

A Rhyfler's Pocket-Book Activation FAQ

It has come to our attention that we may not have been as clear as we had intended with regards to how rhyflers activate during the game. This is an attempt to better define terms, clarify intent, and fix a couple of errors.

Terminology

Deck - The set of Activation Cards used to play the game.

Turn - One run through an entire **Activation Deck**. When the deck is exhausted, reshuffle the cards and start another **Turn**.

Round - When your opponent has pulled a card from the **Activation Deck** it is your **Round** to **Activate** rhyflers.

Action- When a rhyfler is performing an **Action**. Some **Actions** require the use of multiple **Activations** to accomplish.



Activation Deck

The **Activation Deck** is used to determine how many **Actions** a commander has at his disposal during a **Round**. The **Deck** is composed of three cards numbered 3, four cards numbered 4, and three cards numbered 5. Using this **Deck** a commander knows he will always have at least three **Actions** at his disposal, with the potential of one or two more.

At the beginning of each **Turn** the **Deck** is shuffled, then one card is removed and placed faced down on the battlefield. Commanders alternate drawing cards to determine how many **Actions** their opponents may perform during the **Round**. On drawing the card the drawing commander does not tell their opponent, the active commander, what number is on the card. The active commander performs three **Actions** and then asks, "Do I have a fourth **Action**?" Similarly, the active commander will not know if he has a fifth **Action** until having completed his fourth **Action**. Once he is done with his **Round** the card is shown and discarded, then the commander who just finished his **Round** draws a card for his opponent in the same way. When the deck is exhausted, reshuffle the cards and start another **Turn**.

Activation

The active commander may assign up to two **Actions** per **Round** to any rhyfler, only one of which may be used to perform a combat **Action**. The commander does not have to indicate in advance which rhyflers will receive how many **Actions**—they may see the result of each **Action** before deciding on the next. The rhyfler's two **Actions** during the **Round** do not need to be performed consecutively.

***Intent** - The two **Action** per rhyfler limit is only in effect during the current **Round**. The limit does not carry over from one **Round** to another. If a commander wishes he may have the same rhyfler perform **Actions** several times over the course of multiple **Rounds**, but never more than two during an individual **Round**.*

*Some concern arises about a commander using his most powerful rhyfler over and over again during a **Turn** or the course of a game, but we have found that this does not give the advantages that such a tactic might imply. Neglecting the rest of your squad so that one rhyfler runs around the battlefield is very cinematic, yes, but it is also potentially problematic. A lone rhyfler often becomes over-extended and away from support of his squad-mates, and his hoarding of **Actions** often prevents the squad from attaining their overall objective. To us the difficult choice between coordinated teamwork and individual accomplishments is part of what makes the game a challenge.*

Overwatch Clarification

Overwatch (1) – A ready rhyfler may spend an **Action** to enter Overwatch status. This lasts until the rhyfler performs another **Action**, either during an opponent's **Round** or his own.

*The original document had stated "either during an opponent's **Turn** or his own" and that has been corrected above.*

Overwatch Status – During the opposing commander's **Round** a rhyfler on Overwatch may make an **immediate** free attack against any enemy rhyfler performing an **Action** within three Range Bands of his weapon.

***Intent** - Our intent with Overwatch is that a rhyfler remains in Overwatch Status until they perform an action. That action can be during their opponent's **Round** and **immediately interrupts** an opposing rhyfler's action. A commander may also choose to **Activate** a rhyfler on Overwatch Status during their Round, taking the rhyfler off Overwatch Status.*