

# Rulebook Arctic Ignited

## 1. Goal of the game

By capturing 4 out of 5 territories on the Arctic, the moment someone has captured 4 territories then that person is the winner

## 2. Setup Field

1. Arrange cards as on the right, placing the 5 territory cards in a row. With one player who has two territories and the second player which has three territories
2. The starting player is the one that only has two territories. In this case it would be the lighter player



## 3. Setup Cards

1. Construct the Order Deck: Assemble the Order Deck by including cards from Division A, Division B, Division C, as well as Tactics and Logistics cards. This deck forms the backbone of your strategic choices throughout the game.
2. Select Your Doctrine: Each game offers a choice of three Doctrine Cards, namely Blizzard, Charge, or Avalanche. Upon selection, add your chosen Doctrine Card to your Order Deck, ensuring it becomes a part of the six-card lineup.
3. Position Standard Units: Establish your defensive and offensive capabilities by placing the standard units on your base. This includes Rifleman A, Rifleman B, and the specialized Frostbite unit.
4. Formulate the Reinforcement Deck: Prepare for dynamic gameplay by creating a reinforcement deck that includes Rifleman A, Rifleman B, and the versatile Piercer unit.
5. Integrate Additional Cards: Enhance your strategic options by adding three additional cards with numbers ranging from 3 to 6. Remember to set aside any remaining cards, as they will not be utilized in this game setup.
6. Maintain Secrecy: To preserve the element of surprise and strategic depth, it's imperative not to reveal your selected cards to your opponent. This includes keeping your Doctrine card concealed until gameplay begins.

## 4. Actions

1. Reinforce: Strengthening your forces is pivotal. Utilize your Reinforcement Deck to bolster units, paying the requisite cost indicated in the card's left corner. The currency for this enhancement comes from your Division or Logistics cards. While Division cards are limited to their specific units, Logistics cards offer broader support. Remember, committing a card to reinforce means setting it aside for the turn; only at turn's end can you finalize the reinforcement, aligning the card's value with the corresponding unit.
2. Attack: Engage enemy units head-on with decisive strikes. When selecting a target within the same row, ensure you consider Range values, dictating how far your unit's attack can reach. Roll the dice, aiming for results equal to or exceeding the attack value. Success means eliminating the adversary; failure results in a missed opportunity.
3. Move: Maneuvering across the icy terrain can be a game-changer. Command units to shift to adjacent rows, repositioning for tactical advantage or defensive positioning.
4. Conquer: Expansion is key. To claim new territories, flip them to your faction's side. However, conquests come with conditions—territories must be devoid of enemy presence to be claimed, emphasizing the importance of strategic positioning and awareness.

## 4. Rounds & Turns

1. Determining the Starting Player: The player with one fewer territory begins the game as the starting player. This strategic nuance often favors the more experienced player, adding depth to the initial setup.
2. Card Selection & Sequence: Players strategize by selecting the next three cards they intend to play, positioning them face down in front of them in the desired sequence. This hidden planning phase adds a layer of suspense and anticipation.
3. Card Abilities & Limitations: Different cards possess distinct capabilities. Division cards, identified by their top right corner, can only interact with units of the matching division. Meanwhile, Tactics & Logistics cards offer versatility but come with limited actions.
4. Two-Phase Structure: Each round unfolds in two distinct phases. Initially, players reveal and activate their pre-selected cards, adhering to the predetermined sequence.
5. Sequential Activation: The sequence is meticulously structured: starting with the starting player's top card, followed by the opponent's top card, alternating until both players have resolved their three selected cards. Every card must trigger an action if possible, ensuring continuous engagement.
6. Strategizing the Second Turn: After the initial activation phase, players delve into the second turn, placing their remaining three cards in their preferred order. This phase mirrors the first, further solidifying strategic maneuvers.
7. Rotating Initiative: A pivotal aspect of the game's dynamics is the alternating initiative. The player who began the first round yields the starting position to their opponent in the subsequent round. This strategic shift ensures that momentum is continually challenged and redefined.
8. Victory & Continuation: The tactical dance continues round after round, with players vying for dominance. The game persists until one player successfully achieves victory, marking the culmination of their strategic endeavors.

## Returning cards to the reinforcement pile

In Arctic Ignited, commanders can revive all fallen units by discarding an "Order" card. This strategic move, possible at any time when cards in hand, offers a chance to bolster forces. However, it can only be done once and the revival reduces available orders for subsequent rounds, demanding careful balance between immediate needs and long-term strategy.