



Introduction

Moira is a miniature battle war game with an interesting premise: The players all cooperate and compete with each other. Each player takes on the role of an army trying to resist the invasion huge Demons into their lands. During this period of Demonfall (as they call it) in the east the Starlight Tower in the far west has declared that the general that can defeat the most demons will become the next emperor of the land.

Each game of Moira is one demon attack. You and the other players take on roles of armies from various nations sent in to deal with it. You all want to defeat it with minimal costs, but you all want to be the force that actually takes to down and earns the glory as well.

Rules

- [Battle Unit Basics](#) - The very core mechanics of the game, start reading here.

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