

The background of the cover is a detailed fantasy illustration. In the upper left, a large green dragon with orange glowing eyes and a red gem on its chest is shown in profile. In the upper right, a knight in red and gold armor with a black cape stands prominently. Behind him, a man in a red robe and a woman in a red dress are visible. In the center, a woman with long red hair sits on an ornate throne. To her right, a woman with purple hair and a purple dress holds a long staff. In the lower left, a character in a grey and white outfit with a white cape is shown in a dynamic pose. In the lower center, a knight in silver armor with a black cape holds a sword that glows with a bright light. To his right, a young man in a black and purple outfit holds a sword. The background also features a large blue crystal in the center and a cityscape with lit windows in the lower right.

CRYSTAL COLLAPSE

- TACTICAL TABLETOP WARGAME -



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Welcome to Crystal Collapse

Crystal Collapse is a tactical miniatures game inspired by the great Tactics Japanese Role Playing Games (T-JRPG) of the 1990s.

Be ready for an action-packed skirmish combat system, with the beautiful aesthetics of the Far East.

With the development of this game, the dream of a JRPG-style tabletop comes true and we hope you enjoy the game as much as we had when developing it.

A new world awaits you...



Lead Game Design

Maximillian Witt

Game Design

Maximillian Witt

Vuong Ngo

Lead Artist

Alexsandro Oukino

Artwork

Alexsandro Oukino

Agustín Graham

Nakamura

Lead Design Print

Vuong Ngo

Graphic Design

Esteban Moreno

Flight To

Maximilan Witt

Miniatures

Daniel Kelly

Text

Maximillian Witt

Alpha Test Players

Fabian Eggers

Stefan Godo

Robert Haarberger

Daniel Kelly

Marcel Torenz

Test Players

Marcel Torenz

Fabian Eggers

Stefan Godo

Robert Haarberger

Carsten (comma)

Christopfer Doll

Simon Feuerstein

Stefanie Bolg

Pascal Bolg Tobias

Knoll

Miniature Painting

Simon Feuerstein

Lisa Klebeck

Marco Troschka

Daniel Kelly

Photo and Video

Vuong Ngo

Photo Matching

Maximillian Witt

Editing

Marcel Torenz

Daniel Kelly

Vuong Ngo

Maximillian Witt

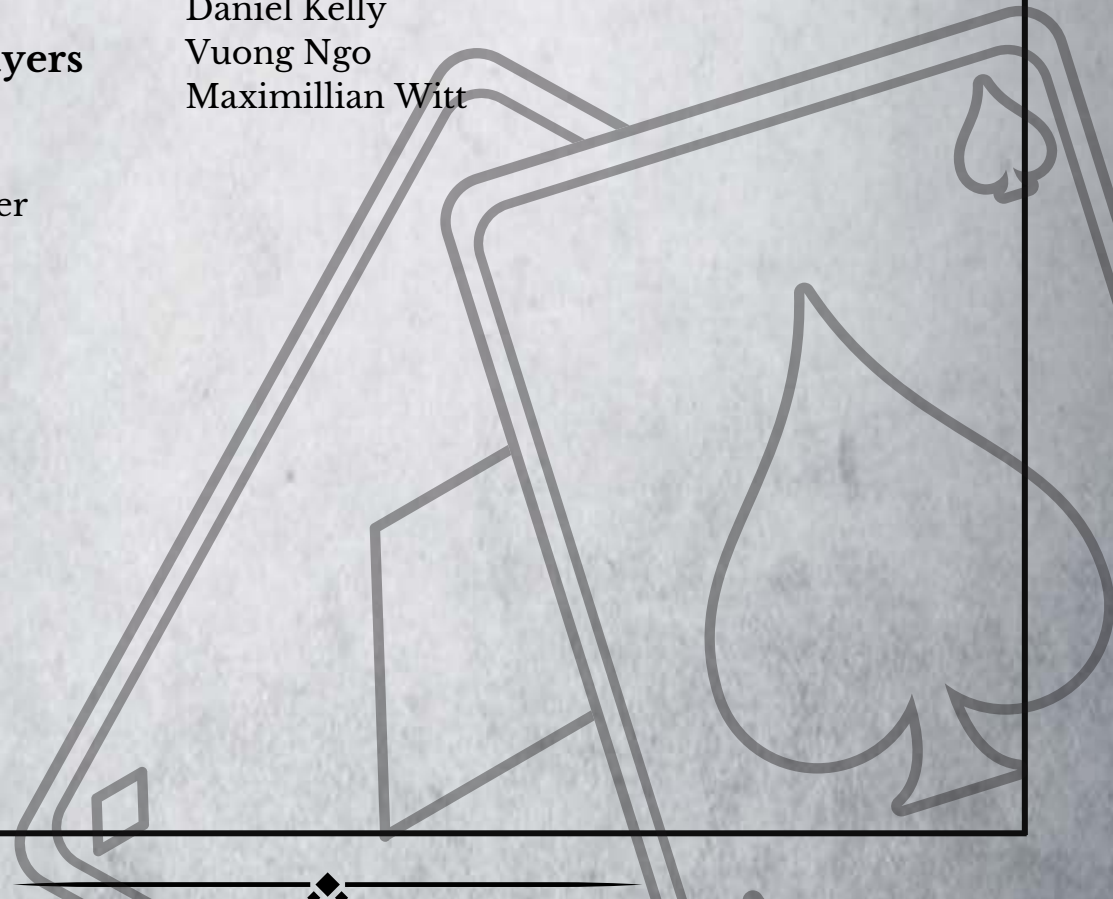



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I am Nagold, the Black Mage and I will accompany you through this rule book. Keep an eye out for me because I always have helpful tips. Let's not waste any time, we'll get started right away!

BASIC RULES



Game setup



1 Playing Cards

Each player splits their deck into two stacks of cards; the skill deck (all cards from 5 and up plus all picture cards) and the fate deck (all cards between 2-4). Shuffle each of them and place them within easy reach .

2 Hero Marker

Each Hero receives a Hero token. These markers are placed on the respective profile cards and are used to keep track of activations during a turn.

3 Dice

You will need at least 5x D20 (20 sided dice) and place them within easy reach of both players.

4 Profile Cards

All skills and stats of the Heroes are represented by the profile cards. Each player places the profile cards in front of them on the table with the matching miniatures. These will later be placed on the playing field.

5 Quest Book

Each game of Crystal Collapse revolves around a quest and its progress. All information for each quest can be found in the Quest Book.

6 Game Mat

Crystal Collapse is played on a 9x13 board consisting of 40mm x 40mm squares.

7 Marker

In Crystal Collapse, different states are represented with markers. The players place a pool of these markers next to the playing field so that they are within easy reach.

Game Concept

In Crystal Collapse the aim is to be the first to reach 8 quest points. These quest points can be collected by fulfilling the progress conditions of a quest.

With a team of 4 Heroes, the players take part in this action-packed skirmish gaming experience.

Players take turns activating their Heroes, carrying out actions and working on their quest progress step by step.

Players can build a collection of their favourite Heroes, form new teams and compete with others on challenging quests.



The basic box contains everything you need for 2 players. So you can get started straight away. This was my idea – good isn't it?!

Quest points and Quests

Although it is possible to win a game of Crystal Collapse solely by hunting down enemy Heroes, a combination of combat and collecting quest achievements will lead to victory. Quests have different victory conditions which need to be met to progress. You can find more information about this in the separately available quest books.

Furthermore, the quests describe the game structure, deployment zones and much more.

Quests are selected using the standard procedure or as described in the Casual rules. You can find further information in the course of these rules.

Team Formation

Each player requires a selection of Heroes to create a team. Each team consists of one Hero of each Suit (hearts, diamonds, clubs, spades) who each fill a specific role.

Players can form a team using any characters they like as long as this requirement is met.

Suits

Each Suit represents certain aspects that are reflected in the Heroes:

Spades

Spades Heroes are exceptional characters and have no specific archetype. They are full of surprises and form the backbone of your team.

Heart

Heart Heroes are powerful magic users. In different ways, they use their powers to support your team.

Cross

Cross Heroes are globetrotters, adventurers, cutthroats, hunters and much more. They usually form the second line in your team to fire at the target from a distance or carry out a flanking maneuver.

Diamond

Diamond Heroes form the front of the battle line. These are the characters that the common people bow to. Their courage is limitless, their Heroic deeds are numerous and in your team, they are indispensable.



It's not that easy to form the right team, but don't worry! The game is designed so that every combination can be successful. To get started straight away, take turns choosing a Hero of each suit and forming your team. Have fun trying it out and figure out your favourite combination. Oh, and of course be sure to pick me first!

Playing cards and decks

In Crystal Collapse each player has a deck of 54 standard poker cards which we split into 2 smaller decks which we call the Skill Deck and the Fate Deck.

The Skill Deck cards represent the tactical options of players in a game of Crystal Collapse. The Fate Deck, on the other hand, represents the unpredictable circumstances during a game.

Players build their decks by:

Remove all cards numbered from 2, 3 and 4. Locate one Joker from the deck and add this to the pile too. These cards are placed to one side and form the Fate Deck.

The remaining cards numbered 5-9 plus the ace and all picture cards form your skill deck.

The remaining joker is placed next to the decks, ready to go into your starting hand.

If the joker is drawn from the fate deck during the game, it is added to the hand.

Hero Marker

Hero markers help you keep track of Hero activations. Each player needs 4 Hero tokens.



Dice

Crystal Collapse is played with standard 20-sided dice. Typically you will need at least 5. The colour is not important.



Damage markers

Damage markers show how many wounds Heroes have received (i.e. how much damage they have taken)



Combat markers

Combat tokens have an arrow pointing up to their icon and symbolize special effects that can be issued and used during an attack action.



Status-Marker

These markers show status effects that Heroes can suffer from, such as paralysis, blindness, silence and slow (more on these later)



Profile cards



1 Name and Title

Names and titles of Heroes. This way you can always identify your favorite Hero.

2 Faction

Heroes belong to factions. These represent their loyalty to certain groups in the world of Crystal Collapse.

3 Skills

Every Hero has been able to acquire certain skills over the course of their life. These are divided into an active and a passive ability.

4 Suit

The suit of Heroes is represented by the symbol. The suit is important for team selection, activating skills, and other advantages in the game.

5 Profile values

A Hero has individual strengths and weaknesses, which are represented in the profile values in Crystal Collapse.

6 Class

Each Hero belongs to a specific class. Classes provide information about which fighting style the Hero prefers and which role they should fill in your team.



Have you seen this man? No? *sigh* Oh well...

With a profile card, all information is in one place. Despite all its precision, this information is still highly condensed. Careful study is required to grasp its content.

Everything else you need to know about a character you can find later in this book.

Profile Attributes

Speed, endurance, fighting style or even defense. These are all aspects of Heroes that are represented in the profile attributes.



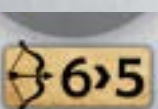
The life point value or LP limit represents the stamina of Heroes. It indicates the maximum number of damage markers that Heroes are able receive. If a character has received a number of damage tokens equal to or greater than their LP limit, the Hero is removed from the field as a casualty.



The movement value indicates the range of spaces that Heroes can move during a movement. During a move, Heroes can move vertically and diagonally.



The weapon value is made up of 3 attributes. The symbol represents the type of attack (from top to bottom, melee, ranged and magical).



The first value indicates the basic hit value. When rolling your attack dice you must roll equal to or lower than this value. Don't worry though, you can modify this value with cards, but more about that later.



The second value indicates the range of the attack. As with the movement value, the distance is determined in fields diagonally and vertically. Range 1 or melee range is always only the space in the front, adjacent to the model. The range also indicates the maximum height at which a target can be selected. More about this in the section "Select a valid destination"



The number of dice is the base number of dice that Heroes receive in their dice pool during attack actions.



The defence value is made up of 2 values. The first represents physical defence, while the second value represents magical defence (i.e. against magical attacks). These values are added to the defence value in the "Determine hit value" step during an attack action, depending on the type of attack.

Movement

Whether in regular movement or as an additional movement as an action, movements are always considered in two sections, the actual movement in fields and the re-positioning.

During the movement action, Heroes may advance the maximum number of spaces specified as the movement value in their profile. After advancing, they reposition by turning to one of the 4 field edges.

Example: Joshua makes a move, advancing 4 squares from his current position and then aligning himself with the desired square edge.



Advancing Fields

During a move, the maximum number of spaces does not have to be moved, in fact you can opt not to move at all.

When moving, Heroes may move in any direction including diagonally, and the direction can be changed after each field. You can also skip through Heroes from your own team. Each space entered while advancing must be adjacent to the previous space. These fields are also called adjacent fields, which are connected by the corners and edges of the fields.



Spaces occupied by other Heroes of the opposing side cannot be chosen as the target space of the movement and cannot be skipped.

If Heroes receive a status effect that restricts movement while advancing spaces, movement ends on the space in which the status effect was received. Repositioning may still be carried out.



Moving and repositioning is a simple yet complex matter. Pay attention to where you move and how you align accordingly! Many effects rely on catching you in an vulnerable position! Never show your back to an enemy!

You won't catch me in a vulnerable position though! I'd turned you to ashes first! ❤️

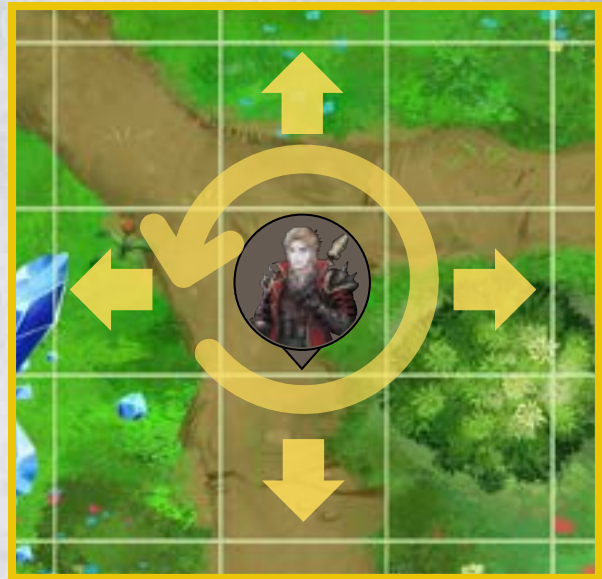


Re-positioning

During a repositioning, the Hero is turned with the front of the model towards one of the 4 edges of a field.

For Heroes, the front side is determined by the marking on the base of the model.

When aligning a model, it must always be clear which field edge was chosen as the front side. The corners of fields cannot be selected because there is no clear field edge visible.



Alignment

In Crystal Collapse, the alignment of Heroes plays a crucial role. Depending on the orientation of the model, Heroes receive advantages and disadvantages in various actions.

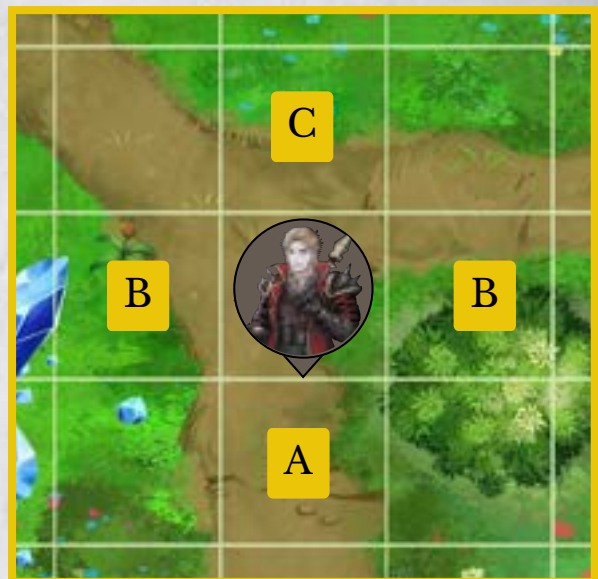
The orientation of the model after repositioning determines the zones and line of sight of a model.

The entire area in front of the model's facing is referred to as front area A.

The side areas B on the left and right of a model are called flank areas, the area behind a model is the back area C.

It may be the case that a model has several front areas. In this case, back or flank areas are overwritten as front areas.

Some models will have no areas or orientation. All areas of such models are considered front areas in all respects.



The cute little nose on our bases is always the Hero's line of sight. This helps you always know exactly which direction your Heroes are facing. When assembling your models, make sure that their faces are aligned with the nose on the base.

Line of sight

A line of sight is an imaginary line that can be drawn from a model's marker to a field edge of the target. This is important for being able to interact with targets. Lines of sight can only be drawn in the front area of a model.

Terrain pieces (above height H1) and other Heroes, also referred to here as obstacles, that stand between the active Hero and the target block the line of sight. Heroes are considered obstacles with height H2. If only one of the imaginary lines that can be drawn between the model marker and the edge of the field is blocked by a field on which an obstacle is placed, the active Hero does not have line of sight to the target.

During ranged combat, it can happen that a line of sight can be drawn to 2 field edges of the target. In this case, active players can choose the edge that will act as the target edge for this attack, with all advantages and disadvantages in terms of maneuver effects. More about this in the Effects and Modifiers chapter.

It is possible for Heroes to draw a line of sight to a target that is at height H2 and is not directly on an edge of a piece of terrain.



Area of Effect

In Crystal Collapse there are effects that are active in a specific area. This is called the Area of Effect. The range of the Area of Effect is given as A_x , where x indicates the range or extent of the Area of Effect.

The field from which the area originates is referred to as A_0 . All adjacent fields in range 1 are area range A_1 , fields in range 2 are area range A_2 and so on.



Select a valid destination

The field structure of the playing field and the attack types of the Heroes result in certain range areas for the individual attack types: melee, long-distance and magical attacks.

Range areas, also called target funnels, form smaller areas in which Heroes can choose a valid target.

A valid target is one where the following conditions are met:

- A line of sight can be drawn to the target
- The target is within reach of the Hero

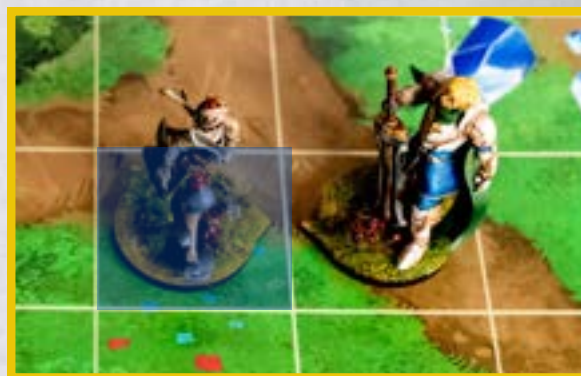
In this resulting targeting funnel, a valid target can be chosen and Heroes can attack it.

Close combat or attacks at range 1 are considered separately, as the first field directly in the front area in front of the model forms the range area.

Furthermore, the range indicates the maximum height at which a target can be selected. Heroes with range 1 can only fight targets with a height difference of H1. With range 3 you can shoot at a target on the edge of a hill with height H3.

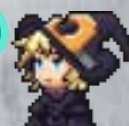


Example: Viktoria wants to attack Hana. Players check whether the target is valid by determining the range and line of sight.



Example: Kurado wants to attack Hana. Since he has an attack range of 1, he can only target targets that are directly in his frontal area.

HEY!



The range area is always funnel-shaped and starts with the first field directly in front of a model. In close combat, striking diagonally is not possible, so you have to position yourself cleverly in order to be able to strike.

Playing field and Terrain

Crystal Collapse is played on a playing field with 9x13 fields. You can use the included playing field to experience your adventures in Valeria. The game features different types of terrain. We recommend a set of standard terrain to ensure a fair representation of the playing field for each of your games of Crystal Collapse. The edge of the playing field is treated as blocking terrain, more on this on the next pages.



Specifications for fields and heights

Fields and heights in Crystal Collapse have fixed dimensions. A field is 40mm x 40mm and a height H1 is defined as 20mm. To ensure that the gaming experience remains consistent and fair, players are recommended to design terrain pieces according to these specifications.



elevation and movement

Crystal Collapse has a 3-dimensional playing field with fields of different heights. Each height level H_x indicates the height of a field with H_0 as the lowest available height (usually the gaming mat/board).

During a movement, Heroes can enter spaces with a height difference of H_1 without having to carry out another action.

Heights above H_1 cannot be accessed or jumped over directly by moving. To climb a space above height H_1 , Heroes must use a climb action or use other abilities.

A Hero can decide to jump down to a lower space. If the height difference is H_2 or higher, the Hero takes fall damage equal to the height difference.

Example: Kurado jumps over an edge from a space with height H_2 to a space with height H_0 . After he advances onto the field, he receives 2 damage tokens.

Types of terrain

In a Crystal Collapse game, various terrain pieces can be added to create an exciting playing field. This gives the game additional tactical depth when maneuvering on the field.

The following types of terrain exist

- partially blocking terrain
- blocking terrain
- Elevation blocks



Terrain provides cover and opportunities for various maneuvers. Always take a close look at what the playing field has to offer and lead your enemies into clever ambushes. That's how I would do it anyway!

Blocking terrain

Blocking terrain is terrain that is impassable due to its nature and blocks the line of sight. Houses and large rocks are suitable for this type of terrain. Heroes cannot move through this terrain and it is not possible to end your movement on it.



Blocked terrain 4x4 fields.

Partially blocking terrain

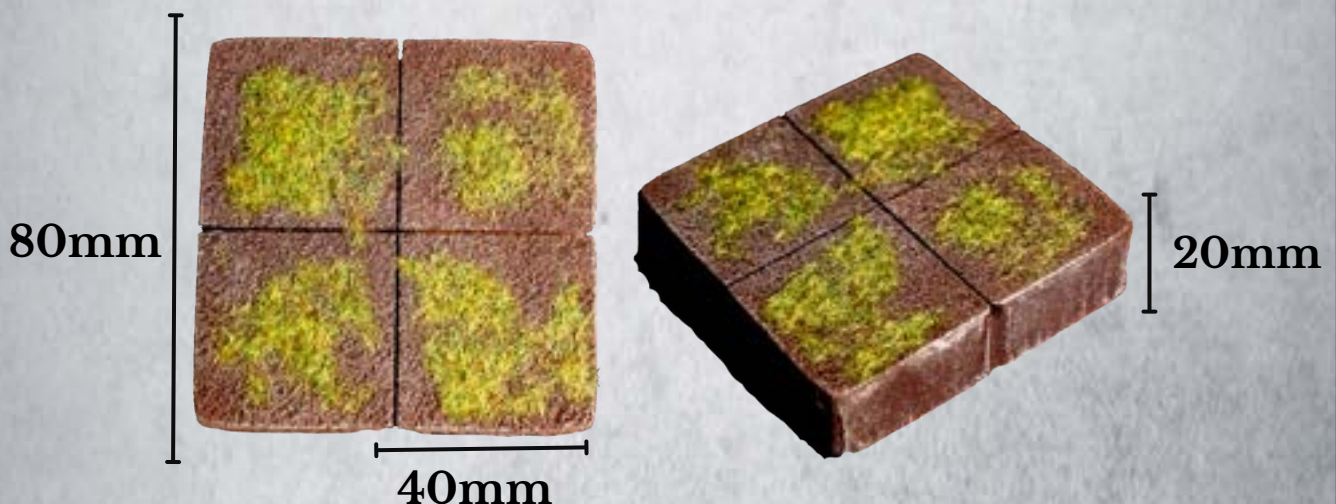
This type of terrain does not block the Heroes' line of sight, but does block their movement. Heroes cannot move through this terrain feature or end their movement on this terrain. It is not possible to end your movement on this piece of terrain though you can target an enemy situated behind it using a ranged attack.



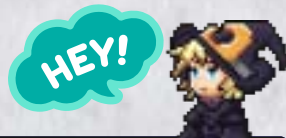
Partially blocked terrain 1x1 fields

Elevation blocks

To make the terrain modular, versatile and tactically usable, it is recommended to add several elevation blocks. These can be made cheaply and easily from XPS foam or Polystyrene. We recommend between 4 and 6 elevation blocks 2x2 fields with H1. You can create separate islands with these or combine them to create larger elevated areas.



Elevation blocks can be built in many different shapes. With different shapes you can build more complex and exciting playing fields. Please note, however, that the game becomes more difficult the more terrain pieces you use.



The terrain from the 2-player starter set is great for playing the first games. If you are familiar with the game and the world, feel free to make your own vision of Valeria to battle on.



Example shapes for hills.

Standard Terrain Features of a Playing Field

Terrain pieces add tactical depth to a game of Crystal Collapse. In addition to the process for defining terrain features for your own playing fields, here is a list of standardized terrain to make setting up a playing field even easier, though feel free to use whatever arrangement you please.

For a balanced playing field, the following combination is recommended so that you are perfectly equipped for Crystal Collapse.

4x Partially blocking terrain 1x1 fields H1.

2x blocking terrain 2x2 fields H2.

5x elevation blocks 2x2 fields H1.



Build your own playing field

In a Crystal Collapse game, various terrain pieces can be added or completely custom playing fields can be built to create an exciting playing field. There are no limitations to your imagination.

Before play, each piece of terrain should be specified by players with the following characteristics:

- What height is the terrain piece?
- Is the terrain blocking or partially blocking?

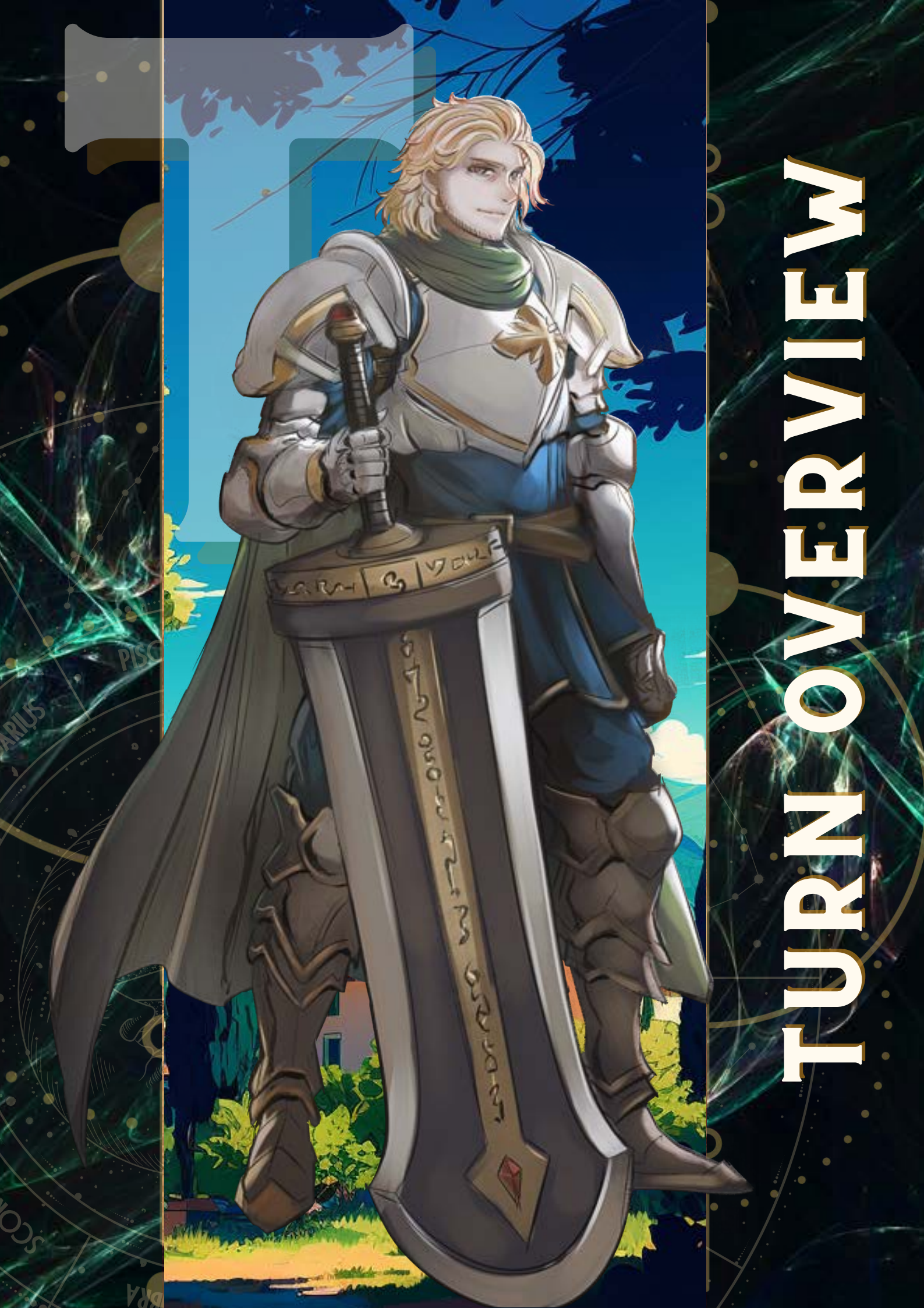
Additional features can be added to terrain pieces, more on this in the special rules.



A picture of our demo table with a house on it. the house is defined as a 3x3 field blocking area.

When building their own tiles, players should think about the heights of the fields and the individual pieces of terrain in advance. The more clarity you have in advance, the easier the game will be. Of course, you can easily get inspiration from your favorite T-JRPG.





TURN OVERVIEW

At the start of the game

At the start of a game of Crystal Collapse, the following set-up steps are performed (referred to as standard procedure):

1. **Team selection:** Each player chooses a team of four from comprising of one character from each suit from their own pool of Heroes, and provides miniatures and profile cards.
2. **Quest selection:** Each player chooses a quest.
3. **Playfield setup:** The playfield is set up on the table without any terrain.
4. **Prepare game equipment:** Players form the Skill Deck (all cards 5-Ace) and Fate Deck (all cards 2-4 + 1 joker) and shuffle both decks. The required tokens, markers and dice are placed next to the playing field within easy reach.
5. **Draw hand cards:** Players each draw 5 hand cards from the Skill Deck and add a Joker to their hand (for a total of 6 cards)
6. **Determine initiative:** As in step 5 of the tactics phase, both sides roll a die, but here they can modify the result with as many hand cards as they want. To do this, the cards are chosen from both sides and revealed at the same time. The winning side's quest chosen in step 2 is played whilst the losing side has the initiative during the first round. Picture cards are valued at 10 and have no further effects.
7. **Field preparation:** Based on the quest, the field is prepared. Appropriate terrain pieces will be added at players' discretion.
8. **Declaring the terrain pieces:** Players define the playing field, agreeing the specification for each terrain piece along with features that match the layout.
9. **Prepare Heroes:** Players place their Heroes in the deployment zones according to the quest description. A Hero marker is placed on each profile card. Depending on the quest, a number of Phoenix Feather tokens are distributed evenly on the profile cards.

Once all steps have been completed, the first round of Crystal Collapse can begin.



The round overview

Crystal Collapse is played in rounds. Each round has 3 phases. After these phases, a new round always begins until the quest's victory condition is reached and the game ends. A round consists of three phases; tactics phase, activation phase and final phase.

Tactics phase

A round always begins with a tactics phase in which the following steps are dealt with one after the other:

1. Resolve effects that are activated during the tactics phase
2. Draw cards from the Skill Deck up to your hand card limit.
3. Place all in play joker cards into your hand (each turn starts with at least one Joker in your hand)
4. Determine initiative (For the first turn, this is determined before the tactics phase.)

Activation phase

During the activation phase, players take turns, each activating one Hero in an alternating fashion until all Heroes have been activated once. First select the Hero or Heroine to activate, then the following steps are carried out:


1. You may do each of the following once each in any order:
 - a. perform a regular movement
 - b. carry out an action
2. End activation and remove the Hero token from their profile card.

Final phase

At the end of the last activation, the final phase follows the steps:

- Place a Hero marker on each profile card
- Resolve effects that activate at the end phase
- Start new round





Phase overview

As explained in the round overview, phases have individual steps. All steps within the phases are dealt with one after the other, some steps are clear, some are a little more complex. Here we highlight each individual step within the phases for a better overview.

Tactics phase

Step 1: Resolve effects

Whether from Hero abilities or quest effects, all of these effects are applied in this step. If both players have effects that are resolved in the tactics phase, the player who had the initiative last round begins resolving those effects. If this is the first round, a dice roll determines who goes first. Neutral effects or quest effects are always resolved last.

Step 2: Draw/Discard cards

The limit of cards in your hand is 5 + Joker cards. Jokers do not count towards your card limit. If players have more than 5 hand cards without jokers in their hand, the player must choose cards to be discarded to bring the number back within the limit.

Example: Due to various effects in the tactics phase, the player has 7 cards in hand plus a Joker. The player selects 2 cards to be discarded and is left with 5 hand cards and a Joker in his hand.

Players can also choose to discard unwanted cards. If this results in fewer than 5 cards in the hand (excluding Jokers) after discarding, draw cards from the Skill Deck until the hand limit is reached.

Example: The player discards 2 cards from his hand and keeps one card. To reach the hand limit, the player draws 4 cards.

If it ever happens that a player's skill deck runs out of cards, the game is over and the player loses the game.

Step 3: Add Jokers

The players search the skill deck discard pile for all joker cards and add them to the hand. Joker cards are never added to the hand limit.

Step 4: Determine Initiative

To determine initiative every turn, both sides roll a d20 die. Both players can choose to play a card from their hand (or not) and add it to the number. Cards are played face down and then revealed simultaneously. The higher result wins the initiative.

In subsequent rounds after the first, both players roll a d20 the player with the initiative from the last round may choose to increase their score by playing a card. If a card is played, the opponent may choose to also play a card.

Picture cards are valued at 10 and have no further effects. Joker cards always win. If both sides use a joker, the higher result counts.



Activation phase

The player with the initiative begins with the first activation. Both players take turns activating Heroes until all models have been activated. One player may need to finish with multiple Heroes being activated sequentially if the other player has activated all of their Heroes in play. Players whose turn it is are also called the active player or player with priority.

Step 1: Choose Hero

The active player selects the desired Hero for the current activation. The Hero must have an activation token on their profile card in order to be activated.

Step 2: Move and Action

The active player can choose whether movement should be carried out before or after the action. The actions are explained in a separate section in this rulebook. The movement is carried out according to the basic rules. The movement and/or the action can also be omitted.

Step 3: Finish Activation

If the movement and action have been carried out (or opted out of), the active player ends the activation and passes priority to the opposing side. The Hero token on the profile card is removed to show that they have activated this turn.

Final Phase

Once all Heroes have been activated (there are no more Hero markers on a profile card), the final phase is carried out at the end of the last activation.

Step 1: Place Hero Markers

To refresh Heroes, a Hero marker is placed on each profile card.

Step 2: Resolve Effects

Effects that trigger during the End Phase are resolved in this step. If both players have effects that will be resolved in the final phase, the player who has the initiative begins resolving those effects. Neutral effects are applied last.

Step 3: Start New Round

All phases have been completed and a new round can begin.



While playing, it's best to place the round overview next to the playing field and use it to go through the rounds step by step. The game will become clearer if you immediately put what you have learned into practice.



ACTIONS

Actions

Actions play a big role in Crystal Collapse. They represent the possibilities of Heroes to portray their epic exploits in the game. This section explains what actions players can perform when activating the Heroes.

Standard actions

There are a variety of actions that Heroes can choose from. All standard actions are listed here, but some actions can also be specified by quests. If quests actions contradict a standard action, the quest's rules text applies.



Overriding the standard actions represents the dynamics in Crystal Collapse. Sometimes movement is restricted or some actions cannot be used. You can always find this information in the quest description.



Standard Action: Move

In addition to regular movement, Heroes can perform an additional movement as an action. This movement action follows the rules of movement from the Core Rules.

Standard Action: Climb

A Hero can perform a climb action to enter an adjacent space with height H2 or higher. If a Hero has moved to the target space, the Hero may reposition himself/herself.

Standard Action: Draw a card

A player can choose to draw a skill card from the deck and add it to their hand.

Standard Action: Quest Action

A Hero can perform an action from the quest description.

Standard Action: Use active abilities

A Hero can use an active ability for their action. To do this, a hand card with the suit of the Hero/Heroine is played as a cost and placed in the skill deck discard pile. Once the costs have been paid, the effect is applied to the profile card.

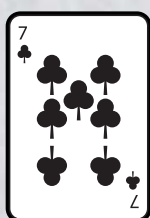
Active abilities often consist of several standard actions (such as moving and attacking or climbing along with drawing a card). When a Hero has a passive ability which affects certain standard actions, active abilities that include those standard actions will also trigger the passive effects.

Face cards and jokers can also be used to activate abilities, but do not add any additional effects.

Abilities of Heroes

Each Hero has their own special abilities. These are divided into active and passive abilities. Active abilities are performed as an action during activation, while passive abilities activate when certain conditions and triggers are present. When passive abilities are activated, their effects are always resolved immediately. An exception to this are passive actions that modify the attack actions. These effects are resolved during an attack action in the “Determine hit value and resolve effects” step.

Example: Viktoria is within range A2 of Kurado and wants to use her “Take Aim” ability. She pays the cost and gains an additional attack token while performing an attack action. Kurado’s passive ability also grants her an additional fate card.



🛡️ **“Right there! Hit the weak spot!”**
Friendly heroes within range A2 receive an additional Fate card in the “Determine Hit Value” step when they perform an attack action.

♣️ **Take aim**
Viktoria receives 1 attack token and performs an attack action.

Example: Kurado declares his “Charge” ability and stands within range A3 of Viktoria after the move action in “Charge”.

As described, Kurado now performs an attack action in which he receives an attack token from Viktoria’s passive ability in the “Determine hit value and resolve effects” step.

🛡️ **“Covering fire? Incoming”**
Friendly heroes within range A3 receive 1 attack token when they perform an attack action.

Standard Action: Attack

A Hero may perform an attack for their action. To do this, a Hero selects a target and checks: that the target is within range, and that the target is in the attacker's front area and that line of sight can be drawn to the target. In close combat (range A1), only one target in the front area that is adjacent to the model's own space can be attacked. If all conditions are met, the target is valid and the steps for an attack can be carried out as follows.

Attack overview

An attack consists of several steps that the players go through. The steps are as follows:

- Choose destination
- Play skill card
- Determine hit value and process effects
- Determine dice pool
- Identify wounds
- Assign damage and effects

Player order during an attack

During an attack, the active player has priority, meaning that the active player always resolves his/her effects first in each step, before the opposing side resolves their effects. The order of the effects is always determined by the players themselves.





Steps during an attack

This section examines the individual steps during an attack in detail.

Step 1: Choose destination

As described in the basic rules, a target is considered valid and may be targetted if the following conditions are met:

- a line of sight can be drawn to the target
- the target is within reach of the Hero
- the target is in the target funnel

Step 2: Play skill card

Both sides (attacking and defending players) choose a skill card from their hand and place it face down in front of them. If both sides have chosen to play a card, the skill cards are revealed at the same time. These cards modify the attack and are evaluated in step 3. If a player plays the last card in his hand, the hand is immediately filled to 5 skill cards and the opposing side receives a quest point.

Step 3: Determine hit value and process effects

Starting with the active player, the skill card played and all additional effects are evaluated. Markers can be generated or the hit value can be modified.

The hit value results from:

- the base value on the Hero/Heroine's profile card,
- plus the value of the skill card played
- plus the Fate cards from various effects and abilities drawn from the Fate deck

Furthermore, all other effects of the active side are carried out (e.g. receiving attack markers).

The defending player then determines a defense value from:

- the defense value on the Hero/Heroine's profile card depending on the damage type of the attack (physical defense for melee and ranged combat, magical defense for a magical attack)
- plus the value of the skill card played
- plus the Fate cards from various effects and abilities drawn from the Fate deck

Additionally, the defending player performs any additional effects. (e.g. receiving protection markers)

The effective hit value is determined from the base hit value minus the base defense value.



Step 4: Determine the dice pool

The active player determines their dice pool from:

- the dice value from the Hero/Heroine's profile
- plus additional dice per attack token spent (1 dice per token)

Once the dice pool has been determined, it can still be modified.

The defending player can reduce the dice pool by spending protection tokens. A spent protection token reduces the dice pool by 1 die per token.

Step 5: Determine Hits

The active player determines the number of hits by rolling the number of dice determined in step 4. A hit is scored when one die shows a value that is less than the effective hit value from step 3.

Critical hits counting as 2 hits can also be achieved if:

a 1 was rolled
a 20 was rolled
or the effective hit value was rolled

All hits achieved in this way are added up to give the total number of hits achieved.

If the effective hit value is 0 or negative, you can only go through critical hits (1 or 20) wounds are scored.

Step 6: Assign damage and effects

The target receives the number of damage tokens that indicate the number of hits from step 5, as well as effects (e.g. status effects) if the attack applies effects to the target.

For order purposes, damage tokens are distributed first, then effects.

If the number of damage tokens is equal to or higher than the target's HP limit, the target model is immediately removed from the field and is considered defeated. Effects no longer come into play here. Defeated models lose all status and combat tokens when they are removed from the table.



Example of attack action:

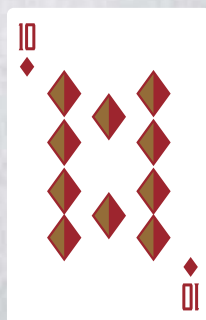
Max selects Kurado, moves the Hero into melee range, and takes an attack action. Kurado's target is in the front area, on the opposite field and is therefore a valid target. The target is Joshua.



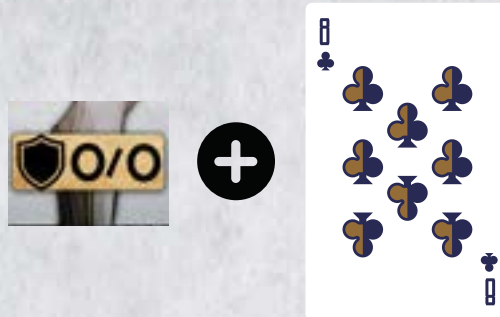
Both players choose a skill card from their hand and reveal it at the same time. Max chose a 10, Vuong chose 8.



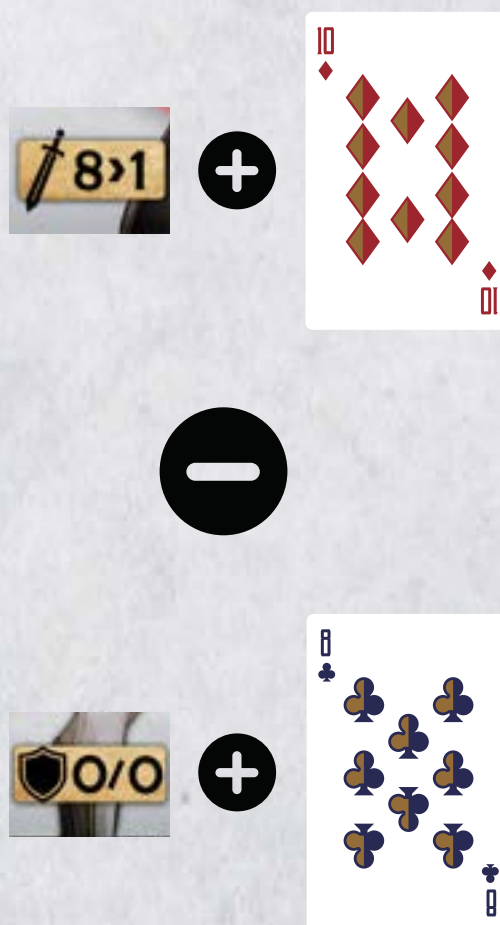
Max now determines the base hit value and resolves all effects. Kurado has a profile value of 8 and adds 10. The basic hit value is therefore calculated from $8+10=18$.



Vuong determines the base defense value from the physical defense profile value (0), since Kurado's attack is a melee attack. Added to this is the value of the skill card (8). So the base defense value is 8.



To determine the effective hit value, the base defense value is subtracted from the base hit value: 18-8=10.



The effective hit value is therefore 10.

With the effective hit value in mind, Max forms the dice pool with 3 dice, according to Kurado's profile value. There are no attack tokens on Kurado, nor does Joshua have any protection tokens on him. This leaves the dice pool at 3 dice.



Max takes 3 dice and throws them. A 2, a 14 and a 20 are rolled. 2 is below the effective hit value, therefore a normal hit, 14 is above the effective hit value and therefore not a hit. The 20 is a critical hit.

Kurado's attack inflicts 1 wound and 2 additional critical hit wounds. Joshua still has a wound from a previous attack. All wounds combined equal his HP limit ($3+1=4$). He is removed from the field. Poor Joshua, but he still has a phoenix feather marker...



This ends the attack action and all cards played are placed in the discard pile of the respective decks (skill cards in the skill card discard pile, Fate cards in the Fate card discard pile).



EFFECTS AND MODIFIERS

Effects and modifiers

A game of Crystal Collapse is made by the players' tactical decisions, sophisticated manoeuvres and a multitude of combinable effects. We explain all the rules here.

Combat markers

Combat tokens can be spent during an attack action to activate their effects. All combat tokens are removed at the end phase.



Attack tokens can be spent during step 4 ("Determine Dice Pool") of an Attack action to add 1 die to the dice pool.



Protection tokens can be spent during step 4 ("Determine Dice Pool") of an Attack action to remove 1 die from the dice pool.



These markers are an important resource in the fight against the dark forces. In addition to the Fate cards, they modify the damage enormously.



God cards

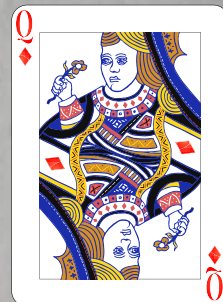
Face cards (Jack, Queen, King, Ace and Joker) in the skill deck are called god cards. Each card has a special effect:



Shiva the Ice Queen

Shiva (Queen), is valued at 10 when played.

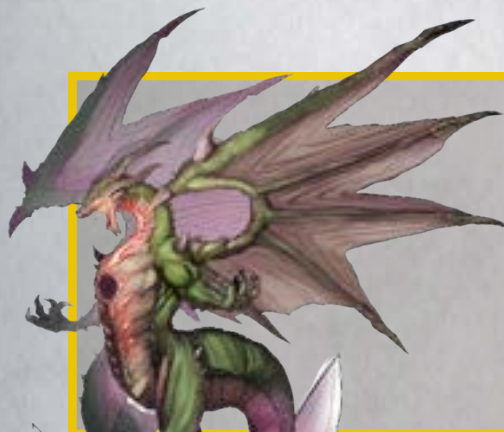
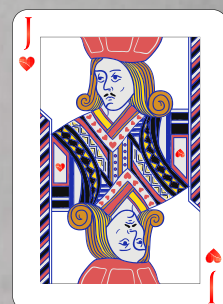
During an attack action, the defender receives a fate card.



Ifrit the Source of Fire

Ifrit (jack), is valued at 10 when played.

During an attack action, the attacker receives a fate card.



Wind Dragon Garuda

Wind Dragon Garuda (Ace), is valued at 10 when played.

During an attack action, the Hero receives a protection token.



Brahma the Titan

Brahma the Titan (King) is valued at 10 when played.

During an attack action, the Hero receives an attack token.





God King Odin

God-King Odin (Joker), can be counted as any card in the skill deck, with all additional abilities. E.g. Another god card can be chosen, such as a king and its ability value 10 and an attack marker can be used.



In addition to the cards' abilities when played during an attack action, face cards can also be used to activate active abilities. Face card effects are not applied during this ability activation.

Example: A King of Diamonds is used for Kurado's Charge ability. This ability can be activated by the diamond symbol. The charge allows one attack action. While executing the ability, the attacker does not receive an attack token because the Brahma effect is not active.

To get the Brahma effect, another Diamond card must be used to activate Charge and the King of Diamonds must be played during the Charge action.



Status Effects

Status markers indicate certain status effects that Heroes can suffer from. These tokens can be obtained through various skills.

Paralysis



If an attack or ability inflicts paralysis, the target gains a paralysis token. A Hero with a paralysis token cannot make a movement while activated. All Paralysis tokens are removed at the end of the activation of the model that received the token.

Delayed Damage (DOT)



The delayed damage, or DOT effect (“Damage Over Time”) can be applied to opposing Heroes using skills and the target Hero receives a DOT marker. A DOT token, when activated, deals 1 damage token per DOT token to a model. After activation, remove 1 DOT token..

Silence



The Silence effect prevents Heroes from drawing Fate cards. Models with a Silence token are not allowed to draw Fate cards and ignore all effects that would allow Fate cards to be drawn (e.g. god cards, maneuver effects, or abilities of Heroes). After activating the model suffering from Silence, all Silence tokens can be discarded.

Dazzle



Dazzled models receive a blind token when they receive this effect. Heroes with blind tokens cannot spend Attack or Defence tokens. After activating the model that has aperture tokens, all aperture tokens can be discarded.



Oh, I can't stand these at all! Status effects hinder Heroes enormously. It is best to steer clear of these effects and their users.

Personally, I don't need such tricks, my fire will teach them...

Instant Effects

Some effects are applied once and have no further effect. These effects are called instant effects. Unless otherwise stated, these instant effects are resolved during an attack action in step 6 (“Assign Damage and Effects”).

Displace X

A target is moved X number of spaces away from the attacking model. The active player determines the direction diagonally or orthogonally in a line. Targets cannot pass through obstacles. If a target hits an obstacle before moving X spaces, the target receives a damage token, also known as impact damage. In this case, Heroes (both friend and foe) are viewed as obstacles. If the player is displaced onto a space with a Hero model or destructible terrain feature, the obstacle model also receives a damage marker.



If a model is pushed over an edge from a hex of height H2 or higher to a lower hex, the target takes fall damage. The target is not moved any further.



Secondary Damage X

Some abilities deal secondary damage. An attack is carried out without a skill card and has X number of dice in the dice pool.

The effective hit value is represented exclusively by the base hit value of the active Hero/Heroine. No additional modifiers are added and targets cannot defend themselves (either using Skill Cards or Fate Cards). The target's defense value is ignored.

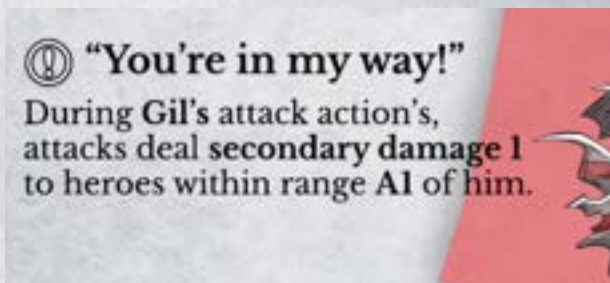
Combat tokens cannot be used while secondary damage is being resolved.

Secondary damage can also deal critical damage.

Example:

Gil performs an attack on his main target, Hector. After the main battle is resolved, each model in A1 of Gil must suffer secondary damage 1.

Gil has a base hit value of 5, so he must roll a dice for each target that is to receive secondary damage and determine the wounds as usual.



Manoeuvre effects

Crystal Collapse rewards good positioning of the Heroes with additional effects. This allows players to gain a tactical advantage through the possibilities of the terrain pieces on the playing field or through incorrect decisions made by their opponent when moving.

Back Attack

If the active Hero is standing behind the target, the model receives a Fate Card and an Attack Marker during the attack action.



Height Advantage

If the Heroes involved are at different heights during an attack action, the Hero with the height advantage (higher position) receives a fate card during an attack action.



Example: Lisara attacks Feena, Feena is at a lower elevation level than Lisara. Lisara therefore receives 1 Fate card at the base hit value for the attack action on Feena.



Example: Lisara attacks Feena, Feena is in a higher position than Lisara, so Feena receives 1 Fate card to her defense value against Lisara's attack.

Pincer Attack

If a target is attacked between two models (e.g. a model in the front and back area or on a left and right flank), the attacking model receives an attack token for this attack action.



Outnumbered

During an attack action, if a friendly model is within range A1 of the target, attacking Heroes receive 1 Fate card for this attack. If a friendly model of the target is within range A1 of the target, the target receives 1 Fate card. If friendly models in range A1 are within range A1 of other enemy models, they are not counted for determining superior numbers.



Example: Lisara chooses Roland as the target of an attack action and Joschua is in A1 to Roland. However, since Joschua is also in A1 to Kurado, Lisara does not receive the Outnumbering bonus for her attack action.

Frontal Attack

If a target faces the active model and an Attack action is taken, the target receives a Fate card while defending.



If you have the opponent in front of you, you can fend off the attack better. That still won't stop Lisara!

Determine Attack Angle During a Ranged Attack Action

To determine the angle of attack for a ranged attack action, the active player draws a line from the nose of the model's bases to any field edge of the target to which he/she has visual contact and chooses an attack position, applying the appropriate effects.

Example: Viktoria performs a ranged attack against Hana. She can draw a clear line of sight to 2 field edges.

A: Hana's front facing which would give Hana the manoeuvre modifier for a frontal attack.

B: Hana's side area. Here neither Heroine would receive a manoeuvre modifier.

The active player chooses variant B, an attack into the side area as it is the most advantageous outcome given the options.



Phoenix feathers

In Crystal Collapse, the quests indicate the number of re-entries or respawns of the Heroes. This rule is represented as Phoenix Feather X, where X is the number of Phoenix Feather tokens that Heroes receive to set up the game.

Example: In the quest “The Crystal Puzzle” the Phoenix Feather 1 was defined. This means that each Hero receives a Phoenix Feather token.

If a Hero is removed from the field and he/she still has Phoenix Feather tokens, he/she can be deployed back into the deployment zone in the tactics phase by spending a token.

Example: Kurado takes 3 damage from an attack, has reached his HP limit and is removed from the field.

Since, according to the quest “The Crystal Puzzle”, Phoenix Feather 1 is active and he falls for the first time, Kurado can be deployed again in the next tactics phase by spending a Phoenix Feather token. His time had not yet come.

Model re-entry occurs during the tactics phases in the Resolve Effects step.



Phoenix feather markers



Example of an attack action with modifiers:

Vuong selects Hana as the next Hero. He moves his model to his target, Nagold, at range 1. To activate Hana's active ability "Shadow Leap," Vuong plays a ♠ card and places Hana on the space behind Nagold.



HEY!



Ahh, little kitty! I'll show you... Where did she go?!



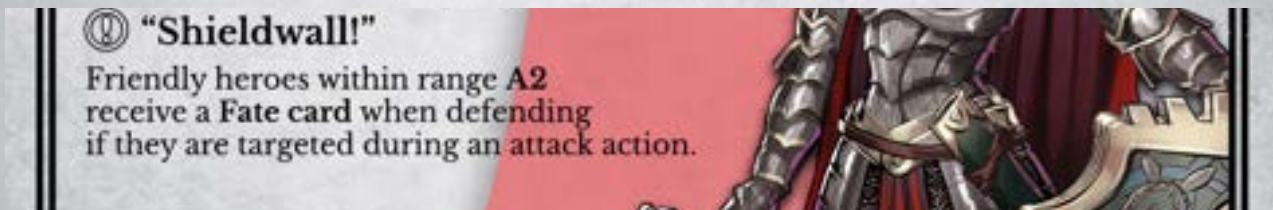
After moving, Hana takes an attack action, Max and Vuong choose their cards. Vuong plays a joker, Max chooses to play it as an Ace. As the active player, Vuong first carries out all of his effects and determines his base hit value.

For his joker, Vuong chooses a jack, thereby receiving a fate card. Hana is behind Nagold. In return she receives an attack marker and another fate card. Hana's passive ability grants her another attack token.

Vuong draws 2 Fate cards, a 3 and a 4, and calculates a base hit value of $6+10+3+4=23$ with 2 attack tokens.



Now it's Max's turn to determine his defense value.
He receives a Fate card because he is positioned in the area of effect of Lisara's passive ability.



Because of Nagold's passive ability, Max draws 2 fate cards, a 4 and a 2, and chooses the 4. His base defense value is calculated from $0+10+4=14$.





This results in an effective hit value of $23-14=9$. Vuong forms the dice pool with 2 basic dice +2 more for the attack markers.

Vuong rolls the dice and gets 1,13,15 and 17 as a result. Unfortunately, apart from the critical hit with the 1, nothing hit. Nevertheless, Nagold is dangerously close to the LP limit...

When evaluating the modifiers, always pay attention to the order of the players, first the attacking side, then the defending side. Players can resolve the effects and modifiers in any order. Here, however, effects should be announced one after the other in order to avoid confusion.



HAHAHAH did you think I would fall so easily little kitty!? Now I will wipe you from the face of the planet!!.....Blood will be spilled!!!





BACKGROUND



Valeria

Valeria is protected by a network of powerful mother crystals. These crystals are the heart of four major cities: Vaaland, Besalia, Rosenburg and the sunken Nabodies.

The power of these mother crystals is vital as they keep at bay the dreaded poisonous mist known as "Odin's Breath" that is inexorably engulfing the continent.

Each of these cities is home to an influential order of knights whose primary task is to protect the Mother Crystals. These knightly orders are led by nobles and the rulers of the capital cities. But despite their royal status, the hands of these nobles are tightly bound, for at the head of each order sits a mysterious and powerful judge. These judges are immortal and their true identities are hidden behind magnificent magical armour.

Through the power of the mother crystals, the judges strictly rule over the residents of Valeria. Their control extends to every aspect of life. People live in awe of these immortal judges who decide the fate of the population.

Valeria is a world full of magic, mystery and secrets. The relationship between the Mother Crystals, the Knights, and the Judges is the key to the stability of this continent. As people go about their daily lives, Valeria's fate lies in the hands of these powerful and mysterious forces.

Life Under The Rule Of The Judges

Life under the government of the Judges is anything but easy for the people of Valeria. The cornerstone of all technology and magic in Valeria are the so-called Shards, small crystal fragments scattered throughout the world. These shards are used by humans to harness magic or power their airships. But these valuable resources are hard-earned; many people work in dangerous mines or search for them throughout the world.

Countless people work in difficult conditions, living in poverty, while the wealth gained from these shards ends up in the hands of a privileged few, the nobles and the wealthy elite in the capitals.



But a thriving economy based on crystals has developed along the Macalania trade route, which stretches from Vaaland to Rosenburg. The lure of quick riches attracts many young and adventurous souls to the trading streets, hoping to find their fortune as a member of one of the Macalania guilds.

This stark contrast in opportunities and the distribution of wealth has created complex and challenging social dynamics. As young and eager adventurers embark on their journey, they seek not only wealth, but also the opportunity to challenge the status quo that the Judges have established.

In this land of contrasts, the people of Valeria face a daily struggle for a better life, where the hunt for splinters and the dream of prosperity is a path paved with difficulties and challenges.



The Continent Of Valeria And It's Territories



Vaaland, the proud kingdom at the center of Valeria, is the epitome of power and innovation. The largest mother crystal, a source of incredible magical energy and a symbol of the connection between people and gods, sits here. Under the rule of the powerful judge Barbatos, political and technological developments are closely intertwined. Vaaland is the heart of the continent and the place where the future is written.



Besalia is not only a centre of power, but also home to the best swordsmen on the entire continent. They form the backbone of Valeria's military strength and are known for their outstanding skills and bravery. Under the leadership of Judge Bahamut, Besalia plays a crucial role in the defense and security of the continent.

The City of the Sword is a place where the arts of sword fighting are revered and perfected. This is where legends are born, and the warriors of Besalia are symbols of strength and honour in the world of Valeria.



In the desert of Gysha you will find the mysterious people of Myra, once people who were sent into exile by the judges and now live as cat-like creatures in this desert. The desert holds puzzles and secrets as the Myra search for redemption and answers to their curse. Here, in seclusion and spirituality, they live in harmony with nature and guard the secrets of their unique existence.



Rosenburg was once the proud seat of the powerful Knights of the Rose and an important power factor in Valeria. Here, Judge Albedo has been slumbering in an icy sleep in the magnificent rose garden for over 2,000 years. This is the reason why the revolutionary army was able to take the beautiful city of Rosenburg so easily.

Today, Rosenburg is a symbol of democracy and freedom that is a thorn in the side of the Judges. A war would upset the delicate balance, and the Judges are watching Rosenburg closely, looking for mistakes and loopholes to bring the still free countries back under their control. Rosenburg has left its past behind and has become a place of hope and freedom.



Nabodies, once a magnificent land, has been plunged into ruin by the insatiable desire of Judge Hanma, the Titan. 800 years ago, Odin's breath engulfed the entire land, and no one knows what became of its inhabitants. But the judges hold up Nabodies as a deterrent example to keep people compliant.

Nabodies is a reminder of the destructive power of greed and the relentless control of judges. It is a place that serves as a warning in history books about abuse of power and selfishness. The once prosperous nation has now disappeared into the depths of Odin's breath, and its fate stands as a warning message to all who would rebel against the judges.

Heroes Of Valeria

On the following pages you will find all the information about the individual Heroes from Crystal Collapse, as well as descriptions of their classes. Each Hero belongs to a class, which represents an archetype of the characters as they act on the field.

They are unique in their characteristics to overcome Valeria's dangers. These are the protagonists of the first wave, but on their journeys they will meet other brave adventurers, cutthroats and more dangerous individuals...





Hector de Maris XIV

Hector de Maris

Hector is determined to achieve his goals through his own strength and is willing to search for answers in the Palantir of Power. He is the first person known to have absorbed the power of the crystals, highlighting his determination and willingness to push boundaries.



Nobles

True to their name, Nobles are born into the highest echelons of society, endowed with unmatched wealth, power, and abilities beyond the reach of the average person. Engaging in combat with them is not merely reckless but exceptionally unwise.



Lisara von Rosenberg

Lisara von Rosenberg is the last remaining noblewoman from the venerable Rosenberg line. After losing her hometown to the revolutionary troops, she found refuge in Vaaland. Here she swore to fight to recapture Rosenberg and restore her family's glory.

Lisara is a brave and determined leader who is willing to sacrifice everything to complete her mission and retake Rosenberg. Her determination is a source of inspiration for all who fight alongside her.



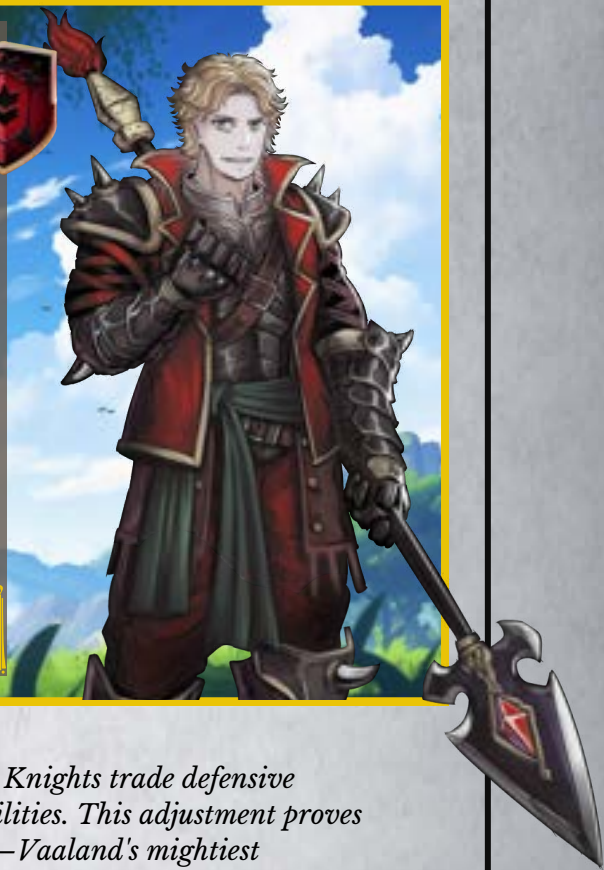
Paladin

In Valeria, paladins embody unmatched fortitude, courage, and steadfastness, standing as the elite warriors. Their indomitable spirit and commitment to justice make them insurmountable forces, inspiring allies and instilling fear in foes. Amidst chaos, these champions emerge as beacons of hope, their valour echoing through legendary tales.

Joschua Loxford

Joschua was born into a noble family of the Kingdom of Vaaland who were known for their magical abilities. But he wasn't attracted to the idea of becoming a magician. Instead, he dreamed of adventure and Heroic deeds.

Joshua joined the royal military, far from the eyes of his family and noble society. He worked hard to prove himself and showed a natural aptitude for combat and reconnaissance. He eventually became a member of the legendary Dragon Slayers, an elite reconnaissance unit of the Kingdom of Vaaland.



Dragon Knight

Diverging from their martial counterparts, Dragon Knights trade defensive prowess for enhanced mobility and attacking capabilities. This adjustment proves essential as they confront their favored adversaries—Vaaland's mightiest creatures, the Dragons.

Nagold Edel

Nagold, the magician, was born into a world steeped in magic. But his heart longed for knowledge that went deeper than ordinary magic. At the renowned magical school Allmanach, he learned the arts of magic from the best.

But while his classmates delved into the mystical arts, Nagold was driven by an insatiable curiosity and a desire for knowledge that went beyond the boundaries of magic



Black Mage

Masters of mystic arts, Black Mages command potent spells capable of erasing their enemies in the blink of an eye. Their proficiency lies in obliterating opponents through devastating elemental attacks.





Kurado Besalia

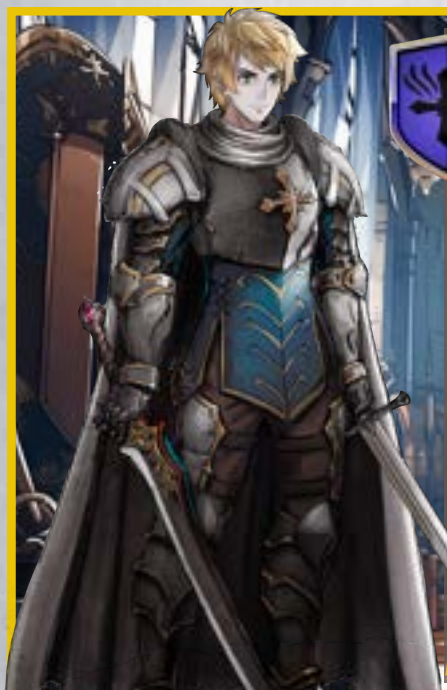
Kurado Besalia, the respected prince of Besalia, is accused of killing King Norfrom de Maris IX of Vaaland. This accusation has thrown the kingdom into turmoil, as Kurado Besalia is not only a respected noble, but also the Supreme Knight of Besalia, who has always been known as a loyal follower of Vaaland.

Kurado, once revered as a noble knight and prince, now finds himself at the center of one of the greatest mysteries and scandals in Vaaland's history. People are divided between the hope of his innocence and the uncertainty about what actually happened.



Knight

The Knight class embodies the forefront of offensive power, boasting robust resistance against physical attacks along with immense strength and precision in direct, close-quarters combat. Choosing them lays a sturdy foundation for a team, providing a reliable backbone for your strategic endeavors.



Roland Besalia

Roland Besalia, Kurado's shy brother, was deeply shocked by the latest developments. Roland is a master of fighting with two swords and has always relied on Kurado's wisdom and guidance. The accusation against his friend and brother has torn his world apart.

Together with his childhood friend Viktoria, Roland set out to find Kurado with the hope of finding answers and solving the mystery surrounding the terrible accusation.



Swordmaster

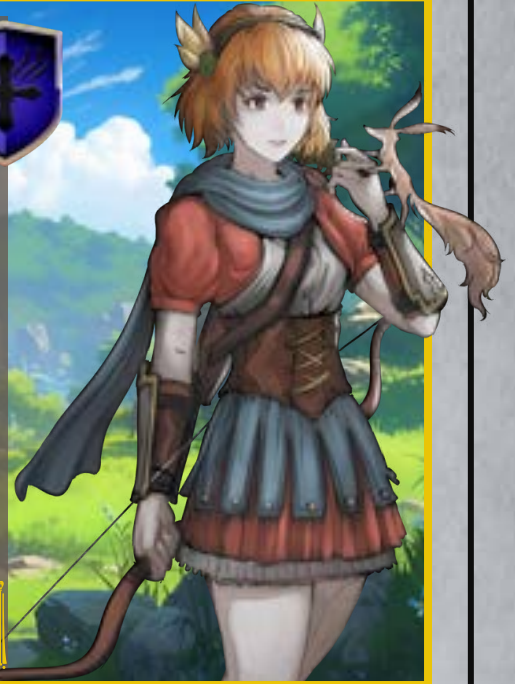
Masters of the sword, these virtuosos wield their blades with unparalleled skill. With seamless grace, they can effortlessly sever their opponents' limbs, showcasing their prowess without breaking a sweat. Ever prepared for a duel, they stand ready to demonstrate their exceptional abilities at any moment.



Viktoria

Viktoria is a determined and courageous companion who searches for Kurado alongside Roland Besalia. As a childhood friend of Roland and a close confidant of the Besalia family, she feels a deep connection to Kurado and is determined to uncover the truth about the accusations.

Together with her faithful companion, the squirreelfox Noodle, she managed to discover Roland's trail when he left without her.



Ranger

Wandering the untamed wilds, Rangers share an unbreakable bond with nature, steering clear of the trappings of civilization whenever possible. Embracing a rugged way of life, they emerge as formidable allies, their strength making them invaluable companions for your team.

Lily

Lily may seem like a young, inexperienced girl, but don't underestimate her. Behind her innocent facade lies an illusionist with sophisticated skills. Expelled from the magic school of Allmanach, her actions landed her in a cell in Oldenburg, the seat of the red magicians, where she met Kurado.

She managed to escape together with Kurado and have been unwilling companions ever since.



Blue Mage

Rare and selectively bestowed, Blue Mages possess a unique power reserved for the chosen few. Proficient in the art of illusion, they skilfully manipulate their targets, casting spells that can sow doubt about even their own existence. In their adept hands, illusions possess the potential to inflict harm, for even the most ethereal falsehoods can be perilous when wholeheartedly embraced as reality.





Taro the Master Alchemist

Taro came from a mysterious Myra people, a group of nomadic cat people who were once humans before they were struck by an ancient curse.

Taro spent years researching and studying the secrets of alchemy. He discovered a formula that seemed to lift his people's curse. But something went wrong in his experiment to break the curse, and Taro found himself in the form of a small, elephant-like creature.



Alchemist

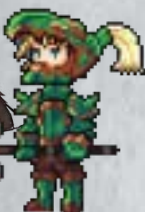
Alchemists, scholars immersed in the realm of science, eschew traditional magic, leaning instead on their expertise and understanding. Whether crafting healing salves or concocting explosive vials, an alchemist stands as a dependable ally, ready to assist when the situation becomes dire!



Gil

Gil has always been a hot-headed warrior with a strong sense of justice. He came from a proud line of fighters in the Myra community, and from an early age he was groomed for the role of protector of his people.

But although he was excellent in the art of fighting, he had little patience and his temperamental nature often got him into trouble, most of which he could only get out of with brute force.



Enforcer

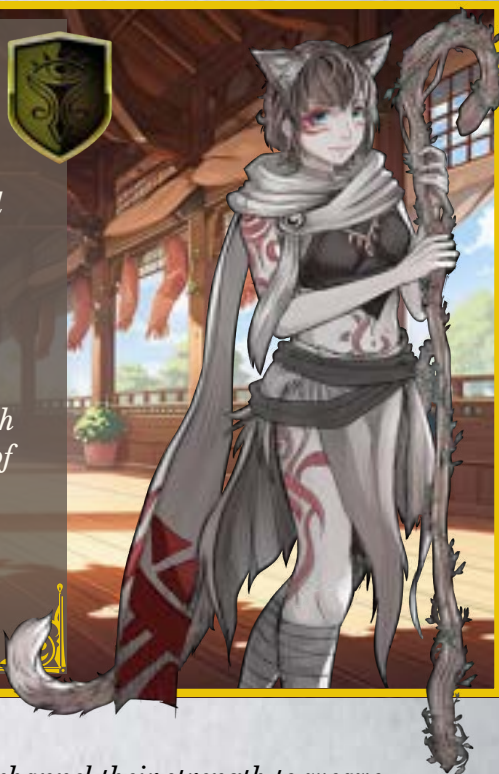
Equipped with formidable two-handed weapons, the enforcers emerge as relentless war machines on the battlefield. Those fortunate enough to endure an encounter with these formidable giants often find themselves transformed into shattered beings, utterly bereft of their once indomitable fighting spirit.



Feena

The crystals have a mysterious attraction for Feena, and she feels that she must discover something in them. This inner connection is so strong that she even called off her engagement.

Feena is determined and courageous, ready to roam the deserts of Gysha and face the challenges to learn the truth about her connection to the crystals. Her journey is full of puzzles and danger.



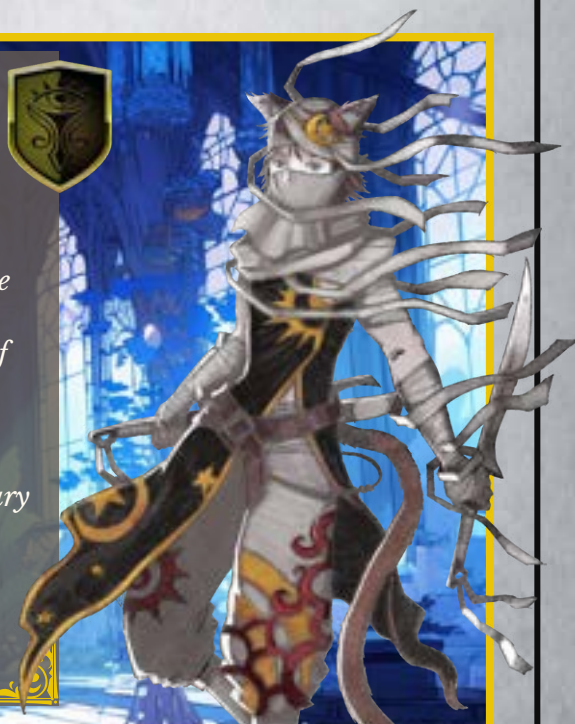
White Mage

Infused with unwavering faith, White Mages channel their strength to weave curative and protective enchantments, serving as conduits for divine forces. Venturing into battle with the favor of the gods bestows a rare fortune upon any group.

Hana

Hana was one of the last survivors of the mysterious Windrunners, a brotherhood of assassins who lived in the shadows of the mountains of Myra. They were a community dedicated to protecting the powerful mages of Myra.

The Windrunners were masters of stealth and covert missions, and their skills in the field had reached legendary status. Over time, however, their brotherhood had dwindled and Hana was one of the few remaining.



Assassin

"...and in the blink of an eye, he crumpled to the ground, DEAD!" The assassins of Valeria reign as the harbingers of fear in the city's alleys. Lurking within the shadows, their presence becomes apparent only when the grip of fate tightens, leaving unsuspecting victims with no chance to escape the impending doom.



BORDERLINE CASES



Borderline cases and special situations

Crystal Collapse thrives on its many effects and tactical decisions. Situations can arise that we have not considered in detail here in the rule book, although we take great care to formulate a suitable rule for everything. In this section we look at a few of them. Should players encounter such a situation, please contact us.

In the game you can also decide a rules dispute with a dice. Both sides roll a die as usual, whichever has the higher value wins. As in the initiative, you can modify the value with a card. Being right also costs resources in this game....

Borderline cases with passive abilities

Each Hero has special, passive abilities that are activated in certain situations.

Abilities that affect friendly Heroes, also called aura abilities, always only affect the friendly Heroes. They do not affect the Hero with the ability (aura wielder), unless explicitly stated.

Skill effects are stackable, meaning a Hero can benefit from multiple skills. The effective range of the aura is checked continuously during an action, meaning that they must be within the aura range while performing the action. If Heroes step out of the aura area during an active ability, they lose the bonus effect.

Unless precisely defined, all effects that become active in the attack action are carried out in attack action step 3 ("Determine hit value and resolve effects").

If passive abilities become active on both sides, the attacker's effects are resolved first, then the defender's effects, as described in attack action step 3 ("Determine hit value and resolve effects").

Example: Lisara gives Hector a Fate card while he is being attacked, which is drawn in Attack Action Step 3 if Lisara is within range A2 of Hector.

Kurado performs his active ability "Charge" against Hector and is currently within range A2 of Viktoria. Using the move action of Charge, Kurado leaves Viktoria's aura area. His Attack action does not benefit from Viktoria's passive ability. If Kurado had remained within aura range while initiating the attack action, he would have received an attack token in attack action step 3 ("Determine hit value and resolve effects"). Additionally, part of the "Charge" ability is to displace the target by 2 squares. Should this displacement of Hector mean that he is no longer within A2 of Lisara, he will not benefit from the bonus fate card for any subsequent damage.

Players can decide whether they want to apply the influence or effect of a friendly aura ability to their active Hero.



Borderline victory conditions

It can happen that both sides reach the victory conditions in one round, usually when both sides have collected 8 quest points. In this case, the side that has more Phoenix Feathers left in play wins. If there is still a tie, the active player wins.

Displace borderline cases

Displacement against the edge of the field is treated as if it were blocking terrain and, if damaged, deals damage to the displaced model.



Welcome to Crystal Collapse



The flames of war are spreading across the continent of Valeria, the assassination of the King of Valand threatens to shake the balance of power, because while Odin's Breath is slowly spreading in the south, the continent is sinking into the revolutionary war sparked by the lack of resources.

Crystal Collapse is a tactical miniatures game inspired by the great tactical Japanese role-playing games (T-JRPG) of the 1990s.

This book contains all the rules you need to play Crystal Collapse.