Hewns

SETTING UP A GAME

HEWNS

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WHAT'S IN THE HEWNS GAME BOX?

The core game of Hewn contains the following components:

1 setup book (you're reading it!)
1 rulebook
1 scenario booklet
1 How do the Hewn models work? booklet
52 Alien Hewns comprising the following characters (called "Hewns".)

Big size (4)
1 Gombat
1 Cataclysm
1 Igil
1 Smeggs

Medium size (15)
4 Fogbears
2 Spricelos
1 Veyark
3 Midocondrian Scravelers
2 Major Miners
1 Blazooog (with Inclincs.)
2 Chailbine Zachs

Small size (33)

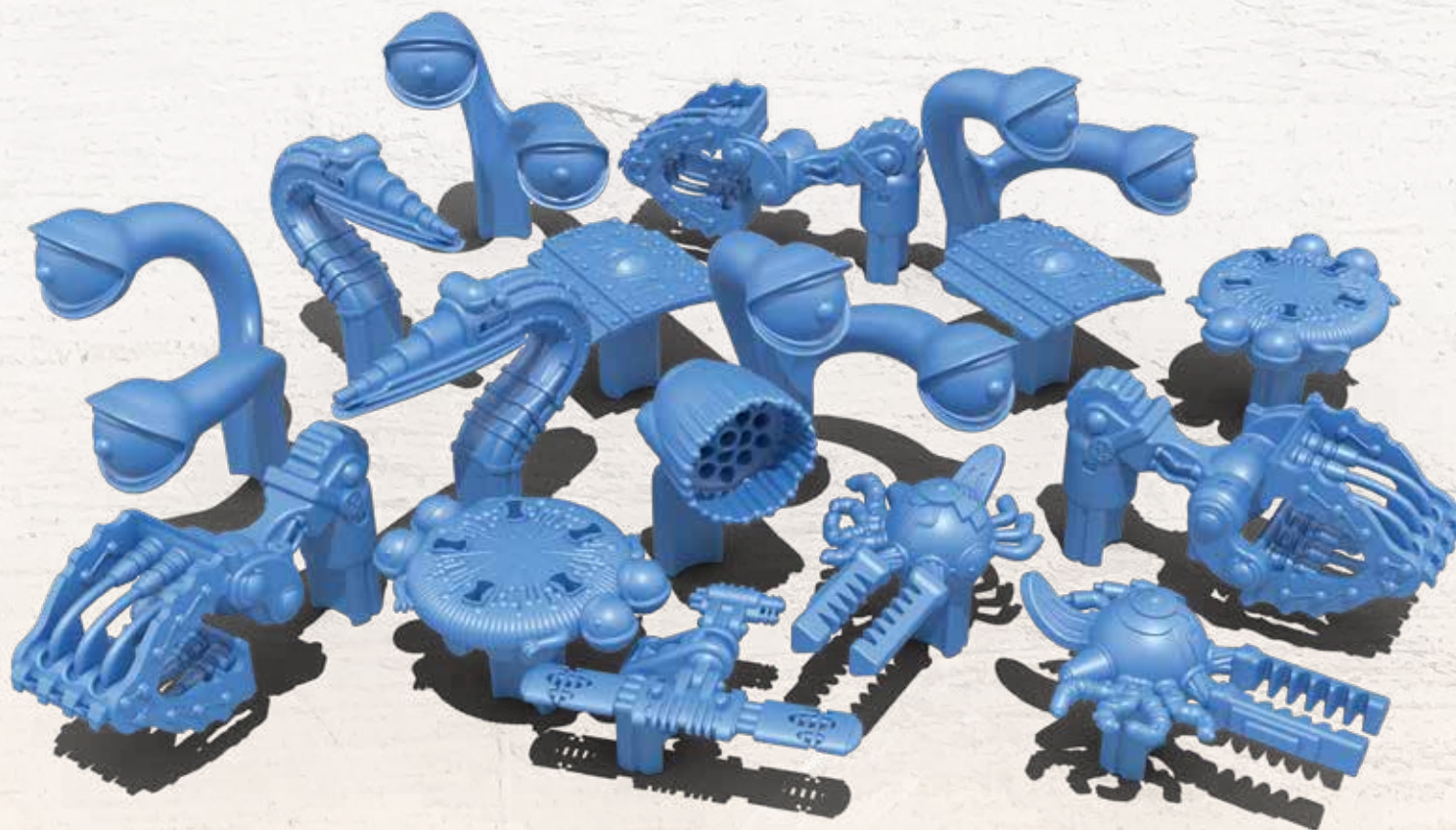|	
4 Dreampoggs	3 Skrunkes
3 Clampeyts	2 Four-way Gotlers
2 Snodbis	3 Flappchaps
4 Minor Miners	2 Sveanivos
3 Bliogs	5 Cloggs
2 Chumbees	

8 Veyark babies (3 that have "Sicket Sockets"; 5 that have "Nana Sockets")

90 control rods (20 in yellow; 20 in red; 20 in orange; 20 in blue, 10 clear.)

17 "Sicket socket" technologies:

4 Double eye Sicket socket attachments   1 Futanaz Sicket socket attachments
2 Sunger Sicket socket attachments   2 Fixito Sicket socket attachments
3 Mining Claw Sicket socket attachments   1 Suderer Sicket socket attachment
2 Mamabite Sicket socket attachments   2 Slocic shield Sicket socket attachments

Heart card inserts, "stone" hearts & green Substract gems:

24 Nanasocket attachments:

24 small heart card inserts
24 hewn "stone" hearts (6 of each colour)
9 green 3 legged gems

20 Nananbites
1 implosion bomb attachment
1 Major Gozzbag attachment
2 Gunana attachments

16 Bidoxes (Bidding drones.)

380 Substract sized tokens

1 glass timer filled with sand

200 Substract energy counters (green in colour)
180 dirty Substract energy counters (blue in colour)

Dice (66):

7 **Nanadice** (orange)

9 **Close combat** dice (pink)

8 **Area effect** dice (red)

2 **Hurt** dice (dark purple)

8 **Laser style** dice (yellow)

9 **speed defence** dice (royal blue)

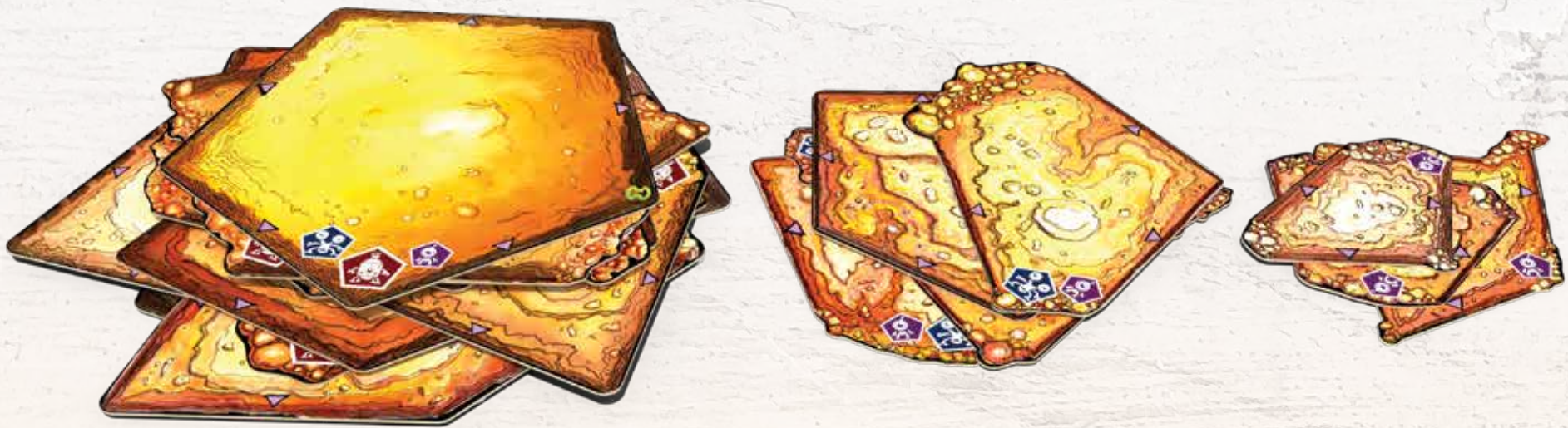3 **Danger** dice (black)

8 **Amour defence** dice (grey)

7 **Mining** dice (green)

5 **standard d10** dice (2 sea green blue transparent and 3 yellow transparent)

18 node tiles:
- 11 big sized nodes (with 3, 4 or 5 sides - all Hewns can travel within these nodes.)
- 4 medium sized nodes (with 3 or 4 sides - just medium and small Hewns can travel in these nodes.)
- 3 small sized nodes (with 3 or 4 sides - only small Hewns can travel in these nodes.)

18 ravine tiles including:
- 10 big ravine tiles (all Hewns can travel within these ravines.)
- 5 medium ravine tiles (just medium and small Hewns can travel in these ravines.)
- 3 small ravine tiles (only small Hewns can travel in these ravines.)
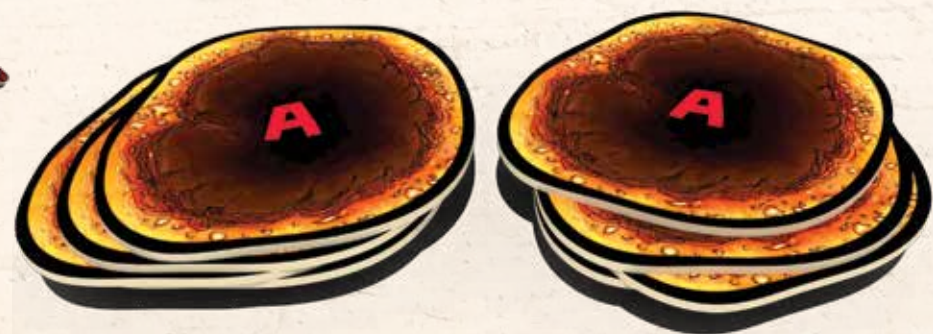
8 magnetic tunnel tokens (4 different tunnels each with two ends)

I measuring stick with a plastic centre: called the **Mudgestick**

4 big *"normal tunnels"* and 8 big **"end bits".**
5 medium-sized *"normal tunnels"* and 10 medium-sized **"end bits".**
6 small *"normal tunnels"* and 12 small-sized **"end bits".**

13 Entrances (6 big; 4 medium and 3 small sized entrances.)

25 mine tokens
- *12 normal mines* (11 are used in the base scenario Raw Substract.)
- *7 +1 mines* (6 are used in the base scenario Raw Substract.)
- *4 +2 mines* (3 are used in the base scenario Raw Substract.)
- *1 +3 mine*

10 damaged plastic tokens

24 danger tokens:
- 8 Snedj tokens
- 8 lava tokens
- 8 Planet attack tokens

95 cards:
33 small Hewn cards
15 medium Hewn cards
4 big Hewn cards
23 technology cards (2 are scouting cards and 21 technology cards.)
16 planet cards (8 mine cards, 1 "+1" mine card, 4 tunnel cards, and 3 stunned small Hewns cards.)
4 turn order cards (1,2,3 and 4)

1 Scenario template (Two sided for the two introductory scenarios.)

1 turn counter & 1 depleted mines counter

4 player screens (Red, yellow, blue, orange.)

GET STARTED

CHOOSE A SCENARIO FROM THE SCENARIO SECTION.

The scenarios included in this game are called "Raw Substract" and "Hidden Substract". (Details are included in the scenarios booklet.) *We recommend that you start with a game of "Raw Substract" to learn Hewns.*

(Remember to visit **www.hewns.com** - to find new scenarios and hints for playing the scenarios. Note: There are also rules for players wishing to play on very large maps or on smaller maps. (Useful for players with smaller tables.)

A picture of gameplay setup.....just before the planet cards are drawn.

1. Each scenario has a scenario card that accompanies it. Take that card and based on the number of players put the **turn counter** on the "1" (one) space of the **turn track.** Put the **depleted mines counter** next to the **depleted mines track.** Place some of the Green Substract heart gems next to the board. *(In "Raw Substract", place 7 "3-legged gems" next to the scenario board.)* Place the unused Gems back in the box.

2. Depending on the scenario, players should take the applicable starting components, miniatures and choose a colour to represent their forces.

   For example, in the Raw Substract scenario, each player receives:
   * *A single **Dreampogg.***
   * *A single **Heartcard stone** of their team colour. (The other stones are placed next to the game board and may come up for auction.)*
   * *All of the **Control rods** of their team colour.*
   * *Between 4 to 8 Bidoxes. (In a two-player game, 8 Bidoxes each; in a three-player game, 5 Bidoxes each; in a four-player game, 4 Bidoxes each.)*

CHOOSE PLAYER NUMBER ONE:

3. Shuffle the turn order cards and deal out 1 card to each player. The player who receives the "1" card is player 1 *for now,* and the player who got the "2" card is player 2 *for now,* and so on…then return any turn order cards **with numbers above the current game's number** of players to the box - they won't be needed for this game.

LAY OUT THE REMAINING COMPONENTS

4. Shuffle the various decks of cards and put them at the edge of the table:
   a. The big Hewn cards;
   b. The medium Hewn cards;
   c. The small Hewn cards;
   d. The technology cards;
   e. The planet cards;

5. Depending on the scenario, players may be required to deal the first auction out for all players to plan their auction strategy in advance. These Auction cards should be placed in the centre of the table, so that all players can get to them. *(In Raw Substract and Hidden Substract, players ARE REQUIRED to deal out 12 face-up cards: 1 Big Hewn; 2 Medium Hewns; 4 Small Hewns; 4 Technology cards – next to each other.)* **The stack of turn-order cards will be added to the upcoming auction in round 1 after the board is set-up.**

6. Place the required number of Substract (green) tokens as required by the scenario near the edge of the table *(Raw Substract requires 150 tokens)*; and all of the dirty (blue) Substract tokens that come with the game in a different pile near the edge of the table.

7. Place the unused heart stones near the edge of the table – some of them may be available for auction.

8. Group the miniatures based on type and place them near the edge of the table.

9. Group the Sicket Socket technologies and Nanasocket technologies and place them near the edge of the table.

10. Place the **Snedj nest, planet attack** and **lava** tokens near the table edge.

11. Place the mine tokens required by the scenario near the table edge. Put the rest of the mine tokens back in the box. (Raw Substract requires **11** *normal mines;* **6+1** mines; **3+2** mines.)

12. Place the damage tokens near the table edge.

13. Place the big nodes in a pile; big ravines in a pile; and do the same for the small and medium nodes and ravines. Do the same for the entrance spaces.

14. Place the magnetic tunnels, normal tunnels spaces & their end bits near the table edge in a way that the tunnels tokens are grouped together for easy use.

15. Place the **Mudgestick** near the edge of the table.

16. Place the different dice types in groups near the table edge.

BUILD THE MAP

Layodikeya is a planet that is filled with many narrow valleys/ canyons (called **Ravines**) that have been created by the violent eruptions of Substract as it breaks onto the surface of the planet from deep below. **Nodes** connect ravines to each other.

These ravines & nodes provide the best and most realistic defence against the planets harsh elements and therefore are what the units travel through.

RAVINE TILES

A Ravine tile has 1 to 3 spaces. Ravines are made up of either curved spaces and/or straight spaces. They can even have "Y" shaped spaces. The smooth flat ends of the ravines are where they connect to nodes. (Ravines have yellow triangles to show the points where they connect to the purple triangles of nodes.) *Rough and curved edges do not count as sides. (See pic.)*
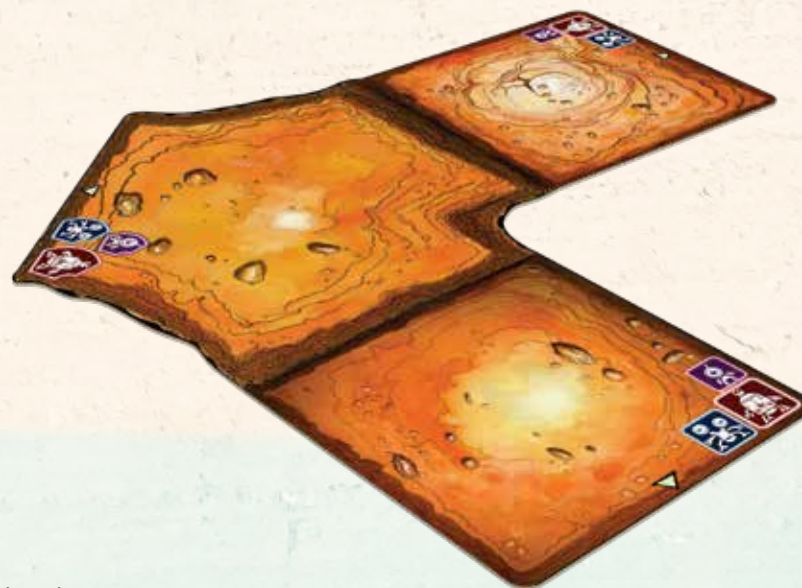

Y-shaped ravine

NODE TILES

A Node tile is always made up of one space. Nodes have 3, 4, or 5 smooth flat sides. (Nodes have purple triangles to show the points where they connect to the yellow triangles of Ravines.) Rough and curved edges are not regarded as sides.

CONNECTING RAVINES AND NODES

Ravines must not be attached to other ravines and neither can nodes be attached to other nodes. Only create an individual connection when a yellow triangle and a purple triangles point to each other.

Ravine

Node

Yellow triangle

Purple triangle
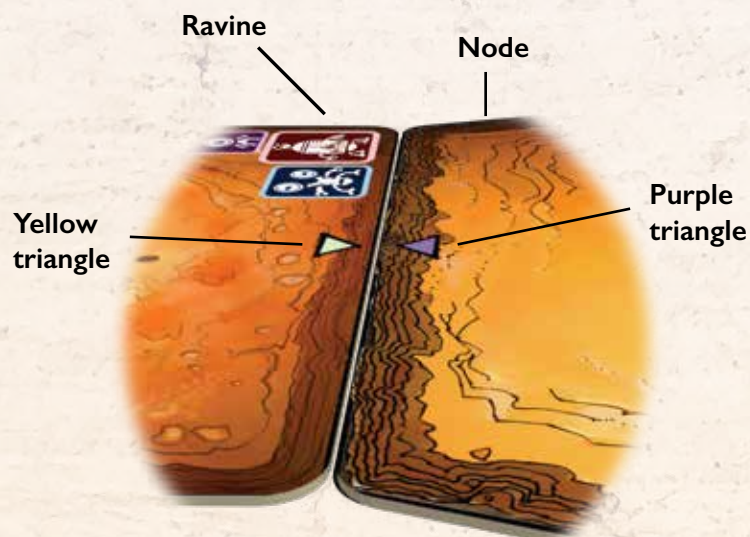
Ravines and nodes are either big, medium or small in size. These are the symbols used for nodes and ravines and also what constitute "big, medium and small sizes":

NODE   STRAIGHT RAVINE   CURVED RAVINE

BIG   MEDIUM   SMALL

Note: *Any ravine* (whether it's big, medium or small) *can be connected to ANY node* (whether the node is big, medium or small.) However, the game layout will always begin with big ravines and nodes, followed by medium ravines and nodes, followed by small ravines and nodes.

A Hewn's size limits where it can go: This Midocondrian cannot go onto small spaces because he is medium sized.

STANDARD WAY OF BUILDING THE MAP

The players need to **"build the map"**, laying down the tiles & entrances, and drawing cards before they do anything else.

Note: *Even though some scenarios will give players other ways of building the map, the standard way is shown here.*

- They place a big sized *central* node;
- Then they place big size ravines and nodes;
- Then they place medium size ravines and nodes;
- Then they place small sized ravines and nodes;
- Then they place entrances;
- Then they draw cards for mines, magnetic tunnels and Hewns already on the board. (These are called planet cards.)

1. Placing the big sized central node tile.

Each game will contain a central "node" tile which is the centre of the board. Player one will choose any big node tile with a * *symbol* (pic) and place it in the centre of the table. (All Central nodes have a * *symbol*.)

The Central Node has the 'Hewns" icon.

Central node

2. Players place the big ravine and big node tiles.

a) Player 1 chooses a big ravine tile from the stack of big Ravine tiles to connect to the central node. (Players can connect a *ravine to any unconnected side of a node*.) Then the same player connects a new big node tile to the other end of the same big ravine tile they just placed. (***Note:*** Players can use any leftover central node tiles as big nodes.)

b) Player 2 then chooses a big ravine tile and connects it to any available side of any big node *already placed*. (More than one ravine tile can be attached to a single node, provided there is an available side.) She then chooses a big node tile to connect to the other side of the ravine tile she just placed.

c) This carries on until players have placed the number of big ravine tiles (and big node tiles), that the scenario requires. *(For example: The Raw Substract game calls for 6 big ravine tiles and related node tiles to be placed.)*

Note: If a player places the Y -shaped ravine tile, they will need to place two node tiles on the end of the Y-shaped ravine that they have just placed.

3. Players place the medium ravine and medium node tiles.

• Following on from the last player who placed the last big ravine tile & big node, the next player to his left places the first medium ravine tile, which will be connected to any available side of any already placed big node. That player then chooses and attaches a medium node tile to the end of the ravine he has just placed.
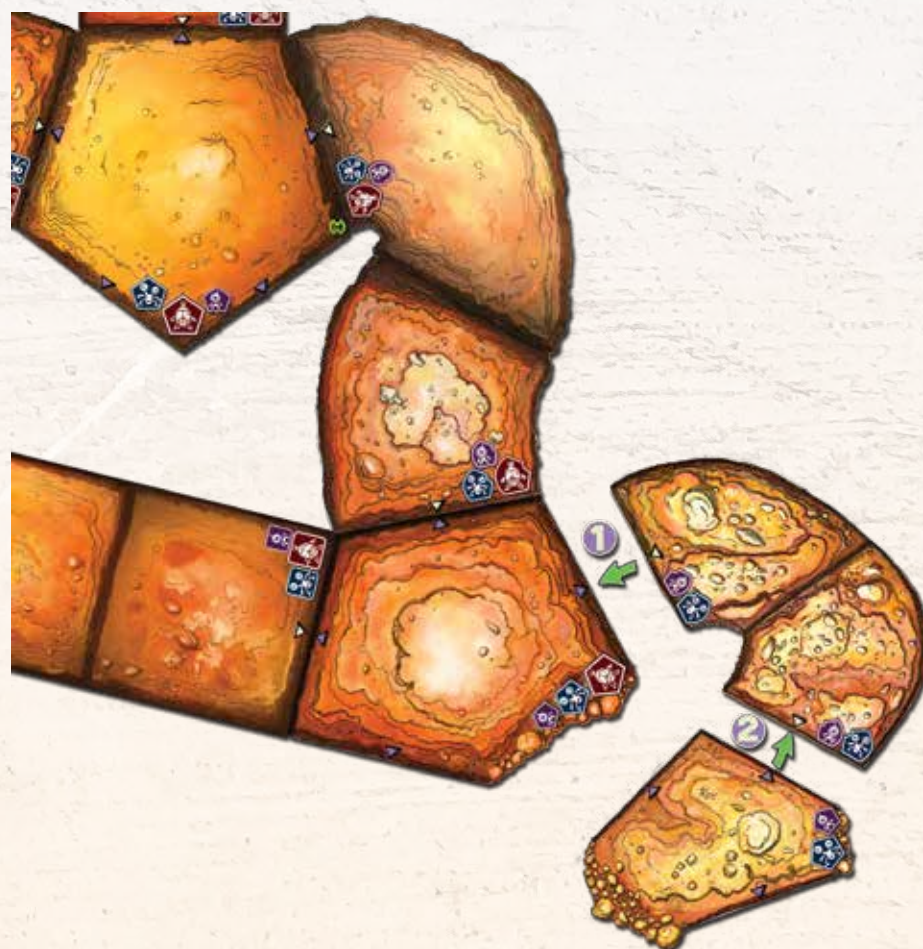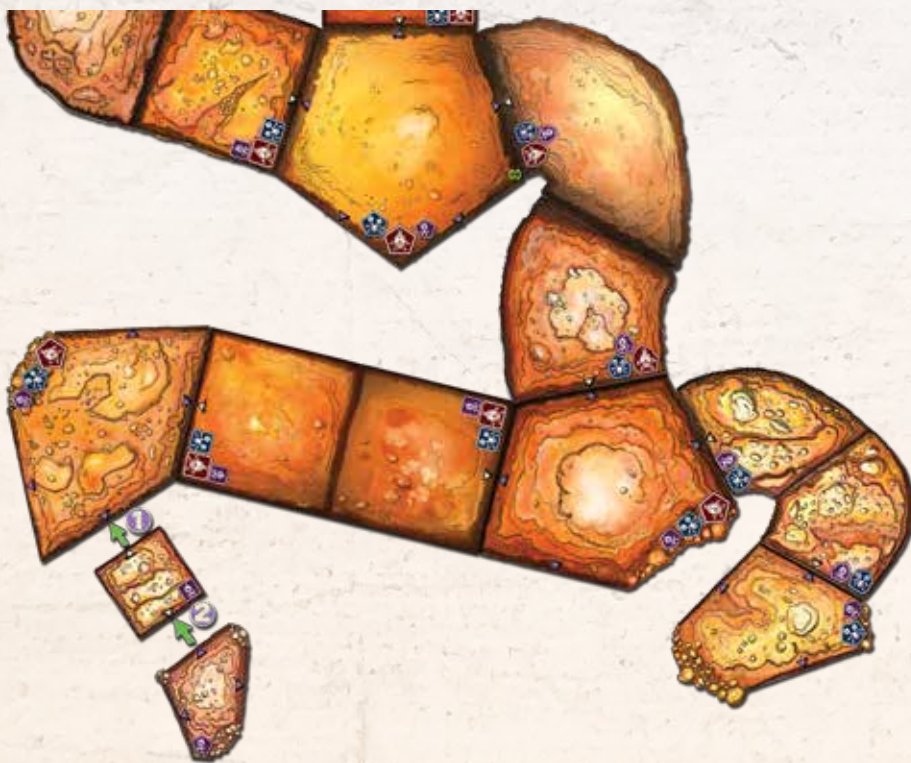
• The next player to the left places his own medium ravine tile connecting it to *any placed big or medium node tile that has an available side.* He then chooses any medium node tile to attach to his ravine he just placed.

• Players continue placing medium ravines and medium nodes until they reach the number of medium ravines (and medium nodes) required by the scenario. *(For example: The Raw Substract medium game calls for 3 medium ravines and nodes to be placed.)*

4. Players place the small ravine and small node tiles.

- Following on from the last player who placed the last medium ravine & medium node, the next player to his left places the first small ravine tile. That first small ravine will be connected to *any available side of any already placed big node OR medium node tile.* That player then chooses and attaches a small node tile to the end of the ravine he has just placed.

- The next player to the left places his own small ravine tile connecting it to *any sized placed node that has an available side.* He then chooses any small node tile to attach to his ravine he just placed.
- Players continue placing small ravines and small nodes until they reach the number of small ravines (and small nodes) required by the scenario. *(For example: The Raw Substract medium game calls for 2 small ravines and 2 nodes to be placed.)*

Note: Smaller tables may limit the number of nodes and ravines that can be laid out. While you are laying out the board, players may discover that the table isn't big enough. If your table or play area isn't large enough, we suggest using a smaller scenario than what you had originally planned. Small scenario variants can be found at **www.hewns.com.**

5. Players place common entrances

What are entrances? An entrance is place that allows a player to **move** (see the section on **moving**) Hewns onto the board. It is also a place that players can use to **retreat/exit** (see the section on **moving**) their Hewns from the board and back to their motherships.

Entrances come in different sizes: big (which all Hewns can fit through); medium (which only medium and small Hewns can fit through); and small (which only small Hewns can fit through.) They all have red triangles which must be aligned to the purple triangles of nodes. They also have a hole which a player can slot a control rod in – *if the entrance is a secret entrance* won by the player in an auction.


Common entrances are entrances that **all players** can make use of! These are the entrances that obvious to the sensors of the great ships that patrol the skies. However, there are also **secret entrances** that independent scouts have found on the planet surface, which can be bought during the auction phase by a player for his exclusive use. (See the section on Scouting: secret entrances.) Secret entrances can ONLY be used by the player that bought them – and must have that player's control rod inserted into the hole provided.

Secret entrance for one player.

1. Players must firstly place a number of big entrances; then a number of medium entrances; then a number of small entrances as per the scenario instructions: (The Raw Substract scenario calls for 3 big entrances, 1 medium entrance and 1 small entrance.)
2. Following on from the player who placed the last small ravine, the player to his/her left places the first big common entrance space. This entrance space is placed against any available big node side (pic.) Note: players are never able to place an entrance against a node where an entrance is already in place!
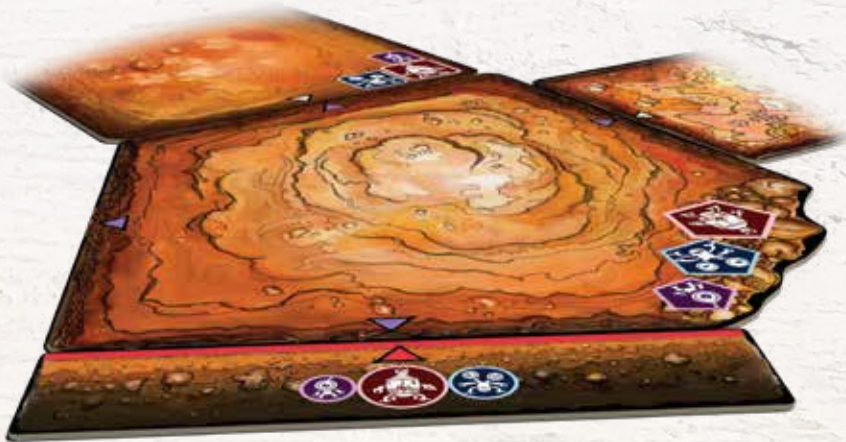
An Entrance is placed against a Node. (Red triangle against purple triangle.)

3. Then the next player to the left places the second big entrance against any available big node side. (Pic). Players in turn carry on placing big entrances until the number of entrances equals the number stated in the scenario.
4. Following from the player who placed the last big entrance, the player to his left places the first medium entrance. It's placed on an available medium side of a medium node. Players in turn place medium entrances, until the number of entrances equals the number required by the scenario.
5. Following from the player who placed the last medium entrance, the player to her left places the first small entrance on any available side of a small node. Players in turn place small entrances, until the number required equals the number required by the scenario.
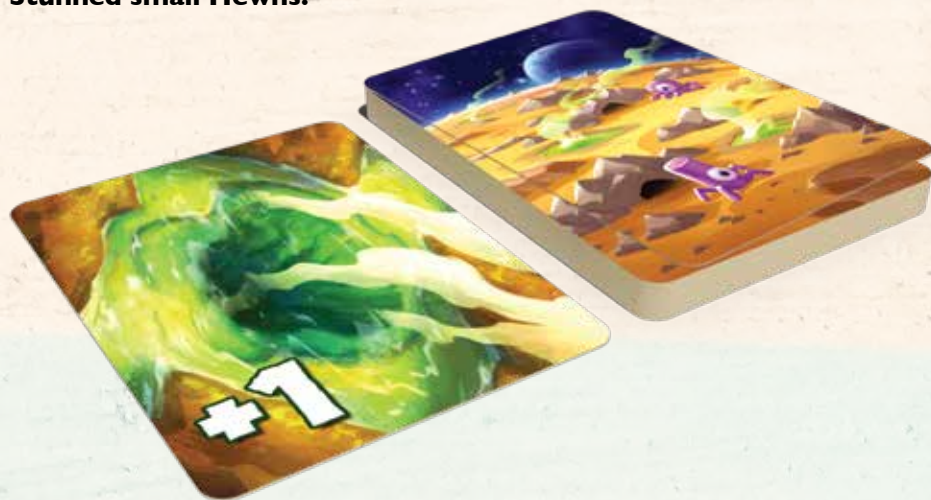
6. Place planet cards

Planet cards determine the original spaces that mines, magnetic tunnels and other things occupy:

The following are possible alternatives for the planet cards:

Mines (normal and + 1 types)
Magnetic Tunnels
Stunned small Hewns.

Planet cards can either be:
1. **Dealt Face Down for discovery later OR**
2. **Dealt face up OR**
3. **Dealt some other way** depending on specific scenario instructions.

For instance, the Hidden Substract scenario has the planet cards dealt face down.

If they are dealt Face DOWN:
The next player in turn order, after the previous player to lay down an entrance, deals ALL the cards, one by one, onto any **ravine space** – where the ravine (as a whole) has not already got a card, until all of the ravines have a single face down planet card.

• How do the cards get revealed when they have been placed Face down? When a card can be *"seen" by any Hewn, the card is flipped over, and its effect is immediately resolved.* See the *"Line of Sight"* rules for how *"seeing"* works, treating the card as if it were a Hewn.

If the scenario requires Face-Up cards:
Deal each player an equal amount of the planet cards for that scenario. Following on from the last player that placed a small entrance, the next player in order plays a card from their planet card hand and resolves the card, by choosing to assign the token/tokens/Hewn on that card to an **empty ravine space** by using the "*placing rule*" below.

Then the player to his left plays a card from his hand and resolves that card.

This continues until all cards are resolved.

> **"Placing rule"**:
> When resolving a card, place tokens/ Hewns on empty spaces in **ravines not yet used** for placing; but if every ravine already has either a single magnetic tunnel, stunned Hewn or mine on it, players can resolve cards by placing tokens/ Hewns on empty spaces on those already-used ravines.

Resolving the cards:

1. If the card has a **normal *mine*** displayed on it, place a ***normal*** mine token; if the card has a **"+1 mine"** displayed on it, place a "+1 mine" token. Use the ***placing rule*** above.

2. If the planet card is a **stunned small Hewn,** then draw a small Hewn card from that deck and place that small Hewn card next to the ravine space; also placing the equivalent small miniature (with a stunned control rod) on that same space. Use the above.

3. If the card displays a ***magnetic tunnel, place a magnetic tunnel token in the following way:***

- *Magnetic tunnels are created by creatures that left a magnetic finish to the tunnel - that allows Hewns to shoot through the tunnel, at high speed, from one end to the next.*
- *A magnetic tunnel has two ends.* (The game therefore provides two "ends" for each tunnel: there are two tokens for tunnel A; two for tunnel B; two for tunnel C; and so on...)
- *Both ends of the same Magnetic tunnels must be placed in same sized spaces. Eg: both must be in big spaces, or both in medium spaces, or both in small spaces.*

When a magnetic tunnel planet card is played, the player places a magnetic tunnel token in a chosen empty ravine space using the ***placing rule.***
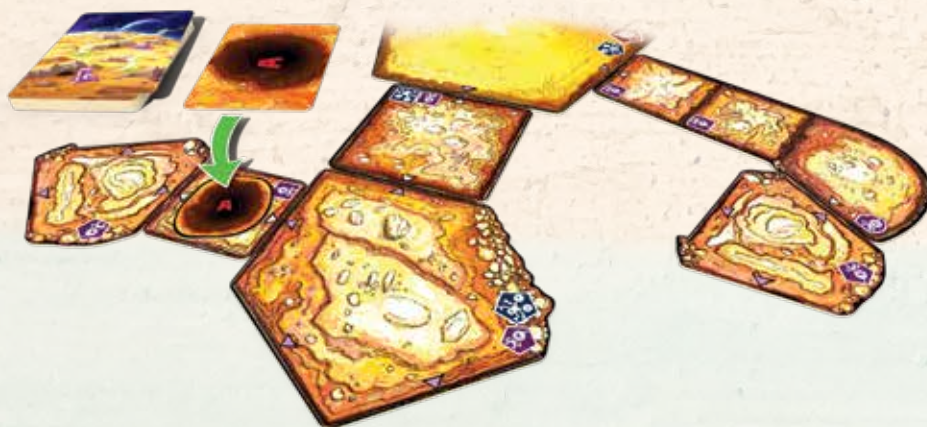
Then that player ***"finishes" the tunnel by*** placing the matching tunnel token (with the same alphabetical character) in a different ravine in an empty space, using the placing rule.
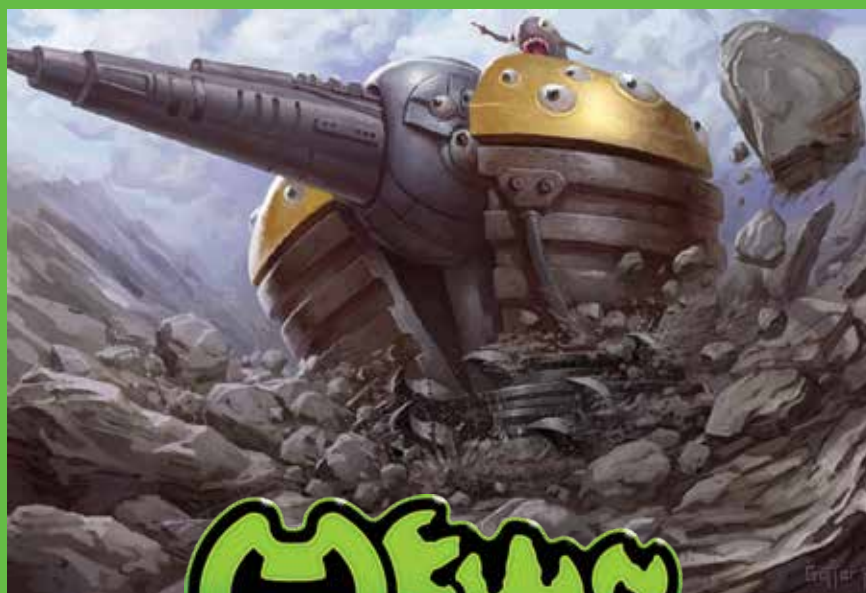

The tunnel is now finished (i.e. complete) with two ends.

NOW YOU'RE READY TO PLAY HEWNS!

(THE MAIN RULEBOOK EXPLAINS HOW GAMEPLAY WORKS!)

WWW.HEWNS.COM