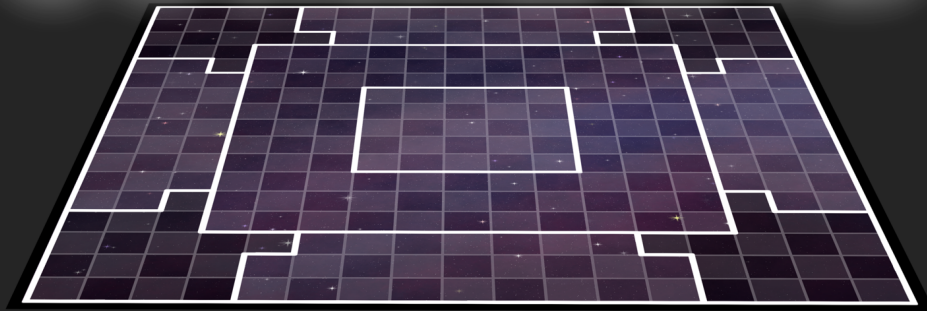


ASCENDRIA

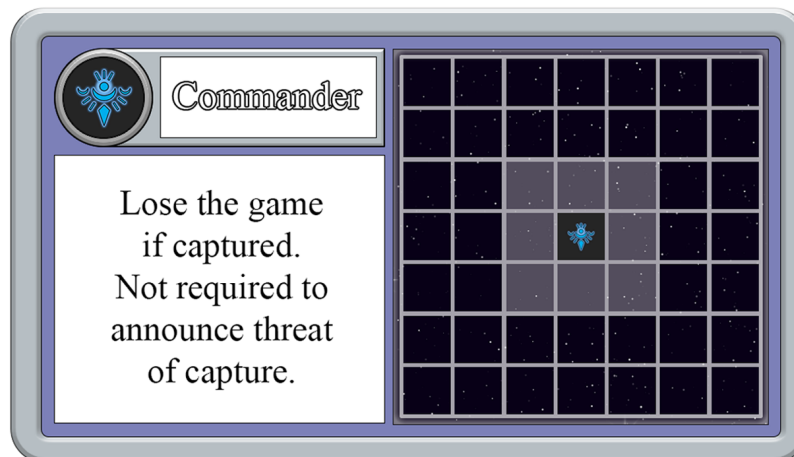
# COMMAND



# Command

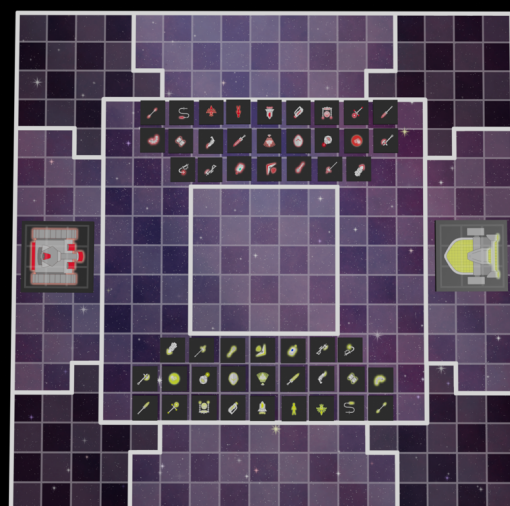
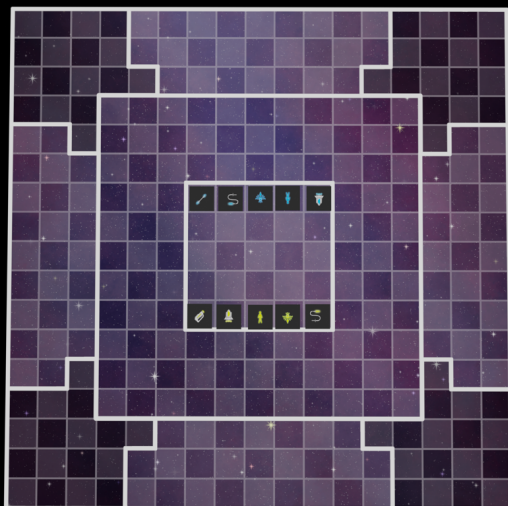
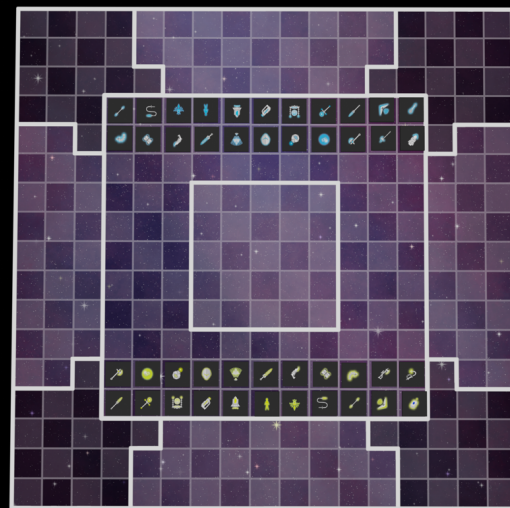
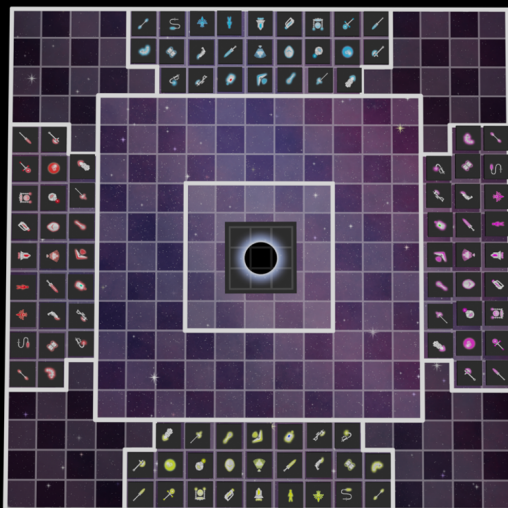
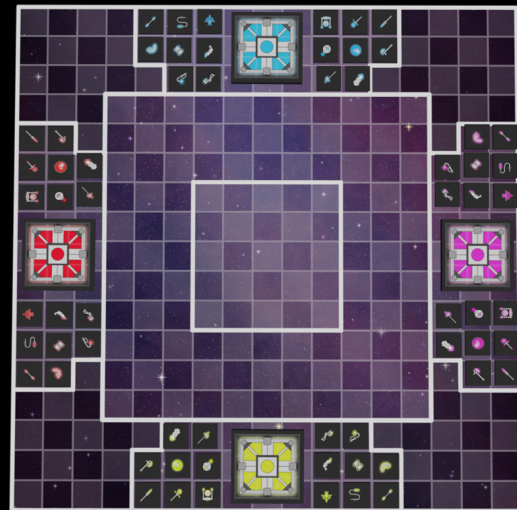
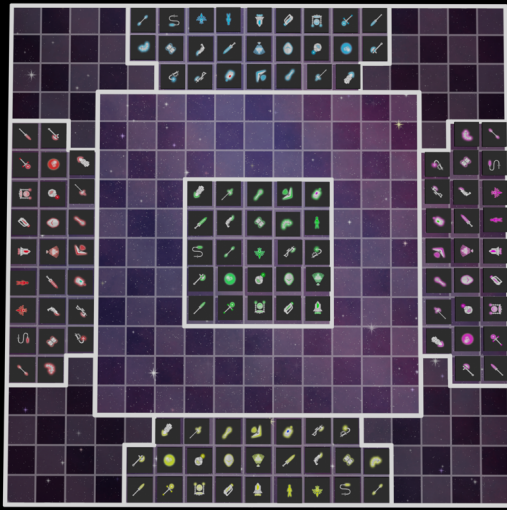
## Standard Format Guidelines

- Each player selects their units and places them at their selected zone in any order.
- Each player moves one unit per turn.
- Use each unit's unique movement to make your way around the grid. Move one of your units on top of an opponent's unit to capture it and remove it from the game.
- Capture an opponent's Commander Unit and that player loses the game. Their remaining units are removed from the board.
- Units move in a straight line and can not pass through other units.
- Players can have any number of units in any combination on their team.
- Players are free to adjust rules and board layout.





## Example Board Layouts



**Axe**

This unit can move one space in any direction or any number of spaces diagonally in a straight line.

**Droid**

This unit can move up to two spaces in any direction. This unit can move again after it captures a unit. This unit can only capture once per turn.

**Medic**

If this unit is captured, you may return one of your captured units to your starting area.

**Portal**

This unit can not capture other units. Land on this unit to swap places with another one of your units. Can not be used by opponents. Remove if captured or after a single use.

**Barrier**

This unit can not capture or be captured.

**Hologram**

This unit can not capture other units. Can move any number of spaces in any direction in a straight line.

**Sword**

This unit can move one space in any direction, or any number of spaces in any cardinal direction in a straight line.

**Rifle**

This unit can not capture adjacent units.

**Bomb**

If this unit captures or is captured, both units are removed from the board.

**Lance**

Can move one space in any direction. This unit can jump over up to two adjacent units. Landing on a unit will capture it. Can only capture once per turn.

**Standard Issue**

This unit can move up to two spaces in any cardinal direction or one space diagonally.

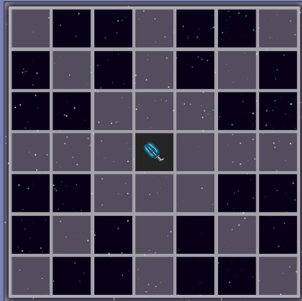
**Ship**

This unit can move any number of spaces in any direction in a straight line.

### Arcsaber



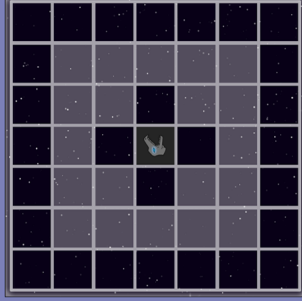
This unit can move up to three spaces in any direction in a straight line.



### Falasaur



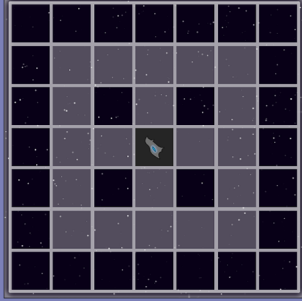
This unit can move to any space within its range if there is an open path. Can not pass through or move over other units.



### Quillhound



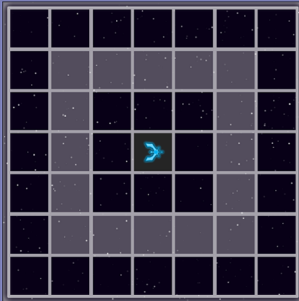
This unit can move to any space within its range if there is an open path. Can not pass through or move over other units.



### Avian



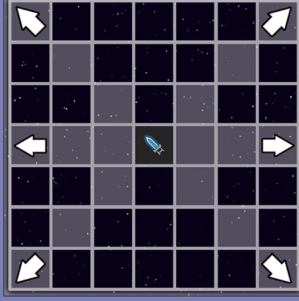
This unit can move to any space within its range.



### Katari



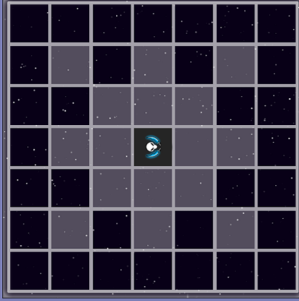
This unit can move any number of spaces in any direction, aside from horizontally, in a straight line.



### Rogue



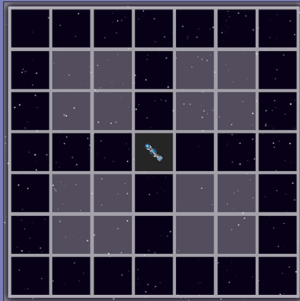
This unit can move to any space within its range.



### Cannon



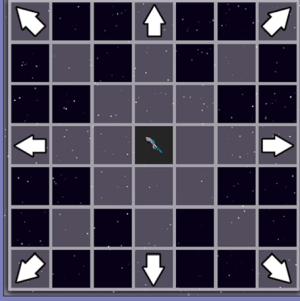
This unit can move to any space within its range.



### Stallion



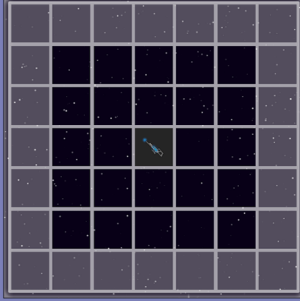
Land on this unit to mount. Mounted unit can move any number of spaces in any direction in a straight line. This unit can not move or capture unless mounted. Dismount by moving off of this unit. Dismounting does not effect unit movement. Can not capture unless mounted. The unit can be mounted by any player.



### Sniper



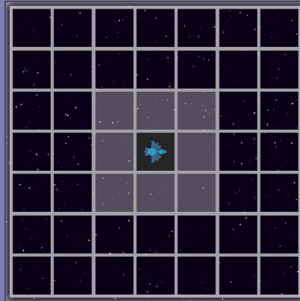
This unit can move to any space within its range.



### Commander



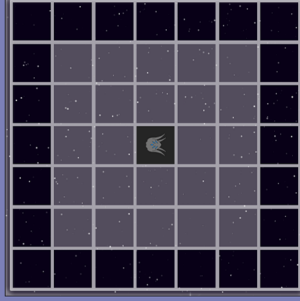
Lose the game if captured. Not required to announce threat of capture.



### Shapeshifter



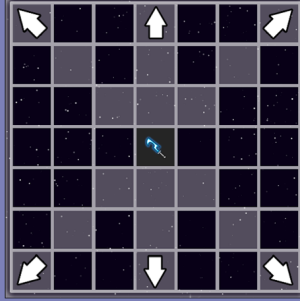
This unit can move up to two spaces and can change direction after the first space. Can not pass through units, can not capture more than once per turn.



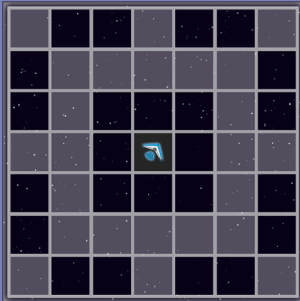
### Sickle



This unit can move any number of spaces in any direction, aside from vertically, in a straight line.







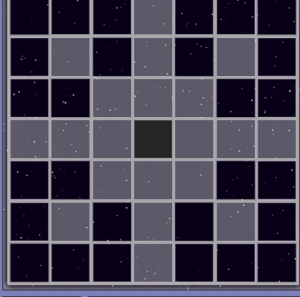
**Boomerang**

This unit can move to any space in range. If this unit captures another unit, return this unit to the space it was on before it captured.



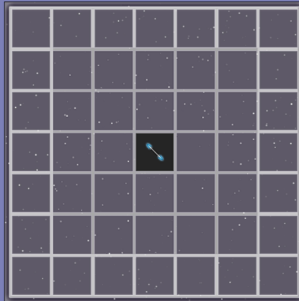
**Burrow**

This unit can move to any space within range.



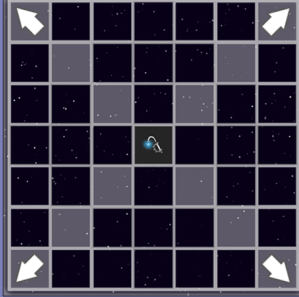
**Chainsword**

This unit can move to any space in range. Can not pass through other units.



**Staff**

This unit can move to any space in range. Can not pass through or jump over units. Can not move to space if all routes in range are blocked.



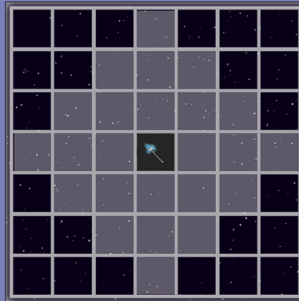
**Flail**

This unit can move any number of spaces diagonally.



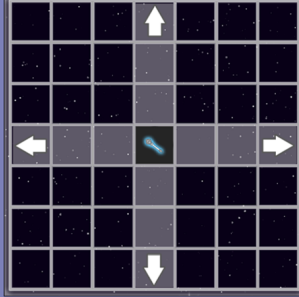
**Gunaxe**

This unit can move to any space in range. Can not pass through other units.



**Halberd**

This unit can move to any space within range.



**Mace**

This unit can move any number of spaces in any cardinal direction



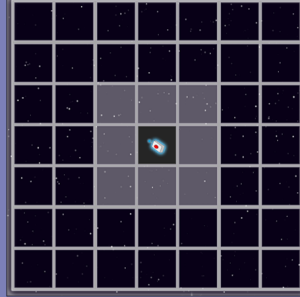
**Scout**

Cannot capture. This unit can move to any space in range.



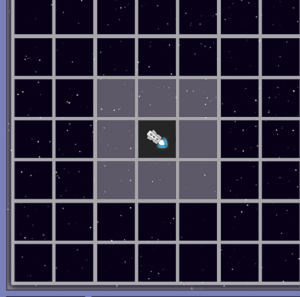
**Sprite**

Cannot capture. Land this unit on top of another unit to stop that unit's movement. If this unit is captured while on top of another unit, the unit this unit is on top of is also captured.



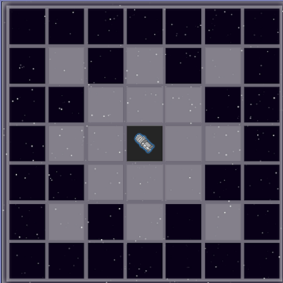
**The Red Button**

This unit can capture any unit on the board, no questions asked. Once this unit captures another unit, it is removed from the game and cannot be revived.



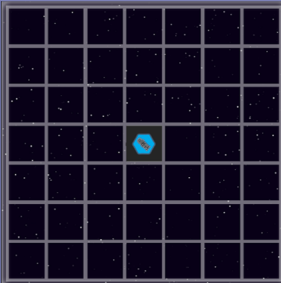
**War Shield**

Cannot be captured. If another unit lands on this unit, this unit can not move until there is not a unit on top of it.



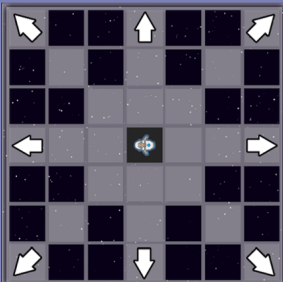
### Gigaton Shield

Flip Unit: This unit has the properties of the face up side. This unit may start the game on either side. This unit may only be flipped at the end of your turn. This unit can move up to two spaces in any direction.



### Gigaton Shield

This unit may only be flipped at the end of your turn. Can not capture. Can not be captured. This unit can not move or be moved.



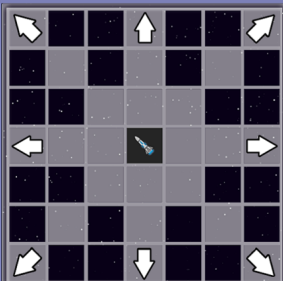
### Ascendrian

Flip Unit: This unit has the properties of the face up side. This unit may start the game on either side. This unit may only be flipped at the end of your turn. This unit can move any number of spaces in any direction.



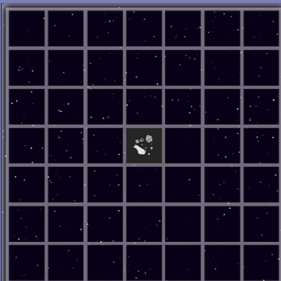
### Ascendrian

This unit may only be flipped at the end of your turn. This unit can move to any space within range.



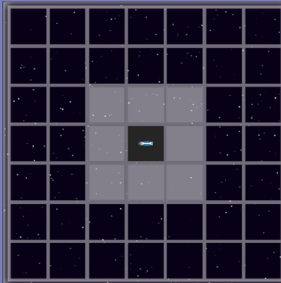
### Missile

Flip Unit: This unit has two sides. This unit is flipped when conditions are met. This unit starts the game with this side up. When this unit captures another unit, Flip Unit.



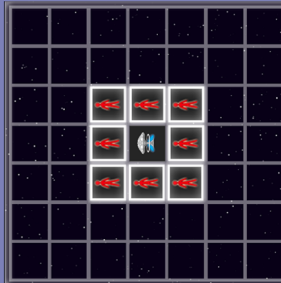
### Debris

Can not capture. This unit can not move.



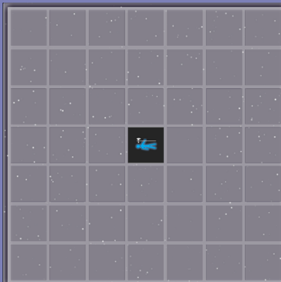
### Last Resort

Flip Unit: This unit has two sides. Flipping this unit takes one full turn action. This unit begins the game on this side. Can not capture. When ready, flip unit.



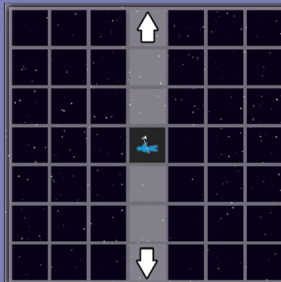
### Last Resort

Immediately once flipped, this unit and all adjacent units, including ally units, are removed from the game. This action ignores all effected unit rules. This unit can not be returned to the game once flipped. Skip your next turn.



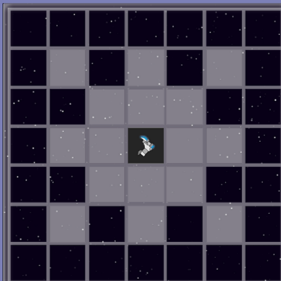
### Guard

Flip Unit: This unit has two sides. This unit is flipped when conditions are met. This unit begins the game with this side up. Can not capture. This unit can move to any space in range. Once this unit moves once, Flip Unit.



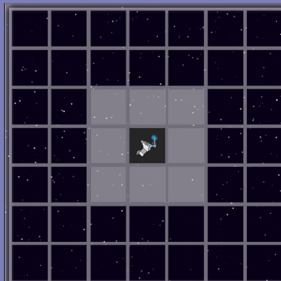
### Guard

Cannot be captured. This unit can not be flipped.



### Greaves

Flip Unit: This unit has the properties of the face up side. This unit may start the game on either side. This unit may only be flipped at the end of your turn. This unit can move up to two spaces in any direction.

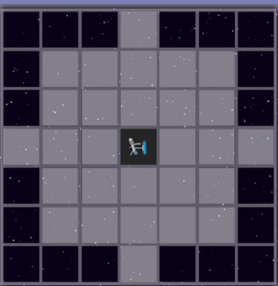


### Greaves

This unit may only be flipped at the end of your turn. This unit can jump over up to five adjacent units. Can not capture. Can not jump before or after moving.



### Turret



This unit can not move. This unit can capture units within range, but can not capture units that are blocked by or behind other units. Once this unit captures a unit, return it to its original placement.



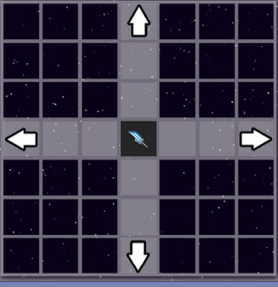
### Gale



This unit can move to any space within range.



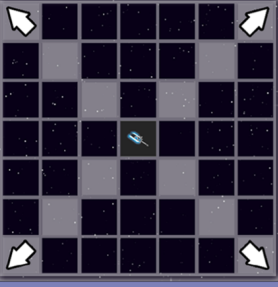
### MechSaber



Flip Unit: This unit has the properties of the face up side. This unit may start the game on either side. This unit may only be flipped at the end of your turn. This unit can move any number of spaces in any cardinal direction.



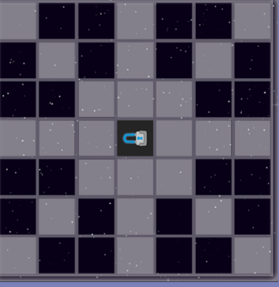
### Mechsaber



This unit may only be flipped at the end of your turn. This unit can move any number of spaces diagonally.



### Lock



Can not capture. Landing this unit on top of an enemy unit will lock that unit. Locked units can not move or be moved. Neither unit can be captured if locked. Ally units can not be locked. Unit becomes unlocked when this unit moves to another space.



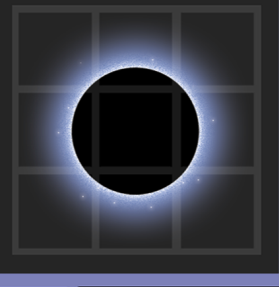
### Bephegog



Big Unit: This unit takes 3x3 spaces on the grid. This unit can not move if an enemy unit is on top of it. This unit can land on any unit and will capture any number of units it lands on, including ally units, and ignores all of their associated text aside from number of spaces required to capture. This unit can only be captured by having three of its spaces occupied by enemy unit(s). This unit can not be passed through, but units may land on any space they are capable of. No more than three "Can Not Be Captured" Units can occupy spaces on top of this unit. This unit can still move if a unit is on top of it. All units occupying its spaces will move with it as it moves.



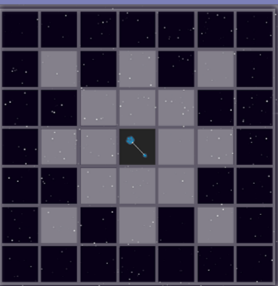
### Black Hole



Big Unit: This unit takes 3x3 spaces on the grid. This unit can not move. This unit can not capture or be captured by any unit, even those that ignore rules. This unit can not be passed through, but units may land on any space they are capable of. If any unit whatsoever lands on any space on this unit, that unit is removed from the game.



### Trident



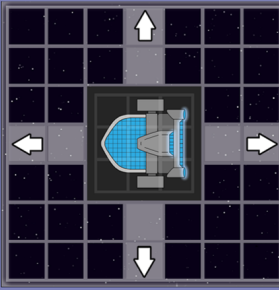
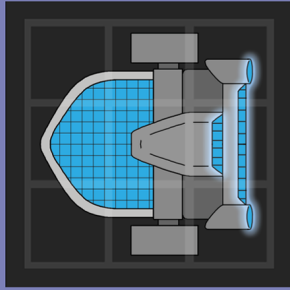
This unit can jump over one adjacent unit, jumping over a unit takes one full turn action. This unit can not jump before or after moving in the same turn. Landing on an enemy unit will capture it. Can not land on ally units.



### Carrier Vessel

**Big Unit:** This unit takes 3x3 spaces on the grid.

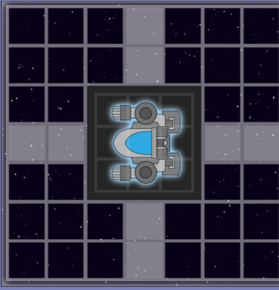
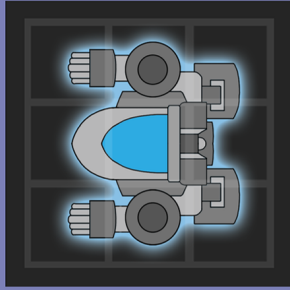
Can not capture. This unit can pass over units but can not land on top of them. This unit can only be captured by having three of its spaces occupied by enemy unit(s). This unit can not be passed through, but units may land on any space they are capable of. No more than three "Can Not Be Captured" Units can occupy spaces on top of this unit. This unit can still move if a unit is on top of it. All units occupying its spaces will move with it as it moves.



### MechSuit

**Big Unit:** This unit takes 3x3 spaces on the grid.

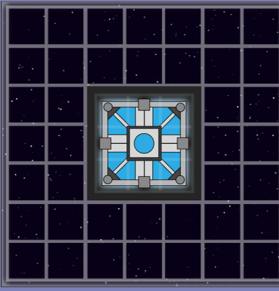
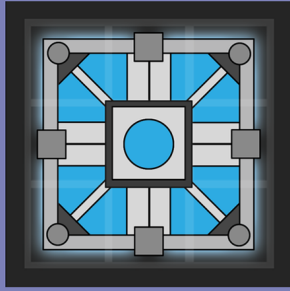
This unit can land on any unit and will capture any number of units it lands on, including ally units, and ignores all of their associated text aside from number of units required to capture. This unit can only be captured by having two of its spaces occupied by enemy unit(s). This unit can still move if a unit is on top of it. All units occupying its spaces will move with it as it moves. This unit can not be passed through, but units may land on any space they are capable of. No more than three "Can Not Be Captured" Units can occupy spaces on top of this unit.



### Military Base

**Big Unit:** This unit takes 3x3 spaces on the grid.

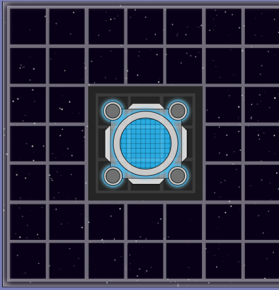
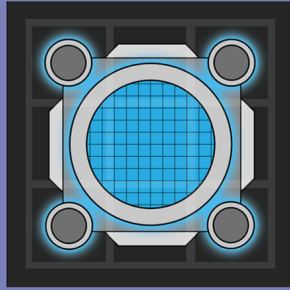
Lose the game if captured. Cannot capture. This unit can not move or be moved. This unit can be passed through. When an enemy unit lands in the center and remains there until the end of this unit's controllers turn or three of its spaces are occupied by enemy unit(s). This unit can be used instead of or alongside the Commander, the latter would require both to be captured to lose the game. No more than three "Can Not Be Captured" Units can occupy spaces on top of this unit.



### Recovery Pod

**Big Unit:** This unit takes 3x3 spaces on the grid.

This unit can not move or be moved. Can not be captured. Can not be passed through. This unit can be passed through. Land a unit in the center space of this unit to replace that unit with a captured unit. This can be done by any player with any unit that isn't the Commander.



### Tank

**Big Unit:** This unit takes 3x3 spaces on the grid.

This unit can land on any unit and will capture any number of units it lands on, including ally units, and ignores all of their associated text aside from number of units required to capture. This unit can only be captured by having three of its spaces occupied by enemy unit(s). This unit can not be passed through, but units may land on any space they are capable of. No more than three "Can Not Be Captured" Units can occupy spaces on top of this unit. This unit can still move if a unit is on top of it. All units occupying its spaces will move with it as it moves.

