



Blind to the Present

Long has legend been passed down of a crystal with the power to tell the future, The Time's Window. Upon hearing rumors that the crystal lie deep within a cave in Water Clan territory, Commander Orion gathered his fellow heroes and a small strikeforce to acquire the crystal. They had no trouble taking possession on the crystal. As they returned to their homeland, perhaps a bit overconfident, the Water Clan stealthily struck, captured the three heroes of the Meteor Clan, and took their place with doppelgangers. It turns out that not everything can be foreseen.



Special Set-Up

1. The Water Clan starts with a Shapeshifters unit in their home zone and will take the first turn.
2. The Meteor Clan starts with a squad of Citadel Knights and Doppelgangers in their home zone and in each of the two zones adjacent to their home zone. The Doppelgangers are owned by the Water Clan, but are currently controlled by the Meteor Clan
3. The Meteor Clan Heroes are placed to the side of the board, face-up.
4. Flip the Judge of Fate to its reverse side and place it in Water Clan's score area. This is considered to be the Time's Window crystal.

Special Rules

1. When the Meteor Clan uses Predict, the ability is changed to "When battle cards are revealed, ignore the symbol on your opponent's battle card and apply your Left battle card effect. Ignore the effect of ⚔". The Water Clan will still evaluate the battle card symbols as normal.
2. Predict will function as normal if the Water Clan has the opportunity to use it.
3. When taking a Score action, the Meteor clan may instead spend 3 initiative to shuffle one of their heroes on the side of the board into their draw pile.
4. If Meteor Clan removes all of their heroes from the side of the board, then take possession of the Time's Window crystal.

Victory Conditions

Players win by scoring 4 crystals, as normal. The Time's Window crystal counts as 1.

