immediately. The A.I. Newaru enemies have their rules of behavior, movement and respawning.

To see in an extended way the operation of the Newaru and all the cases, **see page 7**. To see the rules of combat, **see page 15**.

## FACTION TOKENS

Faction tokens have many uses, serving as placeholders for cards on the board, ability triggers, or **in-game currency** to perform specific actions.

Each faction has faction tokens with their logo, a total of 10, and all their uses are detailed below:

### ACTIVATE ABILITY SLOT

1 time per turn, the player can occupy 1 ability slot to activate the faction's ability. When occupying the last slot, the ability is executed immediately.

### 5 DROP CARD

Only cards with the  icon can be dropped on a free node on the tile and adjacent to a player's miniature.

Cards are always left face up unless the player pays with **+1** additional faction token. Then you can:

6 Put the card face down.

\* Put the card in the supply deck.  
See page 8.

### SUPPLY BOX

Whenever a miniature dies in combat, the player chooses an empty node on the same tile to leave 1 faction token and then discard 1 card used in combat to place it in the supply deck.

Any other player can pick up a supply box or a dropped card.

### CONTROL A TERMINAL

When a player **leaves a connection terminal for the first time**, he can leave a faction token on it to control it.

A player can use a controlled Terminal to activate 1 miniature. If a player wants to use a terminal occupied by another faction, he can only do so if he uses a "Cracking" card.

### PLACE MINE

If the card you want to drop is a mine, **the faction token will act as a detonator**, eliminating the miniatures of different factions that have been placed adjacent to the token at some node, even if it is in the middle of a movement.

**Mine cards only work if they are placed face up.** As a secondary action they can be removed from the game.

**Note:** the mines placed in the node adjacent to the border  will be activated immediately when crossing the frontier, killing all the miniatures adjacent to it.

### ACTIVATE A MINIATURE ON A CONTROLLED CONNECTION TERMINAL:

The player can **pay 1 faction** token to activate a miniature on a connection terminal that already controls.

### ACCESS THE UPGRADES BOARD:

When a miniature is over a connecting terminal node, you can pay 1 faction token to access the upgrades board and purchase 1 or more upgraded cards. See page 7.



## UPGRADES AND ENEMY ACTIONS BOARDS

### UPGRADES BOARD

If the player want to access to the upgrades board, it is necessary to have a miniature on a **connection terminal**  and also **pay 1 faction token per upgrade**.

**Note:** player will be able to carry out as many upgrade actions per turn as cards has in his hand. If player doesn't have faction tokens, can't access the upgraded cardboard.

- 1 Upgraded card deck. Each time there is an empty upgrade slot, a new upgraded card will be revealed.
- 2 There are always 4 upgraded cards available.
- 3 Once per upgrade, the player can discard 1 of the 4 cards and reveal a new one on the empty upgrade slot. Discarded cards are permanent-ly out of the game.



### ENEMY ACTIONS BOARD

The enemy actions board features 3 decks of 6 cards each, with Newaru's actions. Actions are executed when an enemy is attacked by a faction or vice versa (see page 15 for combat).



Enemy actions are revealed based on the player's amount of Baralytas points.

### ACQUIRE UPGRADED CARDS

The player can use all the cards in his hand to acquire new cards. The value is shown in the upgraded card cost indicator (see page 11).

The player can also increase the value to acquiring new cards with his Connection Terminal tokens, adding +1 for each of them.

- 4 In the card acquisition example below, the value of all cards add up to a total of 8, and the additional +1 value of each Connection Terminal token adds up to +3. Finally, the player can acquire an upgraded card of value 11 or several of them of lower value. **The player can upgrade unlimited as long as they have faction tokens.**



Connection tokens are **NOT** discarded after use. The cards used to get new cards go to the player's discard, and the purchased ones: **GO IN THE HAND** and can be used immediately. The player could use them to purchase new cards again by paying another faction token.

### WHAT ACTION MUST BE REVEALED?

- 3 BARALYTAS OR LESS** Basic Action
- 4 - 7 BARALYTAS** Intermediate Action
- 8 BARALYTAS OR MORE** Advanced Action

### ENEMY ACTIONS TYPES

- 5 **EFFECT CARDS:** Effect actions don't cause DAMAGE, you only have to perform the action indicated on the card.
- 6 **ATTACK CARDS:** Attack actions do show a stacked damage that the player must deal. Occasionally additional information is also displayed to evade combat. **See page 15 for combats.**



### EXAMPLES WITH CARDS

The example card shows with that it is an effect card. The player, in this case, must reveal an **OUTCOME** card and then reveal another enemy action of the same level. **If the action deck of a level is depleted, the cards of that level will shuffled again.**

### DEAL THE ATTACK

The card with the symbol indicates that it is a direct attack. The player has to reveal his cards and **overcome the attack strength** of the enemy. Equal attack values are resolved by revealing cards from the **OUTCOME** deck. This example attack can also be evaded.

## OUTCOME, BARALYTAS, AND SUPPLY DECKS

### OUTCOME DECK

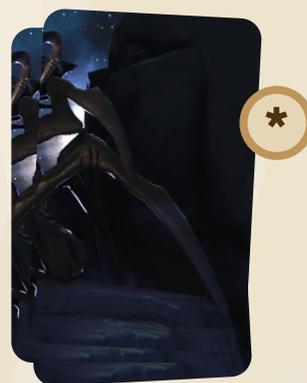
The outcome deck is composed with a total of 6 cards: 3 of them with a value of **4 Damage**, 2 with a value of **8 Damage** and 1 with a value of **10 Damage**.



### \* SUPPLY DECK

The supply deck doesn't exist initially, it is created with the cards that the players voluntarily drops on the surface of Eris or, when a miniature is defeated and the player discards 1 card used in combat.

**NOTE:** The player voluntarily chooses the card that he is going to drop.



### BARALYTAS DECK

Baralytas deck is made up with a total of 8 cards, one card for each crystal deposit. 3 with a value of **1 Baralytas**, 3 with a value of **2 Baralytas** and finally, 2 with a value of **3 Baralytas**. The maximum number of Baralytas points that can be accumulated is 15.



**PICK UP SUPPLY CARDS**  
Whenever a card goes into the supply deck, a faction token on the surface represents where it was dropped, either voluntarily or by defeat.

**When a player passes over a node with a faction token but with no adjacent card, even in the middle of a move, they directly take a card from the supply deck. THE CARD GOES TO THE HAND!**

# SETUP



- 1 Each player chooses a faction and receives the components belonging to that faction:
  - ▶ 4 faction miniatures.
  - ▶ 1 player board.
  - ▶ 10 faction tokens.
  - ▶ A set of 12 basic cards, 3 of each type per player.
  - ▶ 1 help card.
  - ▶ If the player has chosen Vinsan, they receive 4 sinkhole tokens; if he has chosen Wardun, he receives 1 nest token.

Players place their miniatures on the player board, filling all the circles.

- 2 Drop your faction tokens near your player board, that will be your personal token pool.

**IMPORTANT:** Faction tokens are limited and can only be retrieved after winning a combat. Spend your faction tokens in a balanced way.

- 3 Players will make a closed hand bet with faction tokens to choose the first player. All staked tokens go into the game pool. In case of a tie, the remaining players recover the tokens wagered and will make a new bet.
- 4 Set up the starting tiles (A1, A3, A9, A11) based on the number of players. 1 starting tile per player. Choose a scenario and prepare the layout. Starting tiles not used will go on the tile stack.
- 5 Place the Baralytas tokens on the deposits by revealing a card from the Baralytas deck for each discovered crystal deposit and choosing the token with the same value.
- 6 Shuffle the remaining tiles and prepare a stack with all of them face down for all players to take as they move across the surface of Eris.

**7** Place the upgrades board. Shuffle the deck of upgraded cards and place 4 cards faceup, one in each empty upgrade slot. The space with the symbol  can be used to remove cards from the game. The upgraded cards deck is the same for the entire game, when it runs out, it cannot be shuffled again.

**8** Place the enemy actions board and on each of the slots the following decks:

- ▶ **3 Baralytas or less:** Basic actions deck of 6 cards.
- ▶ **De 4 a 7 Baralytas:** Intermediate actions deck of 6 cards.
- ▶ **8 Baralytas o más:** Advanced actions deck of 6 cards.

The action cards will be revealed during the combats against Newaru and they'll be shuffled again only when do not remain cards on some of the decks.

**9** Set the enemy Newaru miniatures aside. Newaru miniatures only appear on tiles when one with the portal symbol  is revealed or when a tile is empty of faction miniatures and there is no other Newaru on the same tile. Newaru enemies only respawn and move on the enemy turn, after each player's turn.

#### Round summary:

- ▶ **Start of round:** players draw until they have 4 cards.
- ▶ **Players turn:** players perform actions, as many as cards in hand, and use faction tokens.
- ▶ **Enemies activation:** Newaru placed on the same tile initiate movement and combat actions over the nearest faction miniature. Newaru respawn on portal tiles empty of faction miniatures.

**10** Finally, the outcome deck is placed next to the Baralytas deck and the Connection Terminal token reserve is prepared.

**You are ready to play!**

## WINNING THE GAME

The player who reaches the goal of Baralytas points per number of players immediately wins the game:

- ▶ **2 players:** 10 Baralytas points
- ▶ **3 players:** 8 Baralytas points
- ▶ **4 players:** 6 Baralytas points



**Optional:** Increase the difficulty with **+2** Baralytas.

## GAMEPLAY

Exsilium is played in rounds and turns. At the beginning of the round, all players take 4 cards from the deck and carry out as many actions as there are cards in their hand.

#### With 1 card you can:

- ▶ Move a miniature 2 nodes.
- ▶ Activate miniature on a tile.
- ▶ Execute primary or secondary action of the card.

#### Combat Summary:

- ▶ **Before a combat:** card-specific actions can be activated and are not used for combat.
- ▶ **During combat:** only the strength indicator of the cards remaining in hand is used.
- ▶ **End of combat:** the winner receives 1 Baralytas token and 1 Connection Terminal token from the loser (if any). The winner also gains 1 faction token (if there are any left in the game pool) and follows the **discard rules** after a combat for winners. The loser also follows the **discard rules** after a combat for losers.

#### Special actions: (They all cost 1 faction token)

- ▶ Access the upgrades board.
- ▶ Activate a miniature on a Connection Terminal that is controlled.
- ▶ Drop a card face down.
- ▶ Voluntarily leaving a card in the supply deck.
- ▶ Activate ability slot.

## CARDS

Exsiliium has two decks and essentially have the same characteristics. The basic card deck, that is only used to build the starting hands of the players, and the upgraded deck, which we place on the upgrades board so that all players participating in the game can acquire improved cards through a connection terminal.

All cards have the same structure:



### 1 Header

The header shows the card type and the name assigned.

### 2 Cost

The cost indicates the strength/value required to acquire the upgraded card. In order to access the upgrade board, the player must have a miniature on a Connection Terminal and pay 1 faction token to interact.

**There is no purchase limit per turn.**

### 3 Specific rule

The specific rule indicates the condition in which we can activate the action of the card. If the rule is not met, it can only be used as a move action (move 1 miniature up to 2 nodes away), upgrade or combat value.

**Cards used as an action before a combat are discarded and can't be used for the combat insted.**

### 4 Action

The text details the action that can be performed. There is always the possibility to use a card only to move 1 miniature up to 2 nodes away. When choosing to use the described action it cannot also be used to move, except if the action is to move.

### 5 Strength / Value

The number shown is used as a strength in the reveal phase of a combat, and as a value to get upgraded cards from the upgrades board.

### Secondary action

6 The bottom right corner can display a secondary action icon. The possible secondary action icons are the following:

 **Drop card in adjacent node**

The player can drop this card in three different ways, but in all of them a faction token must be placed on a node of their choice and adjacent to one of their miniatures to indicate where it was dropped.

#### ► Drop card face up on the board:

The player chooses an adjacent node to one of his miniatures and places a faction token to mark the pickup point, then drops the card face up to the side.

#### ► Drop card face down on the board:

The player chooses an adjacent node, places a faction token on it and sets the card aside face down. This secondary action costs 1 additional faction token, which is deposited into the game's token pool.

#### ► Drop card in Supply deck:

The player chooses an adjacent node, places a faction token on it and places the card in the Supply deck. This secondary action costs 1 additional faction token except on defeat after combat. The Supply cards are stacked into a single deck, so card draw is tied to all faction tokens on all revealed tiles that don't have an adjacent card.

## Remove card from the game

The player can remove the card from the game at any time during his turn. The main action indicated by the card cannot be performed.

## ACTIONS

The actions that a player can perform during his turn are conditioned to the number of cards in hand. A player can use 1 card to move up to 2 nodes a single miniature, activate 1 miniature on a tile, or perform the card's primary or secondary action. There is no limit to the number of cards in hand, so a player can perform draw actions and collect cards from the board to accumulate more than 4 cards and gain an advantage before a combat.



**Turn example:** the player discards **Basic** and **Fearless** to activate 2 miniatures on his starting tile ●, then discards **Strength** and **Slippery** to move 1 miniature 4 nodes to reveal a new Eris tile.

Player's turn ends when has no longer cards in his hand. **It's important to keep in mind that the enemies will activate after the player's turn and if he's attacked, he DIRECTLY LOSES the combat if has no cards in his hand.**

## INTERACTION

**Get Baralytas:** Get Baralytas tokens by placing a miniature on an adjacent node to a Crystals Deposit with token.

**Pick up cards:** you can pick up any card that a player has dropped on a tile node voluntarily or by defeat. It's necessary to finish the movement or

pass over a node with a Faction token. If the Faction token has not adjacent card pick up one from the supply deck. Finally discard the Faction token to the game pool.

**Get upgraded cards:** get access to the Upgrades board by placing one of the miniatures of player's faction on a Connection Terminal node (  ). The player can take the additional Connection Token if still's on the terminal. When the player leaves the Connection Terminal node can control it by using a Faction Token. A controlled Connection Terminal can't be used by another faction. However, a player of other faction can unlock a Connection Terminal controlled with a "Cracking" card.

## DISCARD RULES

Used cards always go to the player's discard deck and **the discard deck is only shuffled back into the player deck when the player can't draw at least 4 cards.**

### DISCARD AFTER COMBAT:

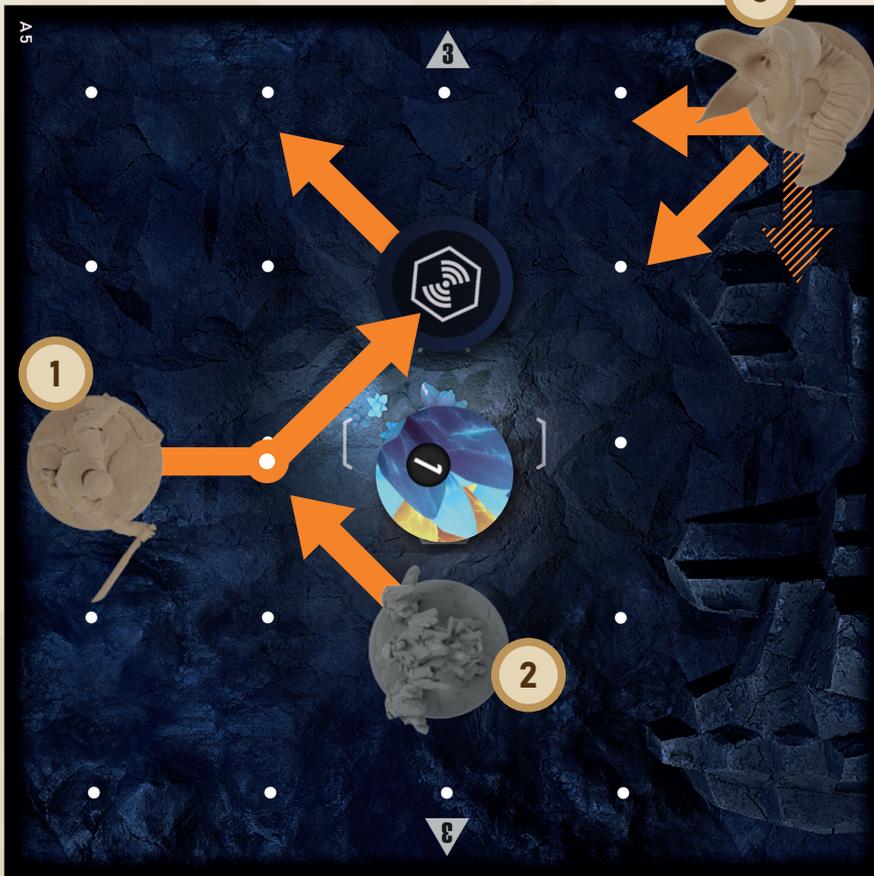
The **WINNER** of a combat discards **25%** of his hand (rounded up) and continues his turn if still has cards in hand:

Ratio	Cards in hand
1 of 4	
1 of 5	
2 of 6	
2 of 7	
2 of 8	

The **LOSER** of a combat loses **1 CARD** from his hand: places 1 Faction token (if the player doesn't have any Faction tokens he uses one from the game pool) on a free node of his election on the same tile where the miniature was and leaves the card in the Supply deck.

## MOVEMENT

Miniatures can move in 8 different directions as long as there is a movement node. Miniatures cannot pass through or occupy Baralytas Crystals Deposits. **If two miniatures from different factions are placed in adjacent nodes, even in the middle of a move, a combat begins immediately.**



- 1 The Keber faction player first discards 1 card to move his miniature 2 nodes. With the first move he takes the **Baralytas token of value 1**. With the second move goes over the Connection Terminal and takes the **Connection Token**. Finally the player discards 1 more card to move to an adjacent node, taking into account that the enemy A.I. Newaru is going to move 1 point towards him, considering that it is the closest miniature.
- 2 The Vinsan faction player can only move to two nodes on the same tile. If the player discards 1 card he can move the miniature to an adjacent node of Keber faction miniature, But he doesn't, knowing that he only has 2 cards in hand to face the combat. **IMPORTANT: no one replenishes their hand before the round is over.**

- 3 The A.I. Exsilium enemies called Newaru only move if there are player miniatures on the tile where they have appeared. They move 1 point in the direction of the nearest miniature, and only moves the Newaru that is on the same tile where a player has moved. The Newaru follows the same movement rules as the faction miniatures: they cannot pass through Baralytas Crystals Deposits and they cannot cross through zones without a node.

**IMPORTANT: THEY NEVER LEAVE THEIR TILE.**

If a Newaru is already adjacent to a player's miniature out of turn, the Newaru will not move, it will wait the turn of the adjacent player, **whos replenish his hand to enter combat directly.**

**Example 1:** we can assume that the Newaru will end up adjacent to the  faction miniature if the  faction player decides to move this miniature. The  faction miniature is still the closest to the Newaru. The enemy Newaru will have moved a total of 2 nodes: 1 after each turn, and will wait adjacent for the  faction player to replenish his hand to fight

directly against him.

**Example 2:** if the player of faction  decides not to move that miniature and it's a miniature from another tile that is being moved, the Newaru will not move, even if there are miniatures from the active faction on the same tile. Active movement on the same tile is what triggers a Newaru's movement.

**Example 3:** if the player of faction  moves his miniature towards a connected tile, the Newaru will move towards the nearest miniature, because the movement occurs even if it hasn't ended up on the same tile.

**Example 4:** if a miniature from another faction ends movement on this tile, the Newaru will move.

# FRONTIERS

The tiles have a characteristic called **Frontiers** . A particularity that affects all nodes that connect one tile to another. The number of the **Frontier** icon indicates the number of miniatures of the same faction that must be on a tile, so that only 1 of them can cross.



In the example: the miniature cannot cross the frontier, because there aren't 3 miniatures of the same faction on the tile it currently occupies.

**IMPORTANT:** lthe frontier effects are applicable to all nodes connecting the two tiles. In the example, the frontier restricts the way in both directions.



In the example: the miniature can cross the border without restrictions, because there are a total of 3 Keber faction miniatures on the tile it currently occupies. When the first miniature crosses the other two will be isolated, because they don't meet the frontier's requirements.

**IMPORTANT:** in the second example, **only 1 of the 3 miniatures will be able to cross** the frontier, unless a rule-breaking card is used.

**EXCEPTIONS:** In the upgrades deck cards and of the type (  ) you can find cards that allow you to cross a border without the required number of miniatures: **Cross Frontier 2 or 3**.

# GLOSSARY OF TERMS

## DODGE

Cards containing the dodge keyword can be used to dodge a specific action by another player. With it you can avoid a fight or the effect of a faction-type card. It is discarded after use.

## FAVORABLE ZONE

Favorable Zone cards allow a player to avoid combat against Newaru. The enemy's action has no effect and the player will also discard the card. If the player still has cards in hand, he can move away.

## DRAW

Cards that show a draw action allow the player to draw cards from the **player deck**.

## SWAP

Cards that show a swap action allow you to swap a card from the hand by one of your choice from the **player discard deck**.

## REMOVE

Removing a card from hand or Discard Deck. Remove is a term used to indicate that the card is out of the game.

## TERRAIN EFFECTS

Some tiles display an effect that applies without exception to all miniatures on the same tile. The effects can be evaded with a card that allows it.

## SUPPLY DECK

The supply deck contains the cards that a defeated player loses after a combat and those that have been deposited by players paying 1 faction token.

## ACTIVATE PORTAL

The use of a card "Activate the portal" allows a player to move a miniature located in a portal node to another (  ) portal node of another tile, regardless of the distance. The card can only be used with a single miniature placed on a (  ) portal node. If the player has more than 1 miniature in portal nodes, the player will have to choose which one to teleport.

## CROSS FRONTIER

These cards allow a miniature to cross a frontier of the indicated number or less even if it's alone on the tile. The use of Cross Frontier card implies also moving 1 node towards the adjacent tile.

## CRACKING

Cracking cards can be used to unlock a Connection Terminal occupied by another faction. The player miniature must be adjacent to the occupied Connection Terminal. By discarding the Cracking card, the token of another faction can be withdrawn, but it will be necessary to discard another card to move to the free Connection Terminal node.

## DISTRACTION (HOLOGRAM)

The use of a Hologram implies having a Faction token to mark the node where the miniature was before starting to move.

**Example:** The player moves his miniature 3 nodes in the desired direction. When the move action is over, the Hologram card is placed next to the Faction token to remember the pending action and finally, when the player's turn is over and the activation of enemies begins, Newaru will follow the miniature that has made use of the hologram. When the Newaru finishes its movement, the cheat is revealed: the player's miniature returns to the initial node marked with the Faction token (which player recovers) and the Hologram card placed on the tile is discarded.

Hologram's card purpose is to distract Newaru enemies, leaving the player free to go in other directions.

## FACTION TYPE CARDS

Some cards show as type the icon of a faction, therefore, the card can only be used by a player of the represented faction. There are also cards whose action affects only to one or multiple factions, also indicated by the faction or factions icons.

# COMBATS

## COMBAT BETWEEN PLAYERS

Combats in Exsilium happens when two or more miniatures from different factions are placed on adjacent nodes, even if they are on different tiles.

It's important to note that combat is always executed by the player currently in turn, and may attack any other player, **even if that player has recently finished his turn and has no cards** in hand.

**Important:** all players replenish their hands until they have 4 cards at the **START** of each round.

Below you can see a quick **table of rewards** for the winner and loser of a combat:

WINNER	LOSER
<b>Get from the loser:</b> <ul style="list-style-type: none"><li>▶ +1 Baralytas token</li><li>▶ +1 Terminal token</li></ul> <b>Get from the pool:</b> <ul style="list-style-type: none"><li>▶ +1 Faction token</li></ul>	<ul style="list-style-type: none"><li>▶ Your miniature dies</li><li>▶ Follow the discard rule as the <b>loser</b>. </li></ul>
<ul style="list-style-type: none"><li>▶ Follow the discard rule as the <b>winner</b>. </li></ul>	

## PHASES

### 1 INTIMIDATION

The attacking player spreads on the table and face down the number of cards with which he's going to carry out the attack.

### 2 REPLICA

The attacked player must choose the same number of cards at most. If the attacked player has fewer cards in his hand, he will use all of them to make an attack as a defense. Attacked player shows their cards face down:



**Example:** If the player is attacked with 5 cards, he can respond with the same number of cards or less. You can **never exceed the number of cards proposed by the attacking player**.

**IMPORTANT:** If the attacked player has no cards, the attacker immediately becomes the winner and all effects are applied.

### 3 REVELATION

The two players will simultaneously turn over their hands and the forces will be counted.

**1** In the proposed revelation example, the attacker would stack a damage strength of 13.



If the attacked player reveals the same damage strength, continue with **phase 4** of the combat. If the attacked player reveals a higher or lower damage strength, continue with **phase 5** of the combat.

## 4 OUTCOME

This combat phase is only considered if the two players have accumulated the same damage strength. If so, the **Outcome deck** should be used. The player who attacked first takes an Outcome card and reveals it to everyone. The card's damage result will be stacked to the damage strength of the cards revealed. Next, the attacked player will take an Outcome card too and proceed in the same way.



If there is a new tie, players will need to repeat the Outcome phase until one of them builds up more damage strength.

## 5 CONCLUSION

After the combat, the effects of the winner and loser are applied in the following order:

- ▶ **The defeated player gives to the winner** 1 Baralytas token of a chosen value by the loser if he has, and 1 Terminal token if he has.
- ▶ **The winning player takes** 1 Faction token from the game pool if there are any left.
- ▶ **Both players** follow the discard rule after combat. The winner as fatigue and the loser as penalty.
- ▶ **The defeated player** takes his miniature from the board and places it on his player board in retreat order. If the ability is released at this time, the player moves the tokens from the ability slots to their reserve and only for the Wardun faction, takes the Wardun ability token and frees the trapped miniature in the same node.

After the Conclusion phase, the winner will check if his miniature is adjacent to another player's miniature for starting a new combat if necessary.

All combats are always resolved, but if the winner is still holding cards, they can choose one to move out of the conflict zone.

## COMBAT EXAMPLE

### COMBAT BEGINNING

Pedro (SYL Faction) at the beginning of his turn uses a card to move 2 nodes and pick up 1 **supply box**. He takes the Wardun faction token to the game pool and draws 1 card from the **supply deck**. With 4 cards in hand, he is adjacent to a Keber faction miniature, so the combat begins.

### INTIMIDATION AND REPLICA

Pedro places his 4 cards face down on the table and Juan, the Keber faction player, responds with the same number of cards. When both players have resolved the threat and intimidation phase, they reveal their cards at the same time.

### REVELATION

The attack strength of the two factions turns out to be identical: 8 damage for each player, thus proceeding with the Outcome phase.

### OUTCOME

Pedro, as the player who made the attack, is the first to reveal a card from the outcome deck: **4 DAMAGE**. Next, Juan also draws a card from the outcome deck and it reveals to all: **8 DAMAGE**.

### CONCLUSION

Fortunately, Juan has been able to proclaim himself the winner and after the celebration he demands the rewards:

**Pedro** gives Juan 1 Baralytas token of value 2 and 1 Connection Terminal token. Finally he takes his miniature from the board and places it on his player board following the retreat order, chooses 1 card used in combat and places it in the Supply deck and places a Faction token as far as possible from the Keber miniature, but on the same tile.

**Juan** takes 1 Faction token from the game pool and following the discard rule, leaves 1 card from his hand in his discard deck.

### THE TURN CONTINUES

Pedro, after the disappointing outcome, decides to use 2 cards to move 4 nodes his nearest faction miniature and recover the card lost after the combat. Finally, with only one card in his hand, he activates the recently defeated miniature on the starting tile and uses a Faction token to activate 1 ability slot.

## COMBAT AGAINST NEWARU

Combats against Newaru enemies only take place during the player's turn, that is, if a Newaru has been placed in combat position, adjacent to a player's miniature, the combat will begin at the start of the player's turn, after replenishing his hand with 4 cards.

### IF YOU WIN

#### You get from the pool:

- ▶ +1 Terminal Token
- ▶ +1 Faction Token
- ▶ Follow the discard rule as the **winner**.

### IF YOU LOSE

- ▶ Your miniature dies
- ▶ -1 Baralytas Token
- ▶ Follow the discard rule as the **loser**.

# NEWARU PHASES

## 1 ENEMY ACTION

Although it is the player who initiates the attack action, the first phase of combat against Newaru, will be to reveal an enemy action card based on the player's accumulated Baralytas points:

**3 BARALYTAS OR LESS** Basic Action

**4 - 7 BARALYTAS** Intermediate Action

**8 BARALYTAS OR MORE** Advanced Action

## 2 PLAYER REVELATION

The player must deal with the enemy action card. If it's an  effect card, the player will execute the card's action. If it's an  attack card, the player will reveal his cards and the forces will be counted, following the same procedure as in combats between players.

## 3 OUTCOME

This combat phase is only considered if the player has accumulated the same damage strength as the enemy action. As in combats against other players, the first Outcome card will be taken for the attacker, whether Newaru or not, and the second for the attacked, whether Newaru or not. So on until the combat is resolved. Once the tie is resolved, let's continue with the last phase of a combat against Newaru.

## 4 CONCLUSION

After the combat, the effects are applied in the following order:

**If you win:** Take 1 Connection Terminal token and 1 Faction token from the game pool if there are any left.

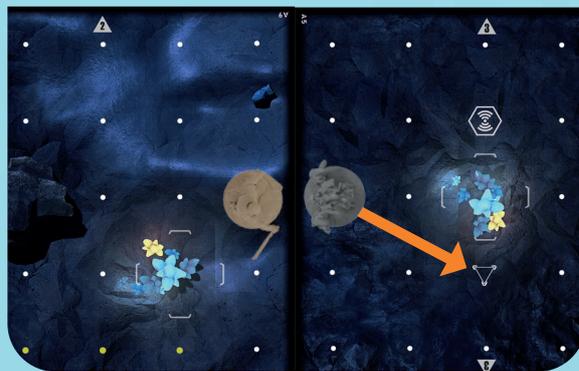
**The Newaru miniature is then removed from the board.** Finally, you follow the discard rule for a combat winner.

**If you lose:** take your faction's miniature from the board and place it on your player board in retreat order. If the ability is released at this time, the player

moves the tokens from the ability slots to their reserve and only for the Wardun faction, **takes the Wardun ability token and frees the trapped miniature in the same node.** Place 1 of your Baralytas Token from a value of your choice at the closest Crystals Deposit (Ignore this if you don't have) and follow the discard rule after a combat for losers. If the Supply deck doesn't already exist, the loser will create it now.

## MICRO-RULE

There may be a circumstance that a combat happens when the player is located at a node on a tile and the Newaru is located at a node of another adjacent tile: **in this case, the Newaru miniature is not taken from the board,** instead, it moves directly to point  of his tile, automatically respawning if the tile has no faction miniatures.





## SYL

**Technical name:**  
SYL Division.

**Species:**  
Human.

**Origin:**  
Earth.

## HISTORY

The SYL division is a special forces corps made up of high-ranking and capable members, mostly formed with soldiers of the first space resistance, which saved millions of human lives during the last Exile. The division continues to serve the space fiefdom as protective guard and army against the Keber menace.

## ACTIVATE ABILITY

The player can, once per turn, place a Faction Token on an empty ability slot. When filling the second ability slot, the player will choose an active SYL miniature and apply the effects.

## ABILITY

The SYL division soldiers has a Drone capable of deploying an omnidirectional attack, which eliminates anything located 2 nodes away or less.

**Caution:** This is a deadly ability, because the Drone's artillery is also capable of unceremoniously kill other SYL soldiers.

## RELEASE ABILITY

Faction Tokens occupying ability slots can only be retrieved when all 4 miniatures from the SYL faction have been defeated.



In the example: miniature **1** is the chosen to perform the ability. After activating the second ability slot, the attack destroys any miniatures within 2 nodes of its range. The example shows how the ability of the SYL faction also defeat the miniatures of the same faction, having to assess accordingly if the loss compensates the execution of the ability. After removing all miniatures from the board, the affected players follows the discard rule for the loser after a combat and nothing else.

The player who has executed the ability doesn't receive any reward token.



# KEBER

Technical name:  
Keber Resistance.

Species:  
Cyborg.

Origin:  
Earth.

## HISTORY

The biotech industry that deployed the first Dabby androids to devastate European communities, created Kebers cyborgs from SYL deserters who survived the fighting. The Keber are still considered the ultimate weapon and were responsible for the great conflict that ensued during the exile.

## ACTIVATE ABILITY

The player can, once per turn, place a Faction Token on an empty ability slot. When filling the second ability slot, the four Keber miniatures must be on the same tile to apply the effects.

## ABILITY

When the Keber are grouped it's best to run away. When all 4 miniatures occupy the same tile, they can defeat anything that is 1 tile away or less. The attack only affects the tile where the Keber are and the chosen adjacent tile.

**Attention:** This ability can be dodged with "Dive". The Newaru enemies cannot dodge the attack.

## RELEASE ABILITY

Faction Tokens occupying ability slots can only be retrieved when all 4 miniatures from the Keber faction have been defeated.



In the example: before the combats in **1** and **2**, the Keber faction player can unleash the ability and apply its effects. First, the player chooses 1 of the 4 possible adjacent tiles, ignoring corner tiles. All miniatures on the chosen tile **3** will be defeated and players will apply the discard rule for the loser after a combat. **Important:** the player leaves in the supply deck as many cards as miniatures of his faction have been defeated and uses Faction Tokens from game pool if necessary. All enemies on the tile occupied by the 4 miniatures of the Keber faction are also defeated. The player who has executed the ability doesn't receive any reward token.



## VINSAN

Technical name:  
Vinsan Annelids.

Species:  
Philo Annelida.

Origin:  
Europa Moon.

4 tokens



## HISTORY

Originating in the deep substrata of the moon Europa, the Vinsan Annelid is a species that came to Eris as a hatchling thanks to human intervention. Vinsan Annelids are used to enrich arid lands with nutrients, but the peculiarities of the Baralytas crystals give the Vinsan colossal size, and today, the species dominates Eris at will.

## ACTIVATE ABILITY

The player can, once per turn, place a Faction Token on an empty ability slot. When both slots are filled, the player will be able to place a Vinsan token on the Eris surface. Up to 4 per game.

## ABILITY

The Vinsan Worm can open a hole in the surface and destroy up to 4 movement nodes. The player can place, on each activation of the ability, a hole anywhere on the board. The token cannot be relocated.

**Note:**  Baralytas deposits and  Connection Terminals cannot be destroyed.

## RELEASE ABILITY

Faction Tokens occupying ability slots can only be retrieved when 3 miniatures from the Vinsan faction have been defeated.



In the example: the player chooses to block the way of the miniature from the **1** Keber faction, preventing it from directly confronting the SYL faction miniatures. Taking into account that the Baralytas Crystals deposits or the Connection Terminals cannot be destroyed, the player could open a hole in other nodes of interest: **2** The player could destroy the Portal, preventing other factions will use it and also preventing the spawning of a Newaru on this tile. **3** The player could also destroy a frontier. The frontier rules will no longer have an effect and miniatures will be able to cross freely.

You can open holes over miniatures and move them to adjacent nodes of your choice.



# WARDUN

**Technical name:**  
Arachnida Warrior.

**Species:**  
Arthropoda.

**Origin:**  
Eris.

1 token



## HISTORY

Indigenous species from Eris, the Arachnid Warrior Wardun ravaged early human expeditions to the dwarf planet. Wardun's hordes laid waste to the facilities built on the great southeastern plain, leaving the small cities of Valas and Tidhae completely in ruins. Currently the enclave is known as Martyr's Ruines.

## ABILITY

**The Arachnida Wardun can expel a paralyzing substance:** using the Wardun token, the player can trap 1 miniature from another faction located within 3 nodes of the chosen Wardun miniature until the ability is released.

**Note:** Releasing the ability removes the Wardun token from the board and also releases the trapped miniature.

## ACTIVATE ABILITY

The player can, once per turn, place a Faction Token on an empty ability slot. When filling the second ability slot, the player will choose an active Wardun miniature and apply the effects.

## RELEASE ABILITY

Faction Tokens occupying ability slots can only be retrieved when 2 miniatures from the Wardun faction have been defeated.



In the example: miniature **1** is the chosen to perform the ability. After completing the second ability slot, the player chooses miniature **2** to place the Wardun token under. The SYL faction miniature will not be able to move and can't be used to attack or be attacked. As long as the Wardun's ability is active, the trapped miniature behaves as if it doesn't exist. The player could have chosen miniature **3** from the Vinsan faction.

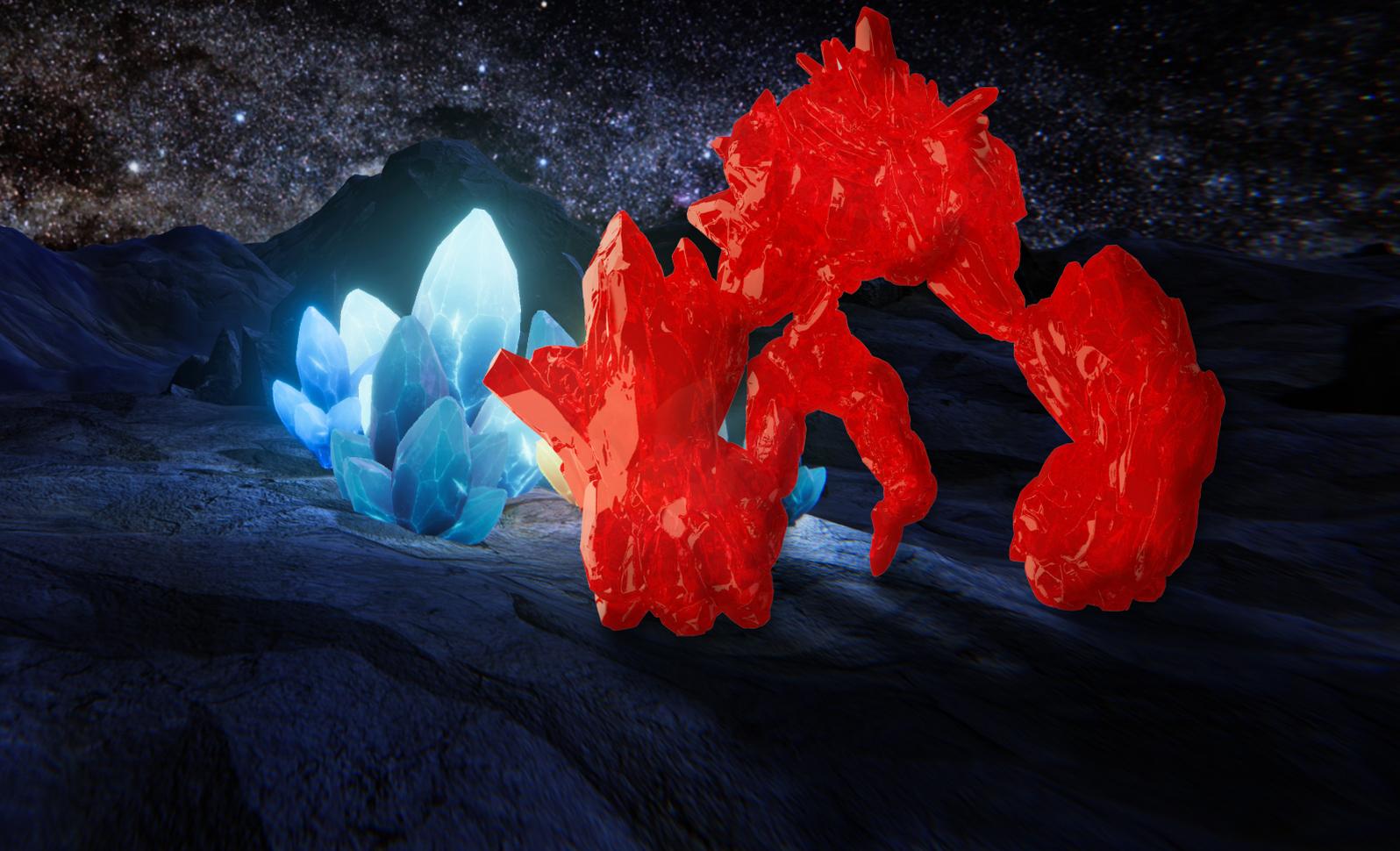
On releasing the ability, the Wardun faction player retrieves the Wardun token and the trapped miniature recovers and can be used. The Wardun token can be used indefinitely.

# NEWARU

Technical name:  
Unknown.

Species:  
Unknown.

Origin:  
Unknown.



## HISTORY

Entity called Newaru by the first inhabitants of Eris, it's associated with capabilities that directly confront known physics. Following investigations over the first decade, it was discovered that the Newaru is actually an accumulation of unknown energy that interacts with the Baralytas Crystals to take on a physical form. In energetic form, the Newaru is

harmless, however, after the symbiosis, the entity acquires a devastating destructive force.

Researchers have been studying the intrinsic properties of Baralytas Crystals for centuries, but they still don't understand how the Newaru energy source can change the characteristics of the crystals, giving the crystals a deep red

## NEWARU RULES SUMMARY

The Newaru appear when a tile with a portal is revealed. The Newaru will only move when a miniature of the active player moves on the tile occupied by the Newaru.

The Newaru will always move 1 node towards the closest miniature. If the Newaru is placed adjacent to a miniature, combat will begin when the player's turn begins.

# CREDITS

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