ALCHELEMENTAL
Duel on the Elemental Astral Plane

Setup: Units are sorted and Power units are placed on (called to) the marked power node hexes.

Goal: Eliminate both opposing power units or occupy both opponent power nodes.

Power units are special - all faces have the same element but actions points and strength are only 1 and they cannot impel. They can move in any direction with no matching required.

Calling a unit to the board

Calling a unit to the board does not use an action and the called unit can be moved immediately. A unit may be called mirrored or non-mirrored and with any initial facing.

When both of your power nodes are occupied by the matching power units:

A new unit can be placed on (called to) the board on any of your own unoccupied edge hexes (hexes that share a face with your shaded edge area).

Otherwise:

A unit can only be called to one of your own unoccupied power node hexes. If both nodes are occupied no new units may be called.

Once all units have been called, no further calls are possible. Eliminated units cannot be called again. There are a total of 24 units per player. *Units that can mirror have a mirrored label on the flip side making 34 unit labels per player.*

Only one unit can occupy a hex. Entering an occupied hex requires an Impel action eliminating the opposing unit. You cannot Impel your own unit.

A turn consists of one player initiating **2 catalyses** *followed by* the other player initiating **2 catalyses**.
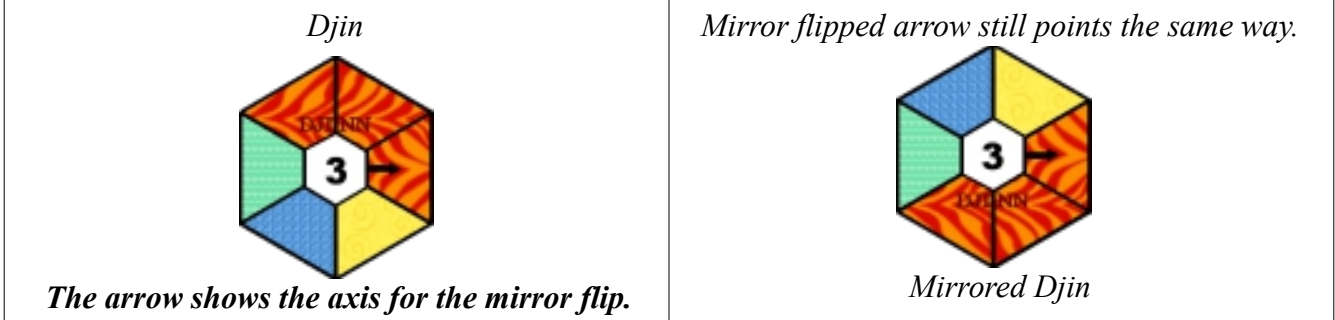
A catalysis consists of selecting (or calling) a unit then having it perform a number of actions not exceeding that unit's action number. *The action number equals the strongest element in the unit.*

The Djin has 3 Fire faces giving it an action number of 3.

ACTIONS

Mirror: a ***non-symmetrical*** unit mirrors (flips over) without changing the orientation facing

Djin	*Mirror flipped arrow still points the same way.*
The arrow shows the axis for the mirror flip.	*Mirrored Djin*

Spin: a unit rotates shifting facings by <u>one or more</u> faces

Djin spun clockwise by 2 faces

Move: move to an adjacent unoccupied hex

Impel: attempt to move to an adjacent opponent occupied hex

***To Move or Impel a unit must have a facing element match
(either hex element or occupying unit's facing element)
with the target hex or a hex adjacent to both mover and target.***
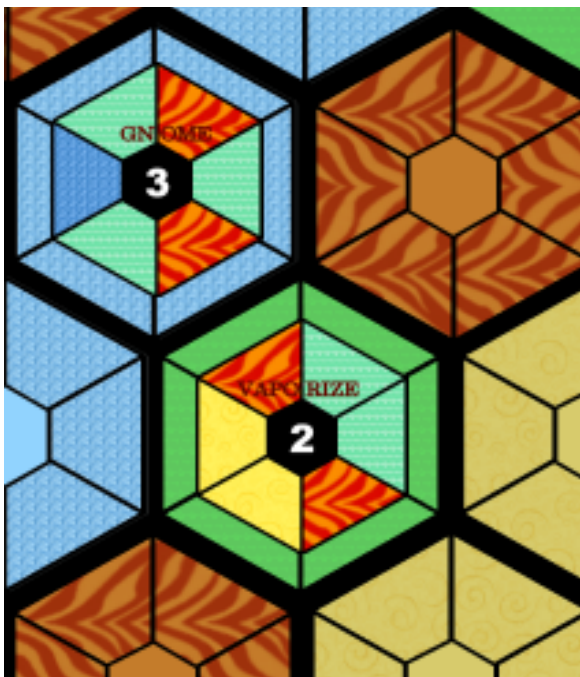
The VAPORIZE unit matches none of the surrounding hexes and would be unable to move if not for matching the face of the GNOME unit.

Since it has a match it can move to either of the hexes adjacent to the matching GNOME.
It cannot impel its own unit.

ALCHELEMENTAL REACTIONS

Attempting to move to an opponent occupied hex causes an <u>alchemical elemental</u> **reaction** with the <u>moving unit</u> **impelling** and the <u>target unit</u> **repelling.**

The **sides** of the units **that face each other** determine the **reactive elements.**

Unit Basic Strength is the <u>number of sides</u> it has with the <u>reactive element.</u>

Adjustments are based on the elemental circle. Same/opposite = 0 adjust. Adjacent = +1 or -1 adjust.

Reaction Adjustments
Positional – (both impel and repel) unit reactive element vs the hex it occupies
Relative – (impel only) impel reactive element vs target hex
Interactive – (impel only) impel reactive element vs target reactive element

Reaction Results
Impel **greater** than Repel: target is eliminated and moving unit occupies the target hex
Impel **equal** to Repel: target reacts with mirror followed by spin, mover does nothing
Impel **less** than Repel: mover and target both react with spin

Reactive Spins
Impel and Repel elements are *same* element : unit spins clockwise by 1 face
Impel and Repel elements are *opposite* elements : unit spins anti-clockwise by 1 face
Impel and Repel elements are *adjacent* elements : unit spins by 1 face in the direction away from the opposing element on the elemental circle (Earth vs Fire = Earth clockwise, Fire anti-clockwise)

Reactive results are applied, consuming any remaining action points.
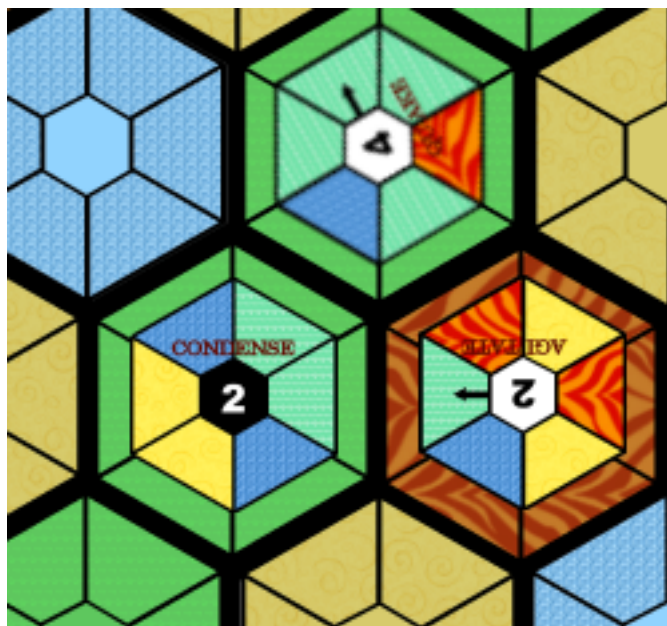
The Dark CONDENSE matches the AGITATE face, the QUAKE hex, the blue hex and the yellow hex next to it. It can go in **any** direction since the remaining 2 hexes are each adjacent to a match.

CONDENSE impels AGITATE
Earth impels, Earth repels
Condense (impel) has 2 Earth faces
Agitate (repel) has 1 Earth face
Positional
Agitate = Earth vs Fire = −1 to repel
Condense = Earth vs Earth = 0 to impel
Relative = Earth vs Fire = −1 to impel
Interactive = Earth vs Earth = 0 to impel
Resolution
Agitate = Repel = 1 − 1 = 0
Condense = Impel = 2 - 0 -1 - 0 = 1
Impel > Repel = Agitate eliminated

Rows are numbered from the Light player's left to right
 R1 R2 R3 R4 R5 R6 R7 R8   (numbered 1 to 16 on the larger board)

Calling a unit to the first or last row gives a choice of hexes
 Left, Right (and on the larger board Center)   L   C   R

DIRECTIONS - toward light player is Left, toward dark player is Right
                           UL   UR   L   R   DL   DR
                    UpLeft   UpRight   Left   Right   DownLeft   DownRight

A move begins with selecting an onboard unit or calling an offboard unit to the board.

Select: [select] unit
ex: "select djin" = "djin"

A <u>offboard unit is called</u> to the board by its <u>name and elemental facings</u> (elements and facing directions sufficient to force correct spin and mirror – not all six faces).

An <u>onboard unit is selected</u> by its <u>name</u>.

ex: "gnome water L" *specifies a gnome with its sole water facing left*
ex: "dissolve fire L-UL" *since dissolve needs 2 facings to describe spin status*
ex: "meteor air L water DR" *meteor must be mirrored to match these facings*

Call: call unit facings row[position]
ex: "call meteor air L water DR R4" , "call sylph water R R16C"

ACTIONS: (unit is optional if stated in select or call, direction <u>or</u> target required but not both**)**

Mirror: mirror [unit]
ex: "mirror" or "mirror still"
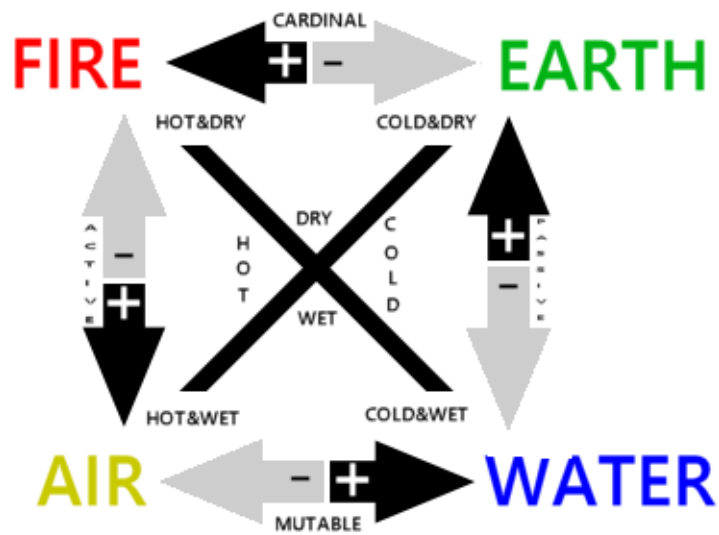
Spin: spin Clock/Anti #faces
ex: "spin A2" , "spin flood C1"

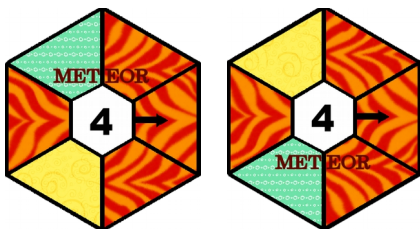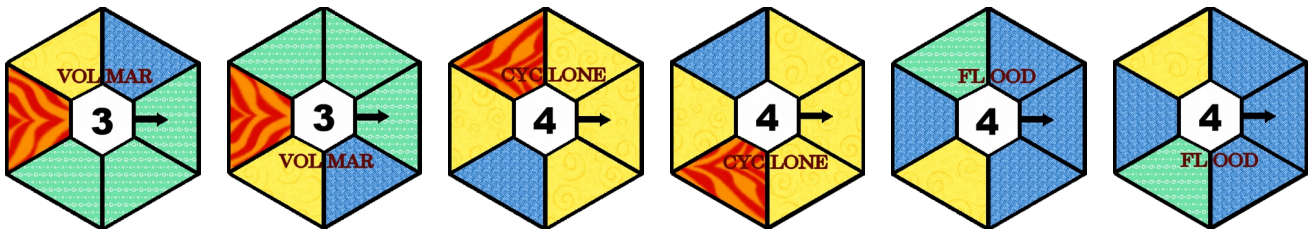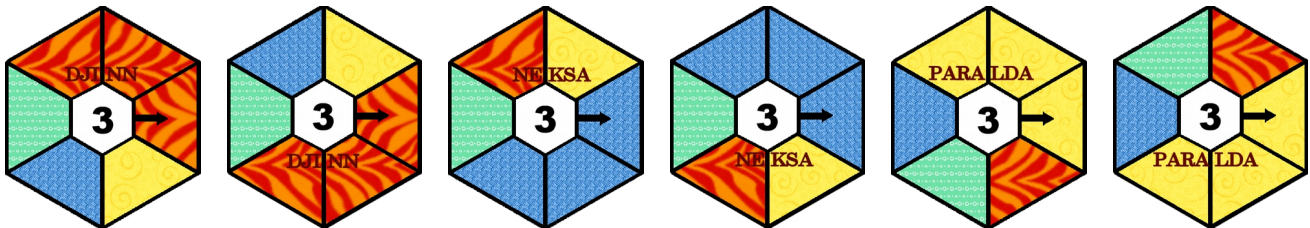[unit] **move** [unit] { directions **UL , UR , L , R , DL , DR }**
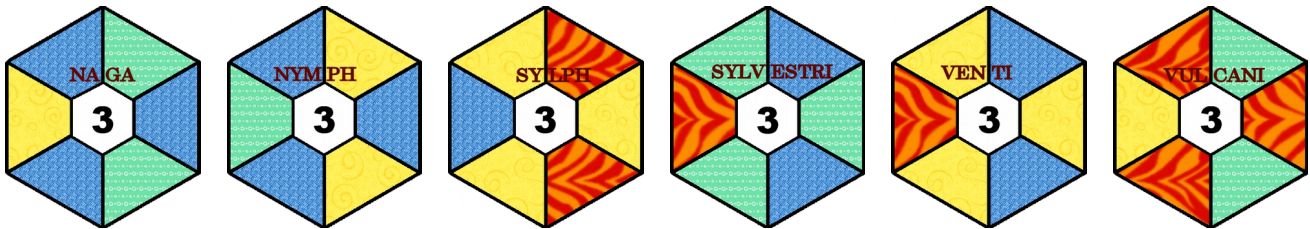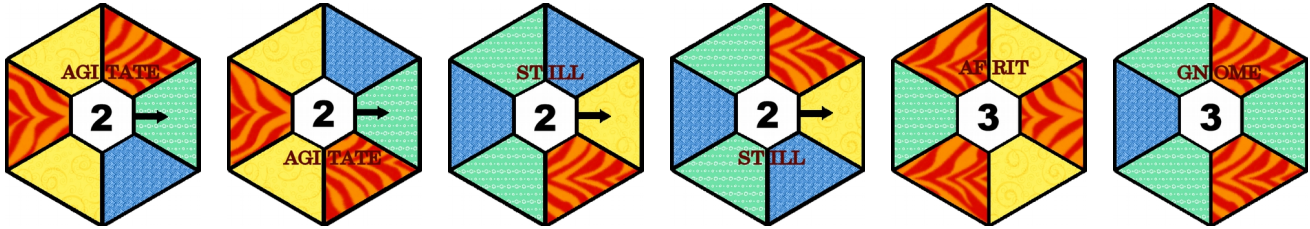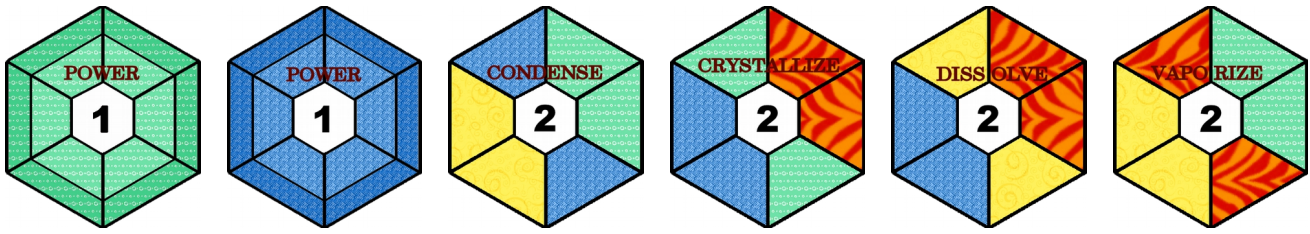ex: move UL , move paralda R, afrit move L-UL-U *(afrit moving 3 hexes)*

[unit] **impel { direction [target] , [direction] target }**
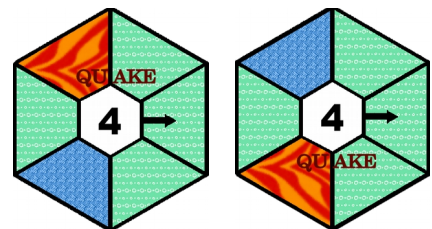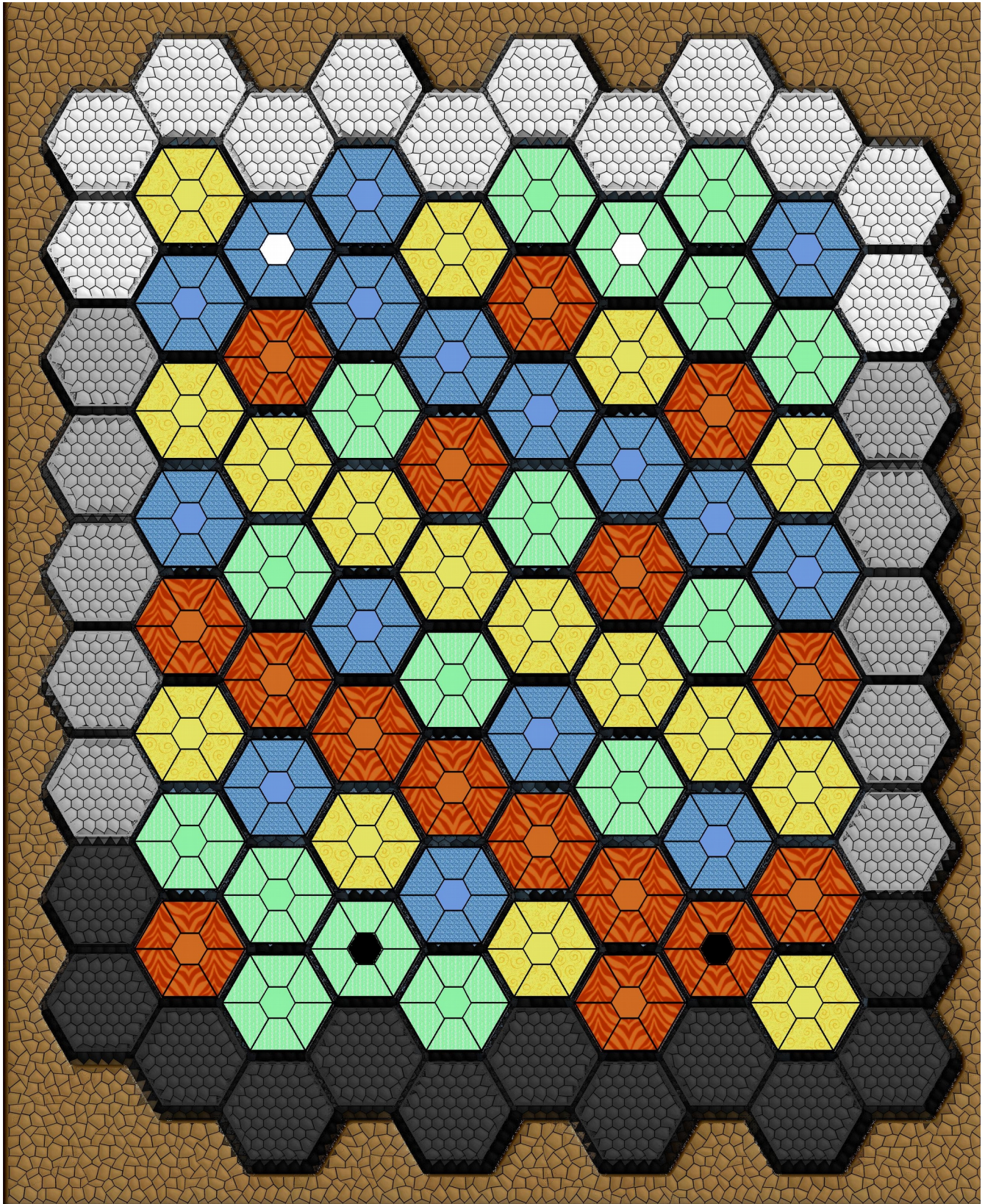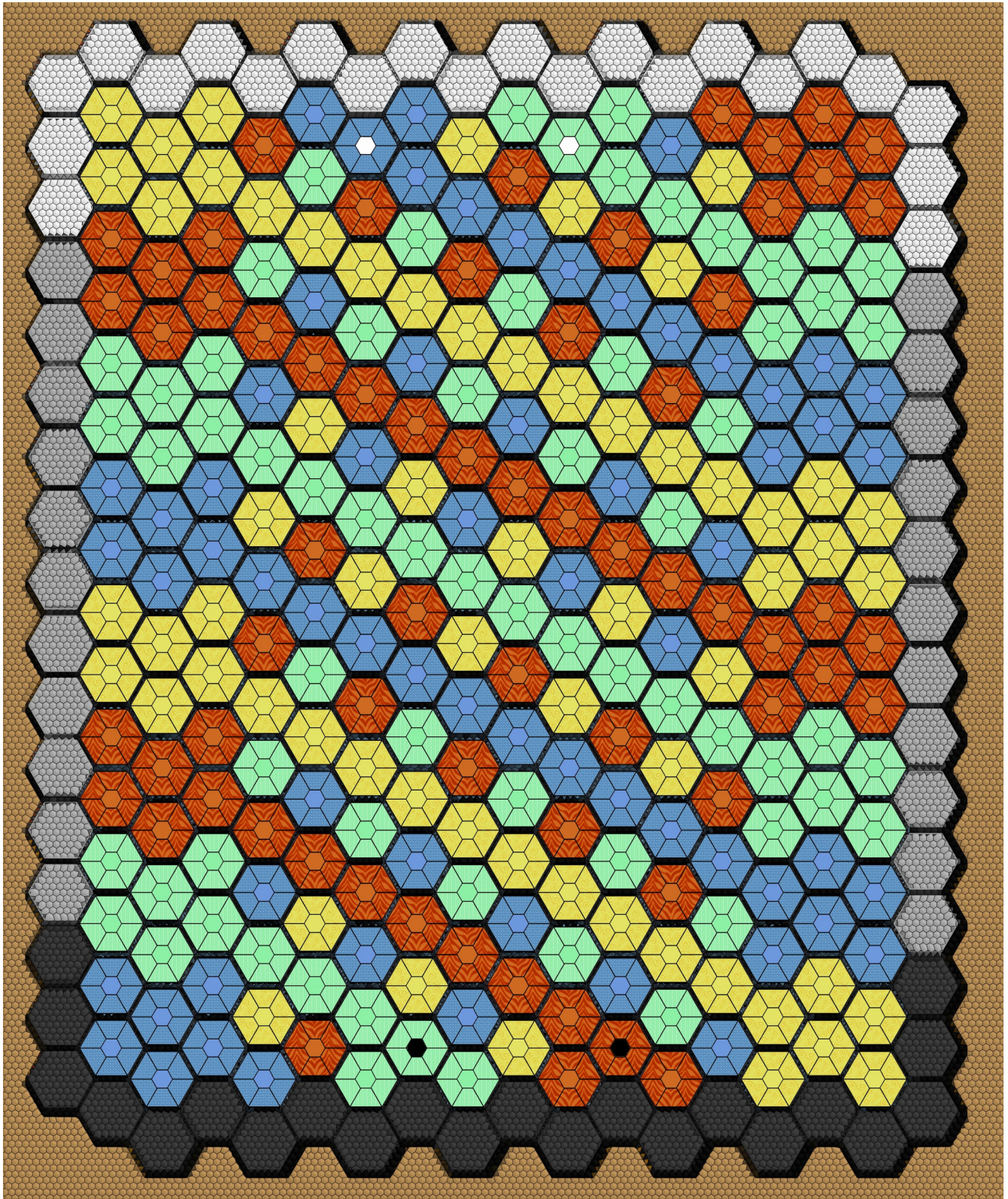ex: impel crystalize , impel DL gnome

The Elemental Circle

POWER 1

POWER 1

CONDENSE 2

CRYSTALLIZE 2

DISSOLVE 2

VAPORIZE 2

AGITATE 2

AGITATE 2

STILL 2

STILL 2

AFRIT 3

GNOME 3

NAGA 3

NYMPH 3

SYLPH 3

SYLVESTRI 3

VENTI 3

VULCANI 3

DJINN 3

DJINN 3

NEIKSA 3

NEIKSA 3

PARALDA 3

PARALDA 3

VOLMAR 3

VOLMAR 3

CYCLONE 4

CYCLONE 4

FLOOD 4

FLOOD 4

METEOR 4

METEOR 4

DARK UNITS

QUAKE 4

QUAKE 4

| POWER 1 | POWER 1 | CONDENSE 2 | CRYSTALLIZE 2 | DISSOLVE 2 | VAPORIZE 2 |

| AGITATE 2 AGITATE | AGITATE 2 | STILL 2 | STILL 2 STILL | AFRIT 3 | GNOME 3 |

| NAGA 3 | NYMPH 3 | SYLPH 3 | SYLVESTRI 3 | VENTI 3 | VULCANI 3 |

| DJINN 3 DJINN | DJINN 3 | NEIKSA 3 | NEIKSA 3 NEIKSA | PARALDA 3 | PARALDA 3 PARALDA |

| VOLMAR 3 VOLMAR | VOLMAR 3 VOLMAR | CYCLONE 4 CYCLONE | CYCLONE 4 | FLOOD 4 | FLOOD 4 FLOOD |

LIGHT UNITS

| METEOR 4 | METEOR 4 METEOR | | QUAKE 4 | QUAKE 4 QUAKE |

Duelling Pit

Battleground

The Alchemical Engineer's Handbook : Syllabus Initia Elemental

Litany of Making

A hexad faceted tridrate or quadrate composed of {solos, duets, trios, quartets} with opposing elements not adjacent makes a structure with symmetry or handedness. Quartets only form as triplet plus single, never as twins.

Power Node Cautions:

A node in Air damages the operator. Opposite nodes explode. Matched nodes implode.

Maker's Chant

Earth plus Fire or Earth plus Water, **burning wood or muddy water.**

ELEMENTAL UNITS

Elemental units consist of 6 facets and hold at least 3 elements with opposites not adjacent. Forces, Lords, and Activities are left / right handed and can be mirrored while Elementals and Processes have mirror symmetry and lack handedness.

Activities: ABCDCD / ADCDCB

	AGITATE *Quadrate* *Active Mix Duet Singles* **strength F2E1W1A2** *left / right handed*	2 Fire mingled with 2 Air plus 1 Earth and 1 Water *will mirror* **Orientation: Earth** *cardinal passive*
	STILL *Quadrate* *Passive Mix Duet Singles* **strength F1E2W2A1** *left / right handed*	2 Water mingled with 2 Earth plus 1 Air and 1 Fire *will mirror* **Orientation: Air** *mutable active*

Processes: AABCCB

		CRYSTALLIZE	2 Fire and 2 Water separated by 2 Earth
		Tridrate *Opposing Duet Twins* **strength F2E2W2**	*symmetrical*
		DISSOLVE	2 Fire and 2 Water separated by 2 Air
		Tridrate *Opposing Duet Twins* **strength F2W2A2**	*symmetrical*
		CONDENSE	2 Earth and 2 Air separated by 2 Water
		Tridrate *Opposing Duet Twins* **strength E2W2A2**	*symmetrical*
		VAPORIZE	2 Earth and 2 Air separated by 2 Fire
		Tridrate *Opposing Duet Twins* **strength F2E2A2**	*symmetrical*

The Cosmologic Irregularity and the Elements: *(reference the Elemental Circle)*
A BRIEF HISTORY and UNDERLYING CONCEPTS

The Forces, Quartet Tridrates which precede the irregularity, have no bias and orient from hub to primary element. They lack the element opposite their primary.

As the Forces rushed outward excessive Fire gave a slight clockwise bias to the rim, anti-clockwise to itself, and backfed creating the schism between active and passive.

Quartet Singleton Inversion Decay changing Quartet Triplet/Singletons to Trio Triplets plus opposing Solos gave rise to the 4 Lords as Trio Triplet Quadrates with the irregularity expressing as the anti-clockwise orientation of the Djin and the reverse mirroring between Active and Passive elemental Lords.

The Lords birthed the Trio Singles Tridrates, the Elementals, which once again lack the element opposite their primary. These are symmetrical with no orientation or mirroring.

The 8 Elementals balance the Wheel, establish the Plane, fuse the Air-Earth axis with the Active-Passive and Cardinal-Mutable axes, fuse the Fire-Water axis with the Hot-Cold and Wet-Dry axes, and birth both the Duet Twin Twin Quadrate Activities and the Duet Twin Twin Singles Tridrate Processes.

The two Activities, being concerned with making matter active and energy passive, orient along the Earth-Air axis. Processes are opposite Twins with a Duet Singles buffer.

Lords: AAABCD / ADCBAA

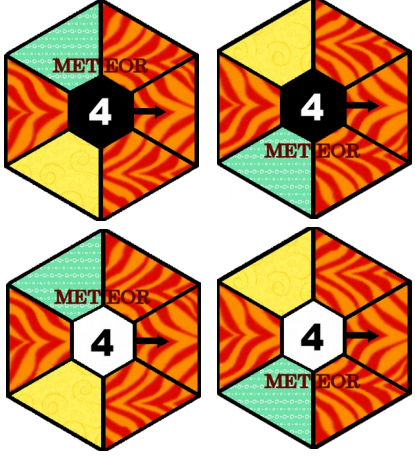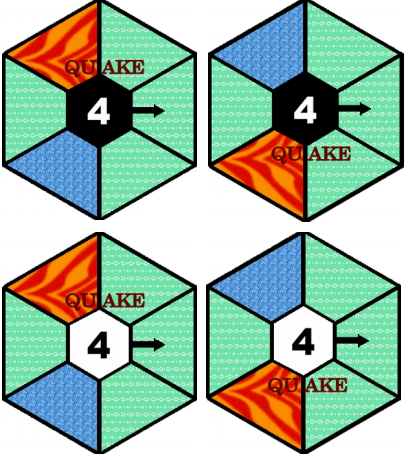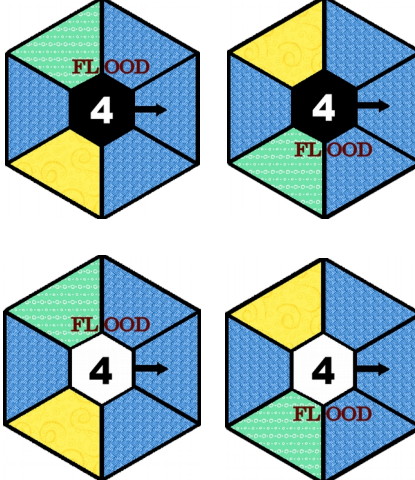|		
	DJIN *Fire Triplet Quadrate* *left / right handed* *reverse mirrored* *(ADCBAA / AAABCD)* **strength F3E1W1A1**	3 Fire plus 1 each of the other elements *will unmirror* **Orientation: Fire by Air** *anti-clockwise*
	VOLMAR *Earth Triplet Quadrate* *left / right handed* **strength F1E3W1A1**	3 Earth plus 1 each of the other elements *will mirror* **Orientation: Earth by Water** *clockwise*

|	**NEKSA** *Water Triplet Quadrate* *left / right handed* **strength F1E1W3A1**	3 Water plus 1 each of the other elements *will mirror* **Orientation: Water by Air** *clockwise*
	PARALDA *Air Triplet Quadrate* *left / right handed* *reverse mirrored* *(ADCBAA / AAABCD)* **strength F1E1W1A3**	3 Air plus 1 each of the other elements *will unmirror* **Orientation: Air by Fire** *clockwise*

Elementals: ABACAB

	AFRIT *Tridrate* *Trio Singles Duet Singles* **strength F3E1A2**	3 Fire mingled with 2 Air plus 1 Earth *symmetrical*
	VULCANI *Tridrate* *Trio Singles Duet Singles* **strength F3E2A1**	3 Fire mingled with 2 Earth plus 1 Air *symmetrical*

		GNOME *Tridrate* *Trio Singles Duet Singles* **strength F2E3W1**	3 Earth mingled with 2 Fire plus 1 Water *symmetrical*
		SYLVESTRI *Tridrate* *Trio Singles Duet Singles* **strength F1E3W2**	3 Earth mingled with 2 Water plus 1 Fire *symmetrical*
		NYMPH *Tridrate* *Trio Singles Duet Singles* **strength E1W3A2**	3 Water mingled with 2 Air plus 1 Earth *symmetrical*
		NAGA *Tridrate* *Trio Singles Duet Singles* **strength E2W3A1**	3 Water mingled with 2 Earth plus 1 Air *symmetrical*
		VENTI *Tridrate* *Trio Singles Duet Singles* **strength F1W2A3**	3 Air mingled with 2 Water plus 1 Fire *symmetrical*
		SYLPH *Tridrate* *Trio Singles Duet Singles* **strength F2W1A3**	3 Air mingled with 2 Fire plus 1 Water *symmetrical*

Forces: AABACA / AACABA

	METEOR *Fire Quartet* **strength F4E1A1**	3 Fire faces then Air, Fire, Earth *will mirror* **Orientation: Fire (center)**
	QUAKE *Earth Quartet* **strength F1E4W1**	3 Earth faces then Water, Earth, Fire *will mirror* **Orientation: Earth (center)**
	FLOOD *Water Quartet* **strength E1W4A1**	3 Water faces then Air, Water, Earth *will mirror* **Orientation: Water (center)**
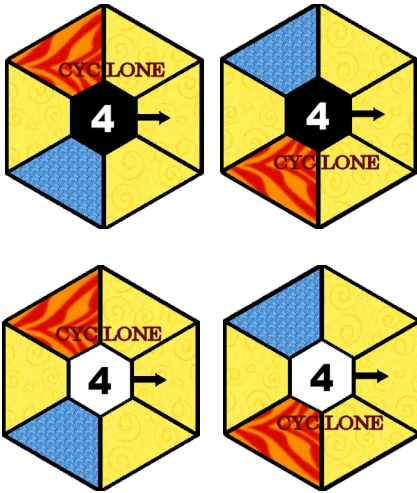
	CYCLONE *Air Quartet* **strength F1W1A4**	3 Air faces then Water, Air, Fire *will mirror* **Orientation: Air (center)**

End of Syllabus