RUNEWARS

RULES OF PLAY

INTRODUCTION

Three years before the fourth great storm covered the world of Mennara, the scribes of Tamalir preserved this transcription of the Knight Captain Alcaran's plea to the Daqan Lords of Terrinoth.

Some say the dragons made them, but they lie.

The so-called dragon runes are pieces of a much older history. The dragons, curse them, carved the runes, but they did not spawn the stones. Their markings are blemishes on shards of far greater artifacts.

My Lords, I say we should not shun these objects as the mere baubles of dragons, nor should we fear their potency. They are eminently more useful to the realm of man than what you perceive. Our mages should study them, harness their power, so that we may add their strength to our own 'ere it's too late.

Now, I've yet to hear word of my requested reinforcements to the North. In fact, I've yet to see ANY effect of my countless letters to you. Thus I come here in person to implore you to take action. To summon the banners of Terrinoth and STRIKE while the initiative is ours. I come here in person, though I'd rather fight the evil that encroaches on our land… before it grows beyond our control, as it has done throughout history.

Thrice have great wars ruined the lands of our forefathers. Shattered continents! Destroyed entire civilizations! Will you renege on the solemn duty to, at all costs, prevent such travesties from scouring mankind again? Shame! Shame on those who would!

My men. My knights. On the borderlands. They now fight with the last of their strength. They have seen, they have defeated, horrors that you cannot imagine. Barons of Daqan, I have seen horror that would curdle your loins. Let this be my testimony before you. Here. Now. The seeds of darkness are quickening, their roots taking hold.

If we gather our wits, if we muster our strength, if we use the dragon runes, we may yet avert disaster.

Know this. The great shards which we now call "dragon runes" were not always known by that name. A thousand years ago, pure, unblemished, they were called the "Stars of Timmorran." This may not ring familiar to your ears, but "Timmorran" was a name once known by all. This truth has been shown to me.

Timmorran Lokander! A name that should not have been forgotten.

He was the greatest wizard the world has ever known. A scion of power that successfully united men, elves, and dwarves against the First Darkness. Against Llovar of the Locusts himself.

After that first war, that first storm, Timmorran presided over a great communion of peace. One that embraced Mennara for more than a hundred years, from the wastes of Isheim to the jungles of Zanaga. Not just peace in Terrinoth, or in the Torue Albes. Peace everywhere. In time, the people forgot about evil and the war. Thought it history, myth. That evil had been abolished forever.

But of course it had not.

Though stronger and older than any man, Timmorran was not immortal. As he waned in years and felt his life ebbing to the end, he made a grave error. It was his dream, you understand, that his students retain his powers to sustain the peace.

To this end, he channeled all of his powers into a crystal artifact – an orb he called the Orb of the Sky. It was his plan that after his death the orb remain within his tower, managed by a conclave of lawful wizards. It would be a shining beacon of powerful peace to last until the end of the world. Some of Timmorran's more senior students feared the responsibility of being stewards of so powerful an object. They shuddered at the thought of what would happen if the orb should fall into the wrong hands. Timmorran dismissed their fears; flesh was fragile, he said, only an object – such as the orb – could be made to last forever.

On the Night of Betrayal, Timmorran finally came to realize the folly of his creation.

That fateful night, Waiqar the Betrayer… Yes, you know him as Waiqar the Damned, Waiqar the Necromancer, Waiqar of the Mists; he has many names. That night, the great general stunned the world as he revealed his true guise: as the heir of Llovar Rutonu.

Without hesitation, Waiqar struck into the wizard vale with a great army to capture Timmorran's orb.

Cornered, betrayed, heart-broken, Timmorran had no choice but to destroy his creation. He hurled the orb against the steel floor where the orb splintered into thousands of fragments, each one a sliver of the wizard's magical essence.

As Waiqar's minions breached the tower gates, Timmorran gathered the shards in a velvet bag with help from his acolytes. He entrusted the bag to his most able student, Lumii Tamar, telling the frightened youth to hide the shards across all the lands, to entrust each piece only to the wise and the noble.

With the shards scattered in this way across the world, Timmorran hoped their powers would stay out of evil's reach.

As the great oaken door to his upper chambers finally began to collapse under Waiqar's assault, Timmorran walked to a tall window at the rear of the chamber. With a whistle, he summoned aid. Soon, a vast cloud of mountain crows, stretching for miles, descended into the valley. The countryside around the tower suddenly throbbed with flickering masses of black feathers, the drone of their flapping wings was as the roar of a tempest.

Timmorran took a single shard from Lumii's bag. Using it, he transformed the acolyte so that he might escape. With a final blessing from his master, Lumii Tamar, now in the guise of a mountain crow, spread his newfound wings and leapt from the tower window, escaping the butchery that would follow.

Unnoticed in the cacophony of brethren birds, Lumii escaped the eyes and the arrows of Waiqar's forces. He flew across plain and mountain to do Timmorran's final bidding, and he did not fail. His story is an interesting one, but not one for this day.

Upon entering the upper chamber and discovering Timmorran's final gambit, Waiqar's howls of rage could be heard for miles.

Later, the Betrayer wrested a single crystal shard from Timmorran's tortured decomposing body. Clasping it, he swore a black oath; to not rest until he had recovered every shard, to allow the fires of his hate to burn until he had hunted down every last one, even if it took him to the end of time itself.

And so it came to be that Waiqar Sumarion denied death. He rules now, in a deathless state, over the land of mist. He's biding his time, waiting. He will not rest, he CANNOT rest, until Timmorran's Stars are his.

On the Night of Betrayal, evil returned again in force to the world. Under Waiqar's wrath, the second great war, for the Stars of Timmorran, roiled the lands.

To our fortune, those we know as the Elder Kings won the war. Once again, evil had been turned aside by the strength of men, elves, dwarves, and the assistance of Lumii Tamar and the council of wizards. Yet, the victory came at a terrible cost. Countless lives had been extinguished, many of Timmorran's Stars had been lost, and half a continent had been swallowed by the sea. Many of the remaining Stars were placed under the protection of the Elder Kings, who swore to keep them safe.

Of course, as you know, the Elder Kings were destroyed by the Dragons.

Margath, Levirax, Baalaesh, Zir, Gehennor... The Dragonlords unleashed war without warning. They scorched the earth, flattening entire cities, seeking Timmorran's Stars. When a star was found, the dragons would carve their runes onto the crystals. Dragon runes. Marks of power, adding their fiery energies to that of Timmorran's magic, amplifying their power.

In the expanse of those years, the dragons even split many Stars into thousands of smaller fragments. They engraved these with runes of lesser power and gave them to their human allies, such as the Black Legion, the barbarians of the wastes, and the few living lieutenants of Waiqar. These were the minor rune-stones, eagerly sought by our magic users to this day.

It was Zir the Black who first learned about the shards. In them, she saw the chance to dominate the Dragon order. Zir may have thought herself quite cunning in her plans, but it was Waiqar's scheming that truly was to blame. The Betrayer was the shadow who spoke in the Dragon's dreams, prodding her, luring her, not only to war with Terrinoth, but into a war against her own kin.

Two important events ultimately turned the tide of war against the Dragonlords. First, laying aside old hatreds, the orc nations joined swords with the dwarven, elven, and human realms. Second, in a grand turn of fate, the Dragon Rex, Shaarina, killed Zir in battle. With Zir gone, Waiqar lost his ability to lead by suggestion, and soon enmity grew rampant among the forces of evil. Rather than face the loss of yet another war, deathless Waiqar retreated to the fortress Zorgas, an unholy fog falling over the lands behind his forces. He still dwells there, deep in his land of mist.

And now, here we are! I don't claim to understand what new evil stirs in the bowels of the Ru Steppes. Demons, beasts, and vile things are crossing our borders in ever-increasing numbers. The fog of Waiqar's lands is expanding. It has already engulfed our oldest bastion from which we have now retreated. I personally led a raid into those land of mists where I saw tell-tale signs of deathly mustering and preparations for war.

My Lords, we stand here in the hall of our fathers. Will you not heed my warnings? Will you not sound the horns? I urge you to call our banners. To send riders to the Latari and the Dunwarr. Yes, their arrogance has only grown, but we may need their arrows and axes in the years to come.

This… This is our chance. This is the time. Let us act before we are smitten, let us purge before we are sickened, strike before we are struck.

Will you heed me, my Lords? I implore you…

As captain of the northern bastions, Alcaran was known both as "the wise knight" or "Alcaran the Gloomy," depending on who you asked. In his youth, it was said he found the legendary Oracle of the Hills, and what he learned from the Oracle utterly changed him. What is certain, is that Alcaran dedicated most of his life to fighting the enemies of Terrinoth, his zeal winning him military command of the borderland regions along Terrinoth's northern and northwestern borders. There, he fought both the walking dead and the abominations that had begun emerging from the Ru, presaging the second coming of the Uthuk Y'llan. To his death, Alcaran sought to warn his fellow men of impending danger and sought to convince the Daqan Lords to engage the enemy with force. He was unsuccessful in his pleas.

Captain Alcaran died fighting a vast mollusk-worm that had been feeding on both livestock and population of northwestern Roughwarri.

He had no last words. His actions spoke for him.

Game Overview

In **Runewars**, two to four players control factions of fantasy armies in the land of Terrinoth. Each player starts with control over his home realm and must spread his fledgling empire through the land, conquer territory, recruit heroes, and ultimately acquire enough dragon runes to dominate Terrinoth and win the game.

Component List

- 36 Beige Plastic Neutral Units consisting of:
  - 8 Beastmen
  - 4 Dragons
  - 4 Giants
  - 4 Hell Hounds
  - 8 Razorwings
  - 8 Sorcerers
- 36 Blue Plastic Human Units consisting of:
  - 8 Bowmen
  - 16 Footmen
  - 8 Knights
  - 4 Siege Engines
- 36 Green Plastic Elf units consisting of:
  - 16 Archers
  - 4 Pegasus Riders
  - 8 Sorceresses
  - 8 Warriors
- 36 Purple Plastic Undead Units consisting of:
  - 4 Dark Knights
  - 8 Necromancers
  - 16 Reanimates
  - 8 Skeleton Archers
- 36 Red Plastic Uthuk Units consisting of:
  - 16 Berserkers
  - 4 Chaos Lords
  - 8 Flesh Rippers
  - 8 Warlocks
- 12 Grey Plastic Heroes
- 5 Sheets of Punchboard consisting of:
  - 16 Activation Tokens (4 per faction)
  - 1 Battle Marker
  - 7 City Tokens
  - 26 Damage Tokens
  - 8 Defeated Hero Markers
  - 20 Development Tokens (5 per faction)
  - 35 Exploration Tokens
  - 4 Faction Sheets
  - 4 Home Realm Setup Markers
  - 40 Influence Tokens
  - 13 Map Tiles (each ranging from 2 hexes to 4 hexes)
  - 12 Resource Arrows (3 per faction)
  - 38 Rune Tokens (21 dragon runes, 17 false runes)
  - 16 Stronghold Tokens (4 per faction)
  - 24 Training Tokens
- 4 Reference Sheets

- 56 Bridge-sized Cards consisting of:
  - 32 Order Cards (8 per faction)
  - 24 Quest Cards
- 168 Small Cards consisting of:
  - 30 Fate Cards
  - 12 Hero Cards
  - 8 Evil Objective Cards
  - 8 Good Objective Cards
  - 25 Reward Cards
  - 8 Spring Season Cards
  - 8 Summer Season Cards
  - 8 Fall Season Cards
  - 8 Winter Season Cards
  - 50 Tactics Cards
  - 3 Title Cards
- 12 Plastic Dial Connectors
- 10 3D Plastic Mountains

Component Breakdown

Plastic Units

These plastic figures represent military units, which are used to conquer territory and start battles against enemy units.

The figures come in five colors, one color for each of the four different factions and a fifth color (beige) for neutral units.

Plastic Heroes

These grey plastic figures represent the different heroes that players can command. Heroes can duel opposing heroes, complete Quests, and examine enemy rune tokens.

Plastic Mountains

These plastic pieces are inserted into various map tiles before playing the game (see page 7). They add a three-dimensional element to the game board and mark which hex borders of the game board are impassible.

Activation Tokens

These tokens mark areas of the game board that a player's units have moved into during the game's current year. Units may not usually move out of an area containing a friendly activation token.

Battle Marker

This marker is placed in an area when a battle is started. Its purpose is to remind players where the battle is taking place and where to place any surviving units.

City Tokens

These tokens represent neutral settlements and are placed on specific areas of the game board during setup. By controlling these areas, players can rally support to acquire influence, Tactics cards, neutral units, or Quest cards as listed on the city token.

Damage Tokens

These tokens are placed on Hero cards, or adjacent to units, to mark the amount of damage that a hero or unit has been dealt.

Defeated Hero Markers

These markers are placed in areas where a hero was defeated and dropped his Reward cards. Any hero who enters an area with a defeated hero marker may take the Reward cards that belonged to the defeated hero.

Development Tokens

These tokens represent improvements to areas containing friendly strongholds. Each development provides a special benefit, including additional resources, influence, or Tactics cards or a defensive bonus during battle.

Exploration Tokens

These tokens are used when playing with the "Exploration Tokens" optional rule and provide random effects and narrative for heroes as they explore the land of Terrinoth.
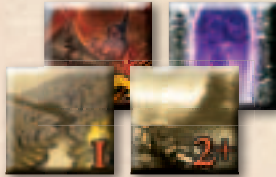
Home Realm Setup Markers

These markers are used during setup to indicate where players are allowed to place their home realms. The first player decides where to place each of these markers. Starting with the player to the left of the first player, each player then chooses one of these setup markers to replace with his home realm (see "Map Setup" on pages 8–9).

Influence Tokens

These tokens are acquired from a number of sources and are used by players to attempt diplomacy with neutral units, acquire Title cards, and bid for certain game effects.

Map Tiles

These large cardboard pieces are used during setup to create the game board. Each map tile contains from two to four hex areas. Each faction has one home realm map tile (marked with the faction's color and symbol) where the faction's starting units and stronghold begin the game.

Resource Arrows

Three of these arrows are attached to each faction sheet and are used to mark the player's current level of food, wood, and ore, which are the three basic resources in **Runewars**. Instructions for attaching these arrows can be found on page 7.

Rune Tokens

These tokens have a common back and either a dragon rune (blue gem) or false rune symbol (blank) on their face. A player wins the game if he controls six areas that contain dragon rune tokens.

Stronghold Tokens

These tokens represent fortresses that can be built in friendly areas of the game board. They allow their controller to recruit units and build a development in the area, as well as provide their controller with a defensive bonus during battle.

Training Tokens

These tokens are used to mark when a hero's strength, agility, or wisdom has been increased.

Faction Sheets

These sheets list important information about the four factions, such as their unit details, alignment, and starting Tactics cards and influence. The dials on these sheets are used to keep track of the players' current resources (food, wood, and ore).

Reference Sheets

These sheets list important information about the neutral units and provide a summary of how to perform diplomacy. On the back of each sheet is a summary of all exploration token abilities.

Fate Cards

These cards are used as a randomizer for resolving combat, diplomacy, and Quest cards.

Hero Cards

These cards list the attributes, alignment, and special abilities of each hero.

Objective Cards

One of these cards is given to each player at the start of the game. These cards match the factions' alignments (either good or evil) and provide dragon runes if their criteria are fulfilled.

Order Cards

Players use these cards to secretly choose what action they will perform during the current season. Each faction has an identical hand of eight Order cards, one of which is used each season.

Quest Cards

These cards represent the different tasks that heroes can undertake to receive Reward cards. They often require heroes to travel to specific areas and then test one of their attributes.

Reward Cards

These cards are usually acquired by heroes who complete Quests. They can provide dragon runes or other special bonuses.

Season Cards

These cards represent what special events are happening in the land of Terrinoth during each game round. They are divided into four decks: Spring, Summer, Fall, and Winter. At the start of each season, one Season card is drawn from the corresponding deck and is immediately resolved. These cards not only provide unique events that the players must adapt to, but each card's secondary ability triggers special steps each season (such as retrieving activation tokens).

Tactics Cards

These cards represent powerful and unexpected abilities that any player can acquire and use. These cards are provided by a number of sources and are discarded after use.

Title Cards

These cards assist players in gaining more dragon runes. These cards are never shuffled and can be obtained by players who use "Acquire Power" Order cards.

OBJECT OF THE GAME

The first player to control six areas containing dragon runes immediately wins the game. Each player begins the game with two dragon runes and can acquire more by conquering opponents' areas, obtaining Reward cards, fulfilling criteria on Objective cards, and as prompted by Season and Title cards.

PRE-GAME SETUP

Some assembly is required before playing your first game of **Runewars**.

Each faction sheet has three resource dials that need to be assembled. Each of the four factions has unique arrows that need to be attached to their faction sheets as follows:

1. First, push one side of a plastic connector through the back of one of the holes in the faction sheet.

2. Then, attach one of the faction's resource arrows onto this connector (on the front of the faction sheet).

3. Lastly, attach the other half of the plastic connector to hold the arrow in place as tightly as possible (see image above).

4. Repeat this process for each of the three dials on each faction sheet.

Uthuk Arrow   *Undead Arrow*   *Human Arrow*   *Elf Arrow*

Each of the plastic mountain pieces needs to be inserted into the appropriate map tiles as follows:

1. First, punch out all mountain placeholders from the map tiles. These placeholders are marked with a white recycling icon.

2. Then, find the appropriately-sized mountain piece for each map tile. One at a time, snap each mountain into a matching cardboard map tile from the back (see image above).

BREAKDOWN OF A MAP TILE AREA

1. **Area:** A single hexagonal region of the game board.

2. **Area Identifier:** This number and letter combination is used to refer to the area on Quest cards.

3. **Resources:** These icons display the quantities of food, wood, and ore provided by this area.

4. **Neutral Units:** The type and number of neutral units placed in this area during setup.

5. **Water Border:** This blue border signifies that this border is normally impassible.

SETUP

Before playing each game, players perform the following steps in order:

1. **Choose First Player:** Shuffle the deck of Fate cards and deal one card to each player. The player with the highest numbered card (listed on the bottom center) is selected as the **FIRST PLAYER**. This player chooses his faction first and places his map tiles first during setup.

2. **Choose Factions:** Starting with the first player and proceeding clockwise, each player chooses a faction and receives all of the components for that faction, including the faction sheet, plastic figures, home realm map tile, activation markers, and Order cards. These components are all marked with the faction's color and/or symbol (see "Faction Sheet Breakdown" on page 20).

3. **Build Game Board:** Players create the game board using map tiles as explained in "Map Setup" to the right.

4. **Place Neutral Units:** Players look at the game board and place the required neutral units into each area as indicated by an image in the area (if any).

5. **Place City Tokens:** Randomize the city tokens and place one faceup on each city space of the game board (designated with the image from the back of the city tokens). Return all unused city tokens to the game box.

6. **Build the Quest Deck:** Remove all Quest cards from the deck that refer to areas that are not part of the game board. Then add each player's Setup Quest cards to the Quest deck and shuffle it thoroughly. All cards removed from the deck are returned to the game box.

7. **Set Starting Resources, Tactics, and Influence:** Each player sets his resource dials on his faction sheet to mark his starting resources (the red highlighted number on each dial). Each player then receives the amount of influence tokens and Tactics cards indicated on the bottom of his faction sheet.

8. **Place Stronghold Token, Starting Forces, and Rune Tokens:** Starting with the first player and proceeding clockwise, each player places one of his stronghold tokens in any area of his home realm. He then recruits units using his starting resources and places them in any areas of his home realm (see "Recruiting Example" on page 35). Each player then receives two dragon rune tokens and one false rune token and places one rune token in each area of his home realm (limited to one rune token per area).

9. **Receive Starting Quests and Starting Hero:** Each player receives two Quest cards and places them in his hand. Each player then receives one random Hero card that matches his faction's alignment. This hero selection is performed by shuffling the "good" and "evil" Hero cards separately and then dealing each player a Hero card from the appropriate deck. Each player then places the matching figure in any area of his home realm.

   Next, players shuffle all unassigned Hero cards to form one deck of Hero cards.

10. **Place Card Decks:** Shuffle the Fate deck, Quest deck, Reward deck, Tactics deck, Hero deck, the two Objective decks, and the four Season decks separately and then place them adjacent to the game board. Place the three Title cards faceup adjacent to these decks.

11. **Place Tokens:** Place the battle marker, damage tokens, defeated hero markers, influence tokens, and training tokens in piles within easy reach of all players. Then place all rune tokens faceup adjacent to each other in two piles (one pile for false rules and one pile for dragon runes).

12. **Receive Objectives:** Each player receives one random Objective card matching his faction's affiliation, looks at it, and then places it facedown in front of himself. Now, the players begin the first season (round) of the game.

MAP SETUP

When building the game board during step 3 of setup, players should perform the following steps.

1. **Receive Setup Quests:** Remove all Setup Quest cards from the Quest deck and shuffle them thoroughly. Deal two Setup Quest cards faceup to each player.

2. **Receive Map Tiles:** Each player receives the map tiles matching his two Quest cards.

3. **Place Map Tiles:** The first player chooses one of his map tiles and places it in the center of the play area. Starting with the player to his left and proceeding clockwise, each player places one map tile until each player has placed his two map tiles.

   When placing a map tile, it must be placed so that two areas (hexes) of the tile touch **at least** two different areas of previously placed map tiles (see "Example of Map Setup" on page 9).

   When creating the game board, players may not place map tiles so that a mountain (red) or water (blue) border is touching another **parallel** mountain or water border (see below image).

4. **Place Home Realm Setup Markers:** After each player has placed his two map tiles, the first player takes a number of home realm setup markers equal to the number of players. He places these, one at a time, adjacent to the edge of the game board. Each of these markers must touch at least three non-colored (not red or blue) area borders and have at least **four** areas between it and other home realm setup markers (see "Example of Home Realm Setup" on page 9).

   If it is impossible to place each home realm setup marker four areas away from each other, one marker may be placed three areas away. In the unlikely event that it is still impossible to place the home realm setup markers, players should take back their map tiles and return to step 3.

   Once the first player is satisfied with the placement of all home realm setup markers, players proceed to the next step.

5. **Place Home Realm Map Tiles:** Starting with the player to the left of the first player and proceeding clockwise, each player places his home realm map tile. To do so, he simply chooses one home realm setup marker and replaces it with his home realm tile so that two areas of his home realm occupy the marker's previous space. A home realm may be placed in any orientation of its controller's choice.

   Home realm areas may never be adjacent to areas of another home realm. If this ever occurs during setup, remove all home realm setup markers from the game board and repeat steps 4 and 5 of "Map Setup."

EXAMPLE OF MAP SETUP

1. Each player is dealt two faceup Setup Quest cards.

2. Each player receives the map tiles matching these Quest cards.

3. The first player chooses one of his map tiles and places it in the center of the playing area.

4. The player to his left then places one of his own map tiles. He must place it such that at least two of its areas touch at least two areas of map tiles that have already been placed.

5. Continuing clockwise, each player places his map tiles (one at a time) until each player has placed his two non-home realm map tiles.

EXAMPLE OF HOME REALM SETUP

1. The first player places a number of home realm setup markers equal to the number of players (in this case, three). Each home realm setup marker must have at least four areas between it and each other home realm setup marker.

2. Since there is not enough space to place the last marker, he places the marker so that it has three areas between it and one of the other setup markers (instead of four).

3. Once the first player has placed the home realm setup markers, the player to his left then chooses one of these markers to replace with his home realm map tile (in any orientation).

4. The next player to his left then chooses one of the remaining home realm setup markers to replace with his home realm map tile.

5. Finally, the first player replaces the final home realm setup marker with his home realm map tile.

SETUP DIAGRAM

1. Quest Deck
2. Reward Deck
3. Hero Deck
4. Fate Deck
5. Objective Decks
6. Tactics Deck
7. Season Decks
8. Title Cards (faceup)
9. A Home Realm (on the game board)
10. The Game Board
11. Training Tokens
12. Dragon Rune Tokens
13. False Rune Tokens
14. A City Token (on the game board)
15. Influence Tokens
16. Damage Tokens
17. A Stronghold (in home realm)
18. A Dragon Rune (facedown in home realm)
19. Starting Units and Hero (in home realm)
20. A Player's Play Area
21. A Players's Stronghold and Development Tokens
22. A Player's Objective Card
23. A Player's Starting Tactics Card and Influence
24. A Player's Order Cards and Activation Tokens
25. A Player's Faction Sheet
26. A Player's Hero Card and Quest Cards

Playing the Game

Each game of *Runewars* is played over a number of game rounds known as SEASONS. Each season consists of the following three steps:

1. Resolve a Season Card
2. Choose Order Cards
3. Resolve Order Cards

After performing the "Resolve Order Cards" step, the season has ended, and a new season is resolved starting with step one. Players continue resolving seasons until one player controls six areas containing dragon runes. If no player controls six dragon runes by the end of the sixth winter, then the player with the most dragon runes wins the game (see page 30).

A Game Season

There are four Season decks: Spring (green flower), Summer (yellow sun), Fall (orange leaf), and Winter (blue snowflake). These cards not only provide unique events that the players must adapt to, but each card's secondary ability triggers special steps each season (such as retrieving activation tokens).

During the first game round, a Season card is drawn from the Spring Season deck. On each future round, the card is drawn from the next deck. At the end of the fourth season (Winter), the YEAR is over, and the next round is Spring! See "Example of a Game Season" on page 13.

1) Resolve a Season Card

During this step, the first player draws the top Season card of the current Season deck and resolves it.

The card's text ability is resolved first. This ability usually causes an immediate effect, but it will occasionally have an effect that lasts until a new Season card is drawn.

After resolving the card's text ability, the secondary ability (indicated by the icons at the bottom) is resolved (see below).

Season Card Breakdown

1. **Name:** This title is used to help differentiate the Season cards from each other.
2. **Primary Ability:** This effect is resolved first and can be an immediate or ongoing ability.
3. **Secondary Ability:** These icons are resolved after the primary ability. The icons vary from season to season.

Season Card Secondary Abilities

Each Season card has a secondary ability, specific to the season, presented at the bottom of the card. This ability is always resolved during this season, immediately after resolving the card's primary ability.

- **Spring:** This secondary ability instructs players to remove all activation tokens from the game board and stand all routed figures (including neutral units and heroes). Finally, each player returns all of his Order cards to his hand.

- **Summer:** This secondary ability starts a Quest Phase in which each hero is able to heal **or** train **or** move. After moving, the hero may start a duel or attempt a Quest. See "Quest Phase" on page 26.

- **Fall:** This secondary ability instructs players to immediately shuffle the Fate card discard pile back into the deck. Then, each player chooses to receive 2 influence tokens or draw 1 Tactics card.

- **Winter:** This secondary ability limits the number of units that each player may have in each area. Usually, a player may have up to eight units in each area. However, when this ability is resolved, the maximum number of units a player may have in **each** area is equal to his food dial's current space (see "Resource Dials" on page 14). All excess units are destroyed (the owner's choice as to which ones). Allied neutral units count towards this limit, but heroes are excluded (since they are not units).

Example: The Uthuk player has seven units in an area, and his food resource dial is at "5." When the next Winter Season card's secondary ability is resolved, the player must destroy two of these units, bringing his number of units in the area down to five. He then needs to do the same in each other friendly area containing more than five units. The loss of these two units could have been avoided by moving the two units out of the area before the start of Winter or by acquiring more food.

The winter secondary ability also allows players to ignore the movement restriction of water borders (blue) until the end of this season (see "Movement Restrictions" on page 18).

Secondary abilities are always resolved in standard play order. This means that the player with the lowest numbered Order card (from the previous season) resolves the secondary ability first, followed by the player with the next lowest number (and so on – see "Play Order and Ties" on page 31).

DETERMINING THE CURRENT SEASON

All four Season card decks share a common discard pile. After a Season card is drawn and resolved, it is placed faceup on the top of this discard pile. The CURRENT GAME SEASON is always defined as the top card of the Season card discard pile.

2) CHOOSE ORDER CARDS

During this step, each player chooses one Order card from his hand and places it facedown in front of himself. This chosen card is known as his ACTIVE Order card.

Order cards provide players with the core actions they may perform while playing *Runewars*. These cards allow players to move units and heroes, recruit new units, build new strongholds, and much more (see "Order Card Summary" on page 14).

Each player has a hand of eight Order cards, each allowing a different action type. All Order cards that a player has resolved remain faceup in front of him and may not be used again until returned to his hand.

Each Spring Season card's secondary ability returns all used Order cards to the players' hands, thus allowing the players to use the Order cards during the upcoming year. In this way, each player can use four of his eight Order cards each year.

3) RESOLVE ORDER CARDS

After each player has chosen an Order card, the chosen cards are simultaneously turned faceup. Each player then resolves his Order card, starting with the player with the lowest numbered Order card. In the case of a tie, the tied player with the most influence goes first (see "Play Order and Ties" on page 31).

Each Order card has a primary ability (presented at the top of the card) and a SUPREMACY BONUS ability (presented at the bottom of the card). The primary ability of an Order card is always resolved first (see page 14 for a list of Order card abilities).

SUPREMACY BONUS

When resolving an Order card, if it is the current player's highest numbered card used this year, then he may use the Supremacy Bonus ability on the card **in addition to** the primary ability. This bonus ability encourages players to use their lower numbered Order cards before using their higher numbered cards.

This means every Spring players will be able to take advantage of their Order card's Supremacy Bonus because they do not have any other Order cards in play.

*Example: It is Summer and the Uthuk player is resolving his "Recruit" (number 5) Order card. In the previous season (Spring) he played his "Fortify" (number 8) Order card. Since his "Recruit" card is **not** his highest numbered Order card during this year, he will not be able to use the "Recruit" card's Supremacy Bonus ability.*

ORDER CARD BREAKDOWN

1. **Name:** This thematic name is used to refer to this card by other components and in this rulebook.

2. **Primary Ability:** This ability is always resolved first, regardless of the number on the Order card.

3. **Supremacy Bonus Ability:** This ability is resolved after the primary ability, and only if this card is the highest numbered Order card that the player has used during this year.

4. **Number:** This number is used to determine the Order in which players resolve their Order cards (lower numbers first) and to determine whether a player can use his Order card's Supremacy Bonus.

EXAMPLE OF A GAME SEASON

1. It is the start of the third season (Fall) during a three-player game. The first player draws the top card of the Fall Season deck. The primary ability on the card is read and resolved, resulting in each player resetting his resource dials to match the resources provided by friendly areas (plus one food, as per the Season card). See "Harvesting Example" on page 34.

2. The secondary ability of the Season card is then resolved. This ability instructs players to shuffle the Fate card discard pile into the Fate deck. Then, starting with the player with the lowest numbered Order card from the previous season, each player chooses to receive two influence or one Tactics card.

3. After fully resolving the Season card, each player chooses one Order card from his hand and places it facedown in front of himself.

4. After each player has chosen an Order card, the selected Order cards are all revealed simultaneously.

5. The player with the lowest numbered card resolves his Order card first. The Elf player's card (#1) is the lowest, so he performs his "Strategize" Order card ability (see "Strategize Order Example" on page 16).

He may not use the Supremacy Bonus ability on this card because the card is not his highest numbered Order card this year (he chose the #3 and #5 Order cards in previous seasons).

6. The other two players both chose their "Conquer" Order cards (#3). Since they have the same numbered Order card, the player with the most influence tokens (the Uthuk player) resolves his "Conquer" Order card first (see "Mobilize/Conquer Order Example" on page 17). He also may not use the card's Supremacy Bonus ability because he has played a higher numbered Order card during a previous season.

7. Finally, the Human player resolves his "Conquer" Order card. After resolving the primary ability, he may resolve the card's Supremacy Bonus ability, which will make it easier for him to take over an opponent's stronghold if this card causes a battle to occur.

8. After each player has resolved his Order card, the season is over. The next season then begins with resolving the top card of the Winter Season deck.

Order Card Summary

Order cards provide players with the core actions they may perform while playing **Runewars**.

Choosing which Order card to play is often the most important decision that players face during each season. The eight Order cards are summarized below and are explained in more detail on page 33.

1. **Strategize:** The main use of this Order card is to move units and heroes into adjacent friendly or empty areas (that may be more tactically significant). The Supremacy Bonus ability allows the player to draw a number of Tactics cards as indicated by his resource dials.

2. **Mobilize:** This card (along with Conquer) serves as the main way that players are able to move units, start battles, and attempt diplomacy with unallied neutral units. The Supremacy Bonus ability of this card allows the player to resolve this card twice and thus move units into two different areas.

3. **Conquer:** This card has the same primary ability as Mobilize. This Supremacy Bonus ability makes it easier to conquer an area containing an enemy stronghold.

4. **Harvest:** This card serves as the main way that players gain resources after conquering territory. Since players do not automatically gain resources for controlling an area, they must make frequent use of this card. The Supremacy Bonus ability of this card allows the player to use his developments and then build new developments. Developments provide bonuses for future harvests or provide defensive bonuses during combat (see "Developments" on page 33).

5. **Recruit:** This card serves as the main way players can introduce new units to the game board. The player chooses one of his resource types (food, wood, or ore) and receives all units indicated by that resource dial's **current space and lower**, at friendly strongholds. The Supremacy Bonus ability of this Order allows the player to also produce units using an additional resource type (see "Recruiting Example" on page 35).

6. **Rally Support:** This card functions as the primary means for players to gain benefits from cities (such as neutral units, influence, Tactics cards, or Quest cards – see page 36). The Supremacy Bonus allows the player to spend influence to gain a new hero (see page 25).

7. **Acquire Power:** This card serves as the main way for players to acquire influence tokens. The Supremacy Bonus ability allows the player to acquire a Title card, which can greatly assist players in acquiring dragon runes (see page 36).

8. **Fortify:** This card is the main way in which players build new strongholds, repair existing strongholds, and move rune tokens to more defensible positions. Note that this card does not have a Supremacy Bonus ability (since it will always be the player's highest numbered card).

Resource Dials

Runewars has an innovative resource system that is different from most other games. Instead of accumulating piles of tokens, each player has three dials on his faction sheet which are used to track his current levels of food, wood, and ore.

At the start of the game, each of these dials is set according to the resources printed on the faction's home realm (these resource spaces are each marked with a red number on each faction sheet).

These dials are **only adjusted** when the player is specifically instructed to do so by cards or abilities (such as the "Harvest" Order card – see page 33). Since the dials are manipulated by many components, they often point to spaces that are lower or higher than the amount of resources currently provided by friendly areas.

Most spaces on these dials provide either units, Tactics cards, or influence tokens. These units, cards, or tokens are **only gained** when players are instructed to receive them by specific cards or abilities (for example, the "Recruit" Order card provides units – see page 35). When a player gains units, Tactics cards or influence tokens based on his resource dials, **he does not lose any resources** or adjust his dials.

Frequently Used Terms

- **Activated Area:** Any area that contains a friendly activation token. Units may never move out of an area containing a friendly activation token (except when retreating – see page 22).

- **Area:** A single hex of the game board.

- **Contested Area:** An area in which a battle or duel is being resolved.

- **Controlled Area:** A player controls an area if he has at least one plastic unit (including routed units) of his color and/or one of his strongholds in the area. Having only a hero or neutral units in an area does not make an area controlled. Players always control areas in their home realm unless enemy units are present.

- **Current Player:** The player who is currently resolving his Order card. There is only a Current Player during the Resolve Order Cards step of a game season. If there is not a player currently resolving an Order card (for example during the Quest Phase), then there is no current player.

- **Empty Area:** Any non-home realm area that contains zero units and zero strongholds. An area containing units (even neutral units) is **not** empty, although an empty area may contain a city token.

- **Enemy Area:** Any area that is controlled by another player.

- **Enemy Units:** Any units belonging to another player (including neutral units allied to another player).

- **Fast:** Units with this trait may move up to three areas (instead of two) with a "Mobilize" or "Conquer" Order card.

- **Figures:** This term collectively refers to both plastic units and heroes.

- **Flying:** Figures with this trait may ignore mountain and water borders when moving. These borders are normally impassible to figures (see page 18).

- **Friendly Area:** Any area that is under a player's own control (has friendly units, a stronghold, or is part of his home realm).

- **Heroes:** These plastic figures represent brave individuals who can work for any faction and attempt to complete Quests to acquire dragon runes. A player is said to control a hero if he has the matching Hero card in front of him (see "Heroes" on page 25). Remember, heroes are not units.

- **Home Realm:** Each faction's three starting areas. Players always control areas in their home realm (even if they do not have any units or strongholds present) unless enemy units are present. Areas of a home realm are never considered empty.

- **Neutral Area:** Any area that contains neutral units and is not controlled by a player.

- **Player's Turn:** Any time a player is resolving one of his Order cards. For example, a Tactics card that can be played "During your turn" may be used by a player right before, right after, or during the resolution of his active Order card. Each player has one turn per season which takes place during the Resolve Order cards step.

- **Routed:** Any figure that is tipped over has been routed. Figures usually become routed in combat. A routed figure cannot move, start a duel, or attack during battle.

- **Standing:** Any figure that is not routed is said to be standing. All routed figures are made standing by each Spring Season card's secondary ability.

- **Uncontrolled Area:** Any area that is not controlled by a player (it may contain neutral units and/or cities). This category includes both neutral and empty areas.

- **Units:** These plastic figures represent each faction's armies as well as neutral armies. Any ability that applies to units does not include hero figures unless otherwise specified (because heroes are not units).

MOVEMENT

Units can be moved with a number of different Order cards including "Strategize," "Mobilize," and "Conquer." This section describes all movement rules and how they apply to units and heroes.

Whenever a player moves units into an area containing enemy units, he **must** start a battle (see page 21). Whenever a player moves units into an area containing only neutral units, he must either start a battle **or** attempt diplomacy (see page 18).

MOVING UNITS WITH THE STRATEGIZE ORDER

This Order card allows a player to freely move his units and/or heroes into adjacent areas. He may only move figures into empty or friendly areas (the areas cannot contain unallied neutral units or enemy units).

A player may move his figures to or from **any** number of areas as long as each figure ends in or adjacent to the area that it started in. Any units that started in an activated area may not move out of it (see "Activation Tokens" on page 17).

Moving figures with this Order does not activate any areas, meaning these figures will be able to move again during this year (as long as they did not move into a previously activated area).

Although heroes may be moved with a "Strategize" Order card, they may only attempt Quest cards or start duels during the Quest Phase.

HERO MOVEMENT

Heroes can be moved up to two areas during the Quest Phase (see page 26). They may also be moved into adjacent friendly or empty areas with the "Strategize" Order card. Heroes may not be moved using "Mobilize" or "Conquer" Order cards.

Unlike units, heroes may move through enemy and neutral areas. Heroes do not start battles when they move into an enemy or neutral area (although they can start Duels – see page 28).

Heroes may also freely move out of areas containing friendly activation tokens. Routed heroes (like units) may not move.

STRATEGIZE ORDER EXAMPLE

1. The Human player is resolving a "Strategize" Order card during Spring. Using the card's primary ability, he moves two of his Footmen into an adjacent friendly area.

2. He then moves one of his Knights from a different area into an adjacent area. Note that there is only one area that the Knight could move into because area "7A" contains neutral units, and the Knight cannot cross over the mountain border to get into "6A."

3. Since this is the first Order card he has played this year, it is also the highest numbered card he has played. He therefore may use the Supremacy Bonus ability of the Order card to draw one Tactics card (which he will be able to use on a future turn).

MOVING UNITS WITH MOBILIZE AND CONQUER ORDERS

"Mobilize" and "Conquer" Order cards allow a player to ACTIVATE an area and move any of his units **into the area** as long as the units started two or fewer areas away. If there are enemy or neutral units in the activated area, then the player must start a battle with them or attempt diplomacy.

Although all units may move a distance of up to two areas with a "Mobilize" or "Conquer" Order card, units may only move through friendly or empty areas to get to the activated area (see "Mobilize/Conquer Order Example" below).

FAST UNITS

Some units have the FAST trait listed under their name on their faction or reference sheet. This trait allows the unit to move into an activated area from up to **three** areas away when resolving "Mobilize" and "Conquer" Order cards. Fast units do not gain a benefit from this trait when moving in other ways (for example with a "Strategize" Order card).

A Fast Unit (as listed on a faction sheet)

ACTIVATION TOKENS

| *Human* | *Elf* | *Undead* | *Uthuk* |

When a player uses a "Mobilize" or "Conquer" Order card, he must first place an activation token in the area being moved to.

A player may never move units **out of** an area that contains one of his activation tokens (except when retreating, see page 22). These tokens are automatically removed during the next Spring (as per every Spring Season card's secondary ability).

When a unit is moved by a different effect (for example, by retreating, Questing, or using the "Strategize" Order card), an activation token is **not** placed.

Heroes are unaffected by activation tokens.

A player **may** recruit and move units **into** an area containing one of his activation tokens (for example with a "Strategize" Order card). A player **may not** activate an area that already contains a friendly activation token.

MOBILIZE/CONQUER ORDER EXAMPLE

1. The Human player is resolving a "Mobilize" Order card during Spring. Using the card's primary ability, he first chooses an area to activate.

2. He then moves two of his Footmen into the area from an adjacent area.

3. He then moves one of his Knights into the area. Since the Knight is fast, it can move from up to three areas away.

4. He would like to move his Siege Tower into the area, but it is routed and therefore cannot move.

5. He would also like to move his Bowmen into the area, but they cannot move through areas containing neutral or enemy units.

6. After moving his units into the area, he must either battle or attempt diplomacy with the neutral dragon in the activated area.

Movement Restrictions

Some area borders are colored blue or red. These borders are normally impassible by figures except under the following cases:

- **Flying Units:** Any unit with the FLYING trait may ignore mountain and water borders. They **may not** move over enemy or neutral areas, however.

- **Winter:** During each winter, all water (blue) borders are ignored and have no effect on units or heroes.

- **Other Cards:** Some cards, such as the "Mountain Pass" Tactics card, allow players to ignore specific movement restrictions as indicated on the cards.
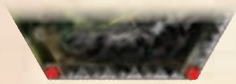
A Water Border   *A Mountain Border*

All other area borders can always be moved across, even if the area's artwork suggests otherwise.

It is possible during setup to create a game board with missing hexes ("holes") in it. Units may **never** move over these non-existent areas (even if flying).

A player may never have more than eight of his units in an area (including allied neutral units). If a player moves units into an area causing it to contain more than eight units, he must destroy units until he has eight or fewer in the area.

The only time a player can exceed this number is when he is starting a battle in an enemy or neutral area, in which case he may bring any number of units into the battle. If he wins the battle, any excess units must retreat to a single area (see "Retreats" on page 22).

Units may only move through friendly or empty areas. They may never move through enemy or neutral areas.

Diplomacy

After moving units into an area containing unallied neutral units, the player must attempt diplomacy **or** start a battle with the neutral units. When a player attempts diplomacy, he performs the following steps in order:

1. **Spend Influence:** The player must spend between one and six influence tokens. A player may not attempt diplomacy if he does not have any influence tokens.

2. **Draw Fate Cards:** The player draws a number of Fate cards equal to the amount of influence he spent.

3. **Resolve One Fate Card:** The player chooses **one** of the Fate cards that he drew in step 2. Then, he resolves one of the following results based upon the destiny symbol in the top center of the chosen card.

    – All neutral units in the area ally with the player. This result means that the player's units and the neutral units remain in the area and that the player may use the neutral units as his own (see "Allied Units" on page 19).

    – All neutral units immediately retreat to one adjacent area (and are routed – see "Retreats" on page 22). If there are multiple areas that the units can legally retreat to, the player to the left of the player attempting diplomacy decides. If the neutral units have nowhere that they can legally retreat to, they are destroyed.

Diplomacy and Resolving Fate Cards

1. The Elf player is resolving a "Conquer" Order card. He moves two of his units into an area containing unallied neutral units.

2. After moving his units, the Elf player must either start a battle against the neutral units or attempt diplomacy. He decides to spend three influence to attempt diplomacy.

3. Since he spent three influence, he draws three Fate cards.

4. He chooses one of the three Fate cards and resolves diplomacy based on the symbol on the chosen card.

5. Since the chosen card has a 🏆 destiny symbol, the neutral units ally with him. He simply leaves his units in the area to mark that the neutral units are now under his control. As long as he has friendly units present with the neutral units, the neutral units remain allied to him.

    – The current player must either start a battle in the area **or** retreat all friendly units from the area into one adjacent area (following all of the normal rules for retreat found on page 22).

Neutral Units

During setup, a number of plastic neutral units are placed on the game board as indicated by the icon on each area (if any).

A "Razorwing" Neutral Unit Icon in an Area

Neutral units are always treated as enemy units, unless a player has allied with them (by using "Diplomacy" see page 18).

Allied Units

When a player's units coexist in an area containing neutral units (outside of attempting diplomacy or fighting a battle against them), the neutral units are considered ALLIED. Allied neutral units are treated as if they were units of the player's faction: that is, they can move and even participate in battle as if they were friendly units.

If these allied units are ever in an area not controlled by the player, then the units stop being allied to him. The units are then considered normal neutral units that may ally with or be attacked by any player.

If a player's last unit is killed during a battle and he has allied neutral units present, the neutral units remain allied until the end of the battle. These units may even retreat into a friendly area if the player loses the battle.

Note that allied neutral units may move without being accompanied by player controlled units, as long as the neutral units end their movement in a friendly area.

Whenever a decision about neutral units must be made (such as where to retreat to), it is always made by the allied player. If the units are not allied with a player, then the decision is made by the player sitting to the current player's left.

Allied units must follow unit limits as if they were units of the player's color. This means that they count toward the maximum number of eight units in an area, and count towards food limits when resolving the secondary ability of a Winter Season card.

Moving and Placing Neutral Units with Tactics Cards

A number of Tactics cards allow players to place and/or move neutral units. If neutral units are ever placed in or moved into a player controlled area, then the units are considered allied with that player. If allied units are ever moved into an empty or neutral area, the units are no longer considered allied.

Battle Against Unallied Neutral Units

When a player is attacking neutral units that are not allied to an opponent, the player to his left controls the units for the duration of the battle.

The defending player places the neutral units to the right of his faction sheet (in the proper initiative rows) and makes all decisions for them. He may not play Tactics cards during the battle.

When a player attempts battle or diplomacy against neutral units, he does so against **every neutral unit in the area** and not just one type of unit. For example, if a player attempts diplomacy in an area containing two Beastmen and a Dragon, he only attempts diplomacy **once**, at which point all of the units may or may not ally with him.

Unit Types

There are four general types of units, each of which has a particular shape to its base. In addition to its base shape, each unit is further differentiated by its special ability printed on its faction or reference sheet.

- **Triangle:** Triangle units are the most common units. During battle, Fate cards cause them to miss 40% of the time, and deal a maximum of 1 damage. Triangle units are often targeted by other units' special abilities (such as the Dragon's ability to kill three triangle units).

- **Circle:** Circle units are about as weak as triangle units, but their special abilities are triggered twice as often. Heroes are considered circle units during duels (due to their circular bases).

- **Rectangle:** Rectangle units usually represent calvary units and often have more than 1 health. Rectangle units successfully attack more often than triangle units, and usually can deal up to 2 damage.

- **Hexagon:** Hexagon units represent large and extremely powerful units. These units usually have more than 2 health, successfully attack more often than rectangle units, and usually can deal up to 3 damage.

FACTION SHEET BREAKDOWN

Each player has a faction sheet that lists information about his alignment, resources, and units.

1. **Faction Icon and Name:** Each faction has a name and icon which is used to distinguish it from the other factions.

2. **Alignment:** Each faction has an alignment, either good (white) or evil (black), represented by this banner. Alignments determine which Objective deck a player draws from, as well as which heroes are more or less likely to DESERT him (see page 28).

3. **Starting Tactics and Influence:** Each player starts the game with the listed number of Tactics cards and influence tokens.

4. **Resource Dials:** These dials are used to track the player's current levels of food, wood and ore as described in the "Resource Dials" diagram on page 14.

5. **Unit Information Area:** This area lists all pertinent information for a faction's units including their health and special abilities.

6. **Unit Name and Image:** This name and image are used to distinguish this unit from other unit types.

7. **Unit Base Shape:** This icon matches the shape of the unit's base and is used when drawing Fate cards during battle.

8. **Unit Health:** This number is the amount of damage that is required to defeat a unit of this type.

9. **Unit Special Ability:** This ability is resolved when this type of unit draws a special ability icon during battle.

10. **Initiative Number:** The numbered row that a unit's information is in is known as its INITIATIVE number. This number governs which row the unit is placed in during combat, as well as the combat round that it is able to attack in.

11. **Combat Area:** This section of a player's faction sheet is used to organize figures when resolving combat. It consists of five rows, which represent the initiative order in which units draw Fate cards during combat (see page 21).

BATTLES

When a player moves units into an enemy area, he must start a battle. The term **BATTLE** refers to any time **units** are fighting each other. Each battle involves two groups of units attacking each other in an attempt to gain control of an area.

Each battle is resolved as follows:

1. **Place Battle Marker:** The current player takes the battle marker and places it in the contested area. This marker is to remind players where the battle is being fought.

2. **Place Units Next to Faction Sheets:** Each player takes all of his units from the contested area and places them in the appropriate rows to the right of his faction sheet (matching the unit's initiative – as printed on the faction or reference sheet).

   Heroes and routed units are not placed to the right of a player's faction sheet and, instead, remain in the contested area. These figures may not participate in battle, and these routed units are destroyed if forced to retreat.

   If the defending units are unallied neutral units, the player to the **left** of the current player acts as their controller during this combat (however, he may not play Tactics cards).

3. **Start of Battle Abilities:** If the attacker has any Tactics cards or other abilities that may be used at the "start of battle" or during his turn, he must use them at this point if he is going to do so. The defender then has the opportunity to use any number of "start of battle" abilities and cards.

4. **Rounds of Combat:** Five rounds of combat are resolved, starting with all initiative "1" units, then all initiative "2" units and so on. During each round, each unit of the proper initiative attacks once (see "Rounds of Combat" on page 22).

5. **Tally Strength:** After each unit has attacked once, both players tally their strength as follows:

   a. *Fortifications:* If the defender has a fortification development in the area, he may use it now (see "Developments" on page 33).

   b. *Count Units:* Each player totals the number of **standing units** he has in the battle. This total is known as his **STRENGTH**.

   c. *Add Stronghold Strength:* If the defender has a stronghold present in the area, he adds the stronghold's strength (printed at the bottom of the stronghold) to his units' strength.

   d. *Damage Stronghold:* If standing enemy units are present, the defender then flips the stronghold so that its damaged side is faceup. If the stronghold was already damaged, then it simply remains damaged side faceup.

6. **Resolution:** The player with the highest total strength wins the battle; in the case of a tie, the defender wins. Then the players perform the below steps:

   a. *Retreat:* The losing player must immediately retreat all of his participating units from the area and rout them (see "Retreats" on page 22).

   Any units that were already routed at the start of the battle may not retreat and are instead destroyed. These units were not placed next to the player's faction sheet and instead remained in the area during step 2.

   Units that were just routed during this battle may retreat (this is an exception to the rule that routed figures may not move).

   b. *Destroy/Conquer Stronghold:* If the attacker won the battle against a stronghold, he removes the opponent's stronghold token. He may then replace it with one of his own stronghold tokens (with the damaged side faceup). If all of the winning player's strongholds are already in play, he may voluntarily destroy one of his strongholds from the game board in order to replace the enemy stronghold.

   c. *Heal:* Both players remove all damage tokens from their units involved in the battle.

   d. *Replace Units:* The winner of the battle takes all of his units that survived the battle and places them in the contested area. Any units that were routed in the battle remain routed. He then removes the battle marker from the game board.

FATE CARD BREAKDOWN

1. **Destiny Symbol:** This symbol is used when resolving diplomacy (page 18) and attribute tests (page 26).

2. **Triangle Area:** This section of the card is used during battle by units with triangle bases. This particular card has a special ability icon meaning that the unit would trigger its special ability (as printed on its faction or reference sheet).

3. **Rectangle Area:** This section of the card is used during battle by units with rectangle bases. This particular card has a rout icon with one point of routing damage, meaning that one enemy unit will become routed (see "Routed Units and Heroes" on page 22).

4. **Hexagon Area:** This section of the card is used during battle by units with hexagonal bases. This particular card has a damage icon with a "2" meaning that the opponent must deal two damage to his units (see "Dealing Damage to Units" on page 22).

5. **Circle Area:** This section of the card is used during battle and duels by figures with circular bases. This particular card has no symbols meaning that it has no effect during a battle or duel (commonly referred to as a **MISS**).

6. **Unique Number:** Each Fate card has a unique number between 1 and 30. This number is used at the start of the game to determine the first player.

Rounds of Combat

Each battle has up to five different combat rounds. The first round consists of all "Initiative 1" units attacking, followed by the second round in which all "Initiative 2" units attack, and so on.

Each player chooses one of his unit types of the appropriate initiative to fight as follows:

1. **Attacker Draws Cards:** The attacking player chooses one of his unit types with the proper initiative that he has not drawn cards for yet during this battle (if able). He draws a number of Fate cards equal to the number of units of the chosen type and refers to the section of the cards matching his units' base shape.

2. **Defender Draws Cards:** The defending player chooses one of his unit types with the proper initiative that he has not drawn cards for yet during this battle (if able). He draws a number of Fate cards equal to the number of units of the chosen type and refers to the section of the cards matching his units' base shape.

3. **Resolve Special Abilities:** Both players reveal all Fate cards drawn that have special ability icons on the proper section of the card. Starting with the attacker, each player resolves his units' special abilities (as printed on the faction sheets) a number of times equal to the number of special ability icons on cards he drew.

4. **Resolve Routs:** Both players reveal all Fate cards drawn that have rout icons on the proper section of the card. Starting with the attacker, each player must rout a number of his figures equal to the number of routs on cards his **opponent** drew (see "Routed Units and Heroes" below).

5. **Resolve Damage:** Both players reveal all Fate cards drawn that have damage icons on the proper section of the card. Starting with the attacker, each player must deal damage to his units equal to the number of damage on cards his **opponent** drew (see "Dealing Damage to Units" below).

All drawn Fate cards are then discarded. If there are any standing units of this initiative that have not drawn cards yet, these steps are repeated.

After all units of the proper initiative have had cards drawn for them, a round of combat starts for figures on the next initiative row on the faction sheet (see full example on pages 23–24).

Concurrent Attack Rule

It is possible for units to be destroyed or routed during battle before they are able to draw Fate cards. However, if Fate cards have already been drawn for a unit type, then all of the cards will be resolved regardless of whether those units are later destroyed or routed.

Therefore, when a player has multiple units with the same initiative value, it is important for him to decide which unit type will attack first. Depending upon how much damage and routs he is dealt, his other units may not get a chance to draw Fate cards.

Routed Units and Heroes

There are many ways that units and heroes can become ROUTED. Routing most commonly happens during battle, through retreating, or as a result of a number of cards and abilities.

When a figure is routed, the figure is tipped over on its side to represent this status. Routed units and heroes may not move or draw cards during battle. All units are stood up (un-routed) during each Spring (as part of each Spring Season card's secondary ability).

The Secondary Ability of a Spring Season Card

During combat, a player may be dealt ROUTING DAMAGE. For each point of routing damage, a player must rout one of his **undamaged units** (regardless of the unit's health). If all of his remaining units are damaged, then he must choose one of them to rout.

When a player is forced to damage or destroy one of his units, he must always choose a standing unit if able (as opposed to a routed one).

Dealing Damage to Units

For each point of damage that a player's units are dealt, he takes one damage token and assigns it to (places it next to) one of his participating units. Damage tokens are assigned one at a time.

When a unit has a number of damage tokens equal to its health value (listed in the heart on the faction sheet), the unit is destroyed. It is immediately returned to the player's pile of unused units and all its damage tokens are removed.

When assigning damage during battle, **a player must place the damage on a previously damaged unit** (if able). If he does not have any damaged units, then he must assign it to any one of his standing units. If he does not control any standing units in the battle, then he must assign the damage to one of his routed units.

All damage tokens are removed from units at the end of the battle.

Example: The Elf player has been dealt two damage during a round of combat. Since he has a damaged Warrior in the battle, he must deal damage to it first. He assigns one damage to the Warrior, which destroys it (since its damage is equal to its health). Since the Elf player does not have any other damaged units, he may assign the last damage to any one of his standing units of his choice.

Retreats

When figures are forced to retreat from an area, the controller of the units must move all retreating units to **one** adjacent area. The area that they must retreat to depends upon the type of figure:

• **Player Controlled Units:** These units must always retreat to an adjacent friendly area. If there are no adjacent friendly areas to retreat to, they may retreat to an adjacent empty area. If there is still nowhere to retreat to, they are destroyed.

• **Unallied Neutral Units:** The player to the left of the current player chooses an adjacent uncontrolled area for these units to retreat into. If there are no adjacent uncontrolled areas, the units are destroyed.

• **Heroes:** Heroes may retreat to any adjacent area. Heroes are rarely forced to retreat (since they do not participate in battles, and duels do not force retreats).

When a figure retreats, **it is always routed.**

After retreating, if the number of units in an area exceeds eight, then the owner must destroy units until he has eight or less in the area. Both routed and standing units always count toward this limit.

Units must follow all movement restrictions when retreating, and may not normally retreat over red or blue borders (except during the winter or if the unit is flying, see "Movement Restrictions" on page 18).

1. The Elf player is resolving a "Conquer" Order card. He moves 5 of his units into an area containing Uthuk units.

2. After moving his units, the Elf player must start a battle in that area. He places the battle marker in the contested area. Starting with the attacker, both players then have an opportunity to play Tactics cards (they both choose not to).

3. The Elf player removes all of his units from the contested area and places them in the appropriate rows beside his faction sheet. His opponent then does the same with his own units.

4. During the first round of combat, all initiative 1 units attack. The Elf player has three Archers so he draws three Fate cards and refers to the triangle section of these cards (the shape of his Archers' bases). The Uthuk player has two Flesh Rippers so he draws two Fate cards and refers to the rectangle section of the cards.

5. Both players reveal any cards they drew with special ability icons in the appropriate sections. The Elf player reveals one card with a special ability icon, which triggers the ability of one of his Archers.

This ability lets him deal 1 damage to a unit of his choice. He decides to damage one of his opponent's Berserkers (which destroys it).

6. Then, both players reveal any cards they drew with rout icons in the appropriate sections. The Uthuk player reveals 1 rout icon, which forces his opponent to rout one of his units. The Elf player chooses one of his Archers and tips it onto its side.

7. Both players then reveal any cards they drew with damage icons in the appropriate sections. The Elf player reveals one damage icon, causing one damage, which the Uthuk player assigns to one of his Flesh Rippers. Since this amount of damage equals the Flesh Ripper's health, the Flesh Ripper is destroyed and the damage token is removed.

8. The Uthuk player reveals that he is also dealing one damage. The Elf player assigns this damage to one of his Pegasus Riders. Since his Pegasus Riders have three health, it is not destroyed.

= 2 STRENGTH

= 3 STRENGTH

1. During the second round of combat, the Elf player has two Pegasus Riders in the second initiative row, so he draws two Fate cards. The Uthuk player has two different types of initiative 2 units. He chooses for his Berserkers to attack first and draws one Fate card for each Berserker.

2. Neither player drew any Fate cards with special ability or rout icons in the appropriate sections, so no special abilities or routs are triggered. The Elf player drew cards with a total of three damage in the appropriate sections. The Uthuk player assigns two of this damage to Berserkers (destroying both of his Berserkers, as they each have one health). He places the last damage on one of his Beastmen, which destroys it as well.

3. The Uthuk player drew cards with a total of one damage in the appropriate sections. The Elf player is forced to place this damage on his Pegasus Rider (since it is already damaged, but not destroyed).

4. Because the Uthuk player's Beastmen have not attacked yet, he now draws for them. He draws two Fate cards because only two standing Beastmen remain.

5. The Uthuk player first resolves all rout icons in the appropriate sections of his Fate card. This causes the Elf player to rout one of his undamaged units (he chooses the Pegasus Rider).

6. The Uthuk player then resolves all damage icons in the appropriate sections of his Fate card. This causes the Elf player to assign one damage to the damaged Pegasus Rider. Since the Pegasus Rider has been dealt damage equal to its health, it is destroyed.

7. Since all units have now attacked, both players tally their strengths. The Elf player has two standing Archers for a strength of two. The Uthuk player has one standing Flesh Ripper and two standing Beastmen for a strength of three.

8. Since the Uthuk player has the highest strength, he wins the battle. All of the Elf player's units must retreat to an adjacent area and are routed.

Heroes

In addition to recruiting military units, each faction can hire heroes who can attempt Quests, acquire Reward cards, and even duel other heroes.

Each hero has a card that lists his name, attributes, and special ability. Each hero also has a plastic figure which is placed on the game board to represent the hero's current location.

Hero Card Breakdown

1. **Name:** This title is used to help differentiate the heroes from each other.

2. **Alignment:** The color of this banner determines the hero's alignment. It is either white (good), green (neutral), or black (evil). Heroes are more likely to desert a player if they don't match his faction's alignment.

3. **Ability:** This text explains what unique advantage the hero can make use of. Each hero's ability is different as listed here.

4. **Attributes:** These numbers represent the hero's level of strength 👤, agility ⅄, and wisdom 📖. Attributes are used mostly for completing Quests (see "Attribute Tests") on page 26.

5. **Base Shape:** This circular shape is used to remind players that heroes use the circle area of Fate cards during duels.

6. **Health:** This is the amount of damage that is required to defeat the hero.

7. **Duel Special Ability Reminder:** This text reminds players that heroes can deal 1 damage (instead of using a Reward card) when using a special ability icon during a duel.

Gaining Heroes

When a player gains a hero, he places the Hero card faceup in front of himself and places the corresponding figure at one of his strongholds.

Each player is limited to controlling **no more than three** heroes at a time. If a player gains control of a fourth hero, he must choose one of his heroes to DESERT him (see "Deserting Heroes" on page 28). This happens even if the hero would normally not be able to desert (for example if the player had the "Captain of the Heroes' League" Title card).

Quest Cards

By completing the criteria on Quest cards, a hero can receive Reward cards that provide special abilities or even dragon runes!

Each player starts the game with two Quest cards in his hand, which may be attempted by any of his heroes. Heroes may attempt to complete Quests during the Quest Phase (see page 26).

Each player may have a maximum of three Quest cards in his hand at any time. If he ever has more than three Quest cards, he must discard Quest cards of his choice until he has only three.

Quest Card Breakdown

1. **Name:** The thematic title of the Quest card.

2. **Setup Quest:** Cards labeled as "Setup Quests" are used to determine which map tiles a player places when creating the game board. These cards are then shuffled into the Quest deck and treated as normal Quest cards.

3. **Flavor Text:** This thematic text lists the background story about the Quest as well as the specific name of the area (if any).

4. **Criteria:** Once the hero has traveled to the specified area, he must follow these instructions in order to complete this Quest. Any italicized text in this section is additional flavor text and has no game effect.

5. **Area:** The specific area (if any) that a hero must travel to in order to attempt this Quest.

Quest Phase

The secondary ability of each Summer Season card is to resolve a Quest Phase as follows:

Starting with the player with the lowest numbered Order card (from the previous season), each player may do one of the following with **each** of his heroes. A player that controls multiple heroes may choose to perform a different action with each of them (see example below).

- **Move:** The hero may move up to two areas and then possibly start a duel or attempt a Quest. These actions do not activate the destination area. Remember that heroes may move into and through enemy and neutral areas. Routed heroes may not choose this option.

- **Heal:** Remove all damage from the hero. A hero may only heal if he is in a friendly area.

- **Train:** Increase two of the hero's attributes by one (or increase one attribute by two). This is done by placing training tokens on the hero's card to indicate which attributes have been increased.

    These tokens are double-sided to represent whether a hero has gained +1 or +2 to the attribute. Each attribute of a hero may have a maximum of one training token for each attribute.

Although each player is able to utilize all his heroes during the Quest Phase, it is important to note that using heroes during the Quest Phase it is not considered part of any player's turn.

Attempting and Completing Quests

Most Quest cards require a hero to be in a specific area of the game board (labeled by a number and letter, such as 3A). When a hero is present in this area during the Quest Phase (if choosing the "move" option), the player may reveal the Quest card from his hand that matches this area and follow the instructions on it.

If the result of following the instructions is to "receive reward," then the Quest is completed and the hero receives a Reward card (see page 27). The player then discards the completed Quest card and **draws a new Quest card**.

Each hero may only attempt one Quest per Quest Phase. Routed heroes may not attempt Quests.

Attribute Tests

Many Quest cards require a hero to travel to a specific area and then TEST one of his attributes (strength, agility, or wisdom).

When a hero's attribute is tested, the controller of the hero draws a number of Fate cards equal to the hero's appropriate attribute. The player then chooses **one** of the Fate cards and resolves the Quest card using the destiny icon on the top of the chosen Fate card.

Example: A Quest card requires a hero to go to area 3A and test his agility. During the Quest Phase, he moves into this area and reveals the Quest card from his hand. As instructed on the card, he draws a number of Fate cards equal to his agility of 2. The hero's controller chooses one of these cards and discards the other. He then compares the destiny icon of the chosen card ( ) with those found in the instructions on the Quest card.

The Quest card reads " : Receive Reward." The player receives a Reward card, discards the Quest card, and draws a new Quest card.

Quest Phase Example

After resolving the primary ability of a Summer Season card, players resolve a Quest Phase as follows:

1. The Elf player has the lowest numbered Order card from the previous season. He therefore goes first in the Quest Phase. He has one hero and decides to heal all damage on her.

2. The Uthuk player has the next lowest numbered Order card. He decides to train his first hero and increases his agility twice.

3. The Uthuk player decides to move his second hero. He moves him two areas through an enemy area, and into an enemy area.

4. He may now either start a duel with the enemy hero in the area or attempt to resolve one of his Quest cards (or do neither).

    The Human and Undead players do not have any heroes and, therefore, do not do anything during the Quest Phase.

Resolving Fate Cards

Fate cards are used to determine many different results including the outcome of diplomacy, battles, and attribute tests. There are a few things to be aware of when drawing and resolving Fate cards:

- Anytime a player is instructed to draw Fate cards, he must draw the full number of cards. For example, if a player is attempting diplomacy and draws a 🐾 with his first card, he must still draw and discard the full amount of cards.

- The Fate card discard pile may be looked at by any player at any time. This allows players to judge which destiny icons have been used before deciding to attempt diplomacy or a Quest.

- If the Fate deck runs out when drawing Fate cards, simply shuffle the discard pile of Fate cards to create a new deck and draw any remaining cards from this new deck.

Reward Cards

Heroes often receive Reward cards (some of which provide dragon runes) by completing Quests. When a hero receives a Reward card, his controller draws the top card of the Reward deck, looks at it, and places it facedown under the Hero card.

The Reward card is not turned faceup until the player wishes to use the Reward card's ability, at which point it remains faceup.

A player may freely trade Reward cards between any of his heroes as long as they are in the same area during his turn or when moving during the Quest Phase. The heroes do not need to remain in the same area and may trade items when simply moving through a friendly hero's area.

Reward Card Breakdown

1. **Name:** This title is used to help differentiate Reward cards from each other.

2. **Ability:** This is the effect that the Reward card provides. Some of these abilities require the hero to draw a special ability icon (🛡) during a duel.

3. **Trait:** Some reward cards have a trait (either Weapon or Armor). A hero can use a maximum of one weapon and one armor during each duel.

Reward Cards in Duels

Many Reward card abilities benefit heroes in combat (such as those requiring a special ability icon). During a duel, each hero may use any number of his Reward cards, but may not use more than one "weapon" and one "armor" card during a single duel. Note that a hero may use the **same** "weapon" or "armor" Reward card multiple times during a duel unless the card specifies otherwise.

When a player uses a Reward card, it is flipped faceup and he follows the printed instructions on it. Many Reward cards are only triggered if the hero draws a special ability icon. When a hero draws a special ability icon during a duel, he may either use a special ability from one of his Reward cards **or** deal 1 damage (as printed on the Hero card).

Reward Card Secrecy

Reward cards are placed facedown under the hero who received them. The controller of a hero (and only him) may look at his hero's facedown Reward cards at any time.

The identity of facedown Reward cards **may not** be shared with other players. Once a Reward card is turned faceup, its effects become open information, and the card remains faceup for the remainder of the game.

DUELS

When a player moves his hero into an area containing an enemy hero during the Quest Phase, he may start a duel with the enemy hero in an attempt to defeat him and take his Reward cards.

1. **Declare Defender:** The player who is starting the duel chooses a single enemy hero present in his hero's area to participate in the duel.

2. **Use Start of Duel Abilities:** If the attacker has any Tactics cards or other abilities that may be used at the "start of a duel," he must use them at this point if he is going to do so. The defender then has the opportunity to use any number of "start of a duel" abilities and cards.

3. **Rounds of Duel:** The players then resolve **four** rounds of the duel. Each round consists of the following steps in order.

   a. *Draw Fate Cards:* Starting with the attacker, each player draws one Fate card and reveals it.

   b. *Resolve Fate Cards:* Starting with the attacker, each player resolves the icon printed in the circle section of his Fate card.

   If it is a special ability icon, then the hero may either deal one damage (as printed on his Hero card) **or** use the ability of one of his Reward cards.

   If it is a rout icon, then the hero may prevent damage this round equal to the number of flags. For example, if a hero is dealt two damage by an opponent and the hero drew one rout result, he can prevent one of the damage. These results **do not** rout the opposing hero in a duel.

   If it is a damage icon, then the opposing hero is dealt the listed amount of damage (place an equal amount of damage tokens on the opposing hero's card).

   If the circle section of the Fate card is blank, then nothing happens (the hero does not use a special ability, deal damage, or prevent damage).

   All damage dealt during duels is resolved simultaneously, and can even result in both heroes being defeated at the same time (see "Damaging and Defeating Heroes" to the right).

4. **Resolution:** After four rounds of a duel have been resolved, or a hero has been defeated, the duel is over.

   All damage dealt to a hero remains on its Hero card (unless the Hero was defeated). Each hero that was not defeated in the duel remains in the area (he is not forced to retreat).

A hero that starts a duel may not attempt a Quest during the same Quest Phase.

If a hero is defeated in a duel, the duel ends after finishing the current round of the duel. The surviving hero then claims all of the defeated hero's Reward cards (see "Damaging and Defeating Heroes" to the right).

Routed heroes **can** be forced into a duel by an opponent's hero, but may not start a duel. Defending heroes that are routed act as if they are not routed during a duel.

"DUEL" QUESTS

Some Quest cards require a hero to travel to a specific area and then duel a certain type of neutral unit. This unit is never placed on the game board and only exists for the purposes of the Quest.

Once the hero is in the area during the Quest Phase, he simply follows the steps for a duel (resolving all four rounds if necessary). The player to his left controls the neutral unit during the duel. If the neutral unit draws a card with a special ability icon in the section matching the unit's base shape, it triggers its special ability (since, unlike a hero, it does not have the "deal 1 damage" option).

If the hero defeats the unit in the duel, then he completes the Quest card and receives reward (as listed on the Quest card). Regardless of the outcome of the duel, the neutral unit is returned to the pile of unused neutral units at the end of the duel.

DAMAGING AND DEFEATING HEROES

When a hero has damage tokens on him equal to or greater than his health, he is defeated. The player controlling that hero removes the figure from the game board and place the figure and its Hero card back in the game box.

If a hero is defeated in a duel, then the controller of the victorious hero involved in the duel may assign all of the hero's Reward cards to any of his heroes that are present in the area. All Reward cards remain facedown (unless they are already faceup) and may be looked at by their new owner at any time.

A Defeated Hero Marker

If a hero is defeated at any other time, his Reward cards are placed next to the game board (remaining faceup or facedown). A defeated hero marker is placed in the area where the hero was defeated, and the corresponding defeated hero marker (which has the same number) is placed on top of the hero's Reward cards.

Any hero present in an area containing a defeated hero marker during his controller's turn may take all Reward cards from under the marker and place them under his Hero card. The player then removes the defeated hero marker from the game board.

DESERTING HEROES

Heroes will occasionally DESERT a player. This desertion usually occurs if a hero does not match his controller's alignment when a particular Season or Tactics card is resolved.

When a hero deserts, his figure is removed from the game board, and his Hero card is shuffled back into the deck of Hero cards. All Reward cards assigned to the hero are discarded faceup adjacent to the deck of Reward cards (as opposed to being left in his area like those of a defeated hero).

Duel Example

1. During the Quest Phase, one of the Uthuk player's heroes (Mad Carthos) moves into an area containing one of the Elf player's heroes (Silhouette). The Uthuk player decides to start a duel against the Elf player's hero.

2. The Uthuk player first resolves any start of duel abilities he wishes to use. He Mad Carthos's ability to deal the defending hero one damage. The Elf player chooses not to use any start of duel abilities.

3. Both players draw one Fate card for the first round of the duel. The Uthuk player draws a card with a special ability icon (in the circle section) while the Elf player draws a card with a rout icon.

4. The Uthuk player may use the special ability icon to resolve the ability on one of his Reward cards or to deal 1 damage (as printed on his Hero card). He decides to use the ability of one of his Reward cards (Rage Blade) to deal damage equal to his hero's strength of 2.

5. The Elf player prevents one of this damage with the rout result that he drew. His hero is therefore dealt 1 damage (instead of 2).

6. For the second round, both players once again draw one Fate card. This time, both players draw one damage.

7. Silhouette is dealt 1 damage.

8. Mad Carthos would be dealt 1 damage, but reveals that he has an "Armor" Reward card (Runeplate) which prevents the damage done to his hero.

   Because Silhouette has been dealt damage equal to her health, the hero is now defeated and the duel ends. The attacking player takes all of the defeated hero's Reward cards and places them under the Mad Carthos's Hero card.

Winning the Game

If a player ever controls six areas containing dragon runes, then he declares that he has won the game and flips his six dragon runes faceup.

If no player has won the game by the end of the sixth year (at the end of Winter), then the game ends. At that point, all rune tokens on the game board are immediately flipped faceup, and the player who controls the most dragon runes wins the game.

If multiple players are tied for the most dragon runes, then the tied player with the most influence tokens wins the game. If still tied, then the tied player with the highest starting influence wins the game.

Gaining Dragon Runes

Dragon runes can be acquired from a number of sources, including Objective cards, Reward cards, Title cards, and Season cards.

Whenever a player is instructed to "receive one dragon tune," he performs the following steps:

1. **Discard False Runes:** The player may optionally discard up to two false rune tokens from areas he controls.

2. **Receive Rune Tokens:** The player then receives one dragon rune token and one false rune token and randomizes them.

3. **Place Rune Tokens:** The player looks at the faces of these tokens and places each token facedown in a friendly or uncontrolled area that does not contain a rune token. If there is no legal area to place one (or both) rune tokens, then the unplaced tokens are discarded faceup to the pile of unused rune tokens.

Some Season cards or Tactics cards instruct players to place (or move) rune tokens to specific areas. These cards **do not** use the term "receive one dragon rune" and only cause the specified tokens to be placed; the cards do not also place false runes unless specified.

A rune token can **never** be placed in an area that already contains a rune token.

Looking at Dragon Runes

A player may look at rune tokens in **areas he controls or has a hero in** at any time. This **includes** enemy areas that have a friendly hero in them. Players may never show rune token faces to other players, although they may tell (or lie about) what type of token is in an area.

Rune tokens are never turned faceup for everyone to see, except at the end of the game (see "Winning the Game" above).

Other Rules

This section contains specifics for using all types of components that were not covered in the main gameplay rules section.

Objective Cards

At the start of the game, each player receives one Objective card. Each Objective card lists criteria that a player can fulfill to obtain a dragon rune. Each Objective card is kept secret until a player discards it to receive a dragon rune (see "Gaining Dragon Runes" on the left).
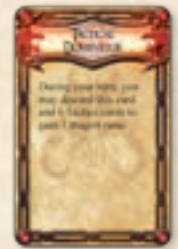
Objective cards are divided into two decks, one deck used by "Good" aligned factions and the other by "Evil" aligned factions. Good Objective cards generally require players to ally with units and acquire influence, while Evil Objective cards generally require players to conquer territories and destroy units.

If a player is fulfilling his Objective card at any point during his turn (e.g. when resolving his Order card), he **may** discard it to receive one dragon rune. He then follows the rules for gaining a dragon rune (including receiving one false rune and placing the tokens in friendly or empty areas).

Tactics Cards

Tactics cards provide a wide range of powerful abilities. Each player begins the game with the number of Tactics cards listed on the bottom left portion of his faction sheet. Players can acquire new Tactics cards by using "Strategize" and "Rally Support" Order cards and from a number of Season cards.

Each Tactics card indicates the specific time in which the card may be played. Most of the Tactics cards read "Play during your turn." These cards may be played by a player when he is resolving an Order card. This time span includes the period immediately before, during, and immediately after the player resolves his current Order card.

A player may **not** use a Tactics card during the same season that he draws it (although he may use it during the next season). For example, if a player draws two Tactics cards using a "Strategize" Order card during Spring, he may not use these cards until the start of the next Summer (or anytime thereafter).

Some Tactics cards can be played during battles or duels. These cards can only be played if the player using the cards has friendly units or a hero participating in the battle or duel.

Each player is limited to having **10 Tactics cards** in his hand. If a player ever has more than 10, then he must discard cards of his choice until he has only 10 Tactics cards in hand.

Influence Bids

Some Season cards instruct players to conduct an INFLUENCE BID. These bids represent political struggles that test the factions' diplomacy and standing with the Wizards' Council (see below). When an influence bid starts, players perform the following steps:

1. **Declare Influence Totals**: Each player must verbally declare how many influence tokens he has. During this step, players may also discuss the bid and promise (or lie) about how much they are going to bid.

2. **Hide and Select Influence:** Each player then takes all his influence tokens in hand and hides them from the other players. Each player selects the amount of tokens that he wishes to bid and secretly places the selected tokens in his closed fist above the playing surface.

3. **Determine Winner:** Once all players have selected their influence, they each open their fists and reveal how much influence they bid. Each Season card specifies how to determine the outcome of the bid (usually the single player who bid the highest wins something).

4. **Discard Influence:** All influence tokens bid by **all players** (even those who did not win the bid) are now discarded to the pile of unused influence tokens.

Wizards' Council

The term "Wizard's Council" is used to represent the involvement of the mysterious and powerful Wizards' Council. This term has no game effect, but may be targeted by other cards.

For example, the "Primarch of the Wizards' Council" Title card gives a player one influence each time a Wizards' Council card is drawn (before resolving the text on the Season card).

Component Limitations

If players run out of activation tokens, damage tokens, defeated hero markers, influence tokens, or training tokens, they should use a suitable replacement (such as a coin or bead). All other cards, tokens, and figures are limited to those provided in the game.

If a deck of cards runs out, players should shuffle the deck's discard pile to create a new deck.

If a player wishes to recruit a unit but all of the units are already in play, he may voluntarily destroy one of his units in any friendly area before recruiting. If a player wishes to build a stronghold or development but does not have any available, he may voluntarily destroy one of his strongholds or developments in order to build it elsewhere. If a development is ever left in an area without a stronghold, the development is destroyed.

These are the **only times** a player may voluntarily destroy his own units, strongholds, or developments. This does not include when a player is forced to destroy units due to unit limits.

Player Elimination

In the rare case that a player ever controls zero areas, he is eliminated from the game. He removes all of his heroes from the game board and no longer participates in the game.

All of his Tactics, Quest, Reward, and Hero cards are shuffled into the appropriate decks. Any Title cards that he had are returned to the common play area. Any influence on Title cards remain on them until another player takes the card with an "Acquire Power" Order card.

Play Order and Ties

Players use the following hierarchy to determine the order in which players should resolve Order cards or abilities. This order is used whenever players are unsure about which player should act first, including (but not limited to) when resolving Order cards and resolving Season cards.

1. **Lowest Order Card:** The player whose current Order card is lowest goes first, followed by the player with the next lowest Order card.

2. **Most Influence:** If the current Order cards of multiple players have the same number (or if players do not currently have revealed Order cards), the tied player with the most influence tokens goes first, followed by the player with the next highest influence.

3. **Highest Starting Influence:** If players are still tied, the tied player with the most influence at the start of the game goes first, followed by the player with the next highest starting influence.

Ties on Influence Bids

If multiple players bid the same amount on an influence bid, the player with the "Primarch of the Wizards' Council" Title card chooses which of the tied players wins or lose the bid. If no player has this Title card, then the **tied player** with the most unspent influence chooses amongst the tied players. If still tied, the tied player with the highest starting influence chooses amongst the tied players.

Influence Bid Example

1. The players are resolving a Season card at the start of Winter. This card calls for the players to perform an influence bid. The winner of this bid will receive one dragon rune.

2. All players declare how many influence tokens they have to the other players and then conceal their influence.

3. Each player secretly selects the amount of influence that he would like to spend and places the influence tokens in a closed fist above the playing area. Once all players have chosen their amounts, they simultaneously reveal the amounts.

4. The Elf and the Uthuk player tie for the highest bid (two). If a player had the "Primarch of the Wizards' Council" Title card, then he would decide which of these two players wins the bid.

5. Since no player controls this Title card, the Elf player chooses who wins the tie (because he has two unspent influence as opposed to the Uthuk player who spent all of his influence). He chooses himself to win the bid, and received one dragon rune as per the Season card (see below example).

   Each player then loses all influence they bid.

Receiving Dragon Runes Example

1. The current Season card instructs the Elf player to receive one dragon rune for winning an influence bid. He may first discard up to two false runes from friendly areas. He decides to discard a false rune token from a friendly area.

2. He then receives one dragon rune token and one false rune token. He randomizes them so that the other players do not know which one is which.

3. Finally, he places the rune tokens **facedown** in any two friendly or uncontrolled areas that do not already contain rune tokens.

Order Card Details

This section describes the eight Order cards in detail and their related components.

Strategize Order (#1)

This order allows the player to move any of his units and/or heroes into adjacent friendly or empty areas as described on page 16.

The Supremacy Bonus ability gives the player Tactics cards based on his resources. He simply looks at his resource dials and draws one Tactics card for each Tactics card image on **each** of his resource dials' current space or lower.

Mobilize Order (#2)

This order allows the player to activate an area and move any of his **units** into the area from up to two areas away as described on page 17.

The Supremacy Bonus ability of this card allows this player to resolve this card's primary ability a second time, immediately after completely resolving the primary ability the first time.

A player may not start more than one battle with a single "Mobilize" Order. He may attempt diplomacy and start one battle, but may not move units into an area if it would cause a second battle during this turn. For example, if a player started a battle with a "Mobilize" Order and then attempts diplomacy with the Supremacy Bonus, he would have to retreat if he drew a ▼.

Conquer Order (#3)

This order allows the player to activate an area and move any of his **units** into the area from up to two areas away as described on page 17.

The Supremacy Bonus ability of this card allows the player to reduce the strength of his opponent's strongholds by three during a battle. This is a great way to capture opposing strongholds (since strongholds normally provide +5 strength).

Harvest Order (#4)

This order forces the player to tally the amount of food, wood, and ore provided by areas he controls. He then sets his resource dials on his faction sheet to match these totals. This Order card may cause his resource dials to go **up or down** from their current resource levels.

The Supremacy Bonus ability of this card allows the player to receive resources, influence, or Tactics cards from **all** developments he has on the game board (see below). He may then reduce his wood resource dial by one in order to place **one** development token in a friendly area containing a stronghold. A player may not build a development if his wood dial is at "0."

Developments

Development tokens are usually built using the Harvest Order card. They provide one of the following abilities:

- **Resources:** This token allows the controller to increase one of his resource dials by one. This resource must be a resource type provided by the area. This may be done when using the Supremacy Bonus ability of his future "Harvest" Order cards.

- **Diplomat:** This token allows the player to gain two influence each time he uses the Supremacy Bonus ability of future "Harvest" Order cards.

- **Training Ground:** This token allows the player to draw one Tactics card each time he uses the Supremacy Bonus ability of future "Harvest" Order cards

- **Defensive Bonus:** This token provides the defender with a special bonus that he may use during the resolution phase of a battle in this token's area. Each faction has a different Defensive bonus that functions as follows:

  - **Cursed Tomb (Undead):** Immediately before calculating final strength in battle, the defending player **may** discard this token to force his opponent to rout three of his figures. This token is discarded after use, but may be built again later.

  - **Hungry Spawn (Uthuk):** Immediately before calculating final strength in battle, the defending player **may** discard this token to deal his opponent four damage. The damage must be assigned to his figures following normal damage rules. This token is discarded after use, but may be built again later.

  - **Protective Wards (Elves):** This token forces the opponent to retreat one of his standing units immediately before calculating final strength.

  - **Reinforced Walls (Human):** This token provides +2 strength when determining the winner of the battle.

Each player is limited to **one development token in each area**. If a stronghold is destroyed or taken over by an opponent, any development tokens in the area are also destroyed.

Harvesting Example

1. During the Spring, the Human player is resolving his "Harvest" Order card. He controls a total of four areas including the three areas in his home realm, and area 1B where he has a Stronghold and Knight.

2. He totals the amount of food produced in friendly areas and sets his food dial to match this total. This causes this dial to go up to "4" from its previous setting of "2."

3. He then totals the amount of wood produced in friendly areas and sets his wood dial to match this total. This causes this dial to go down to "3" from its previous setting of "4."

4. Next, he totals the amount of ore produced in friendly areas and sets his ore dial to match this total. Since this dial was already set to "2," it is not adjusted.

5. Since this is the highest numbered Order card that he has played this year, he may resolve the Supremacy Bonus ability on the Order card. In doing so, he first uses the ability of his development to gain 2 influence.

6. He then decides to build a new development by reducing his Wood resource dial by one so that it now points to the "2" space.

7. Finally, he places a development of his choice at a friendly stronghold that does not already contain a development.

Recruiting Example

1. During the Summer, the Human player is resolving a "Recruit" Order card.

2. He chooses to recruit units using his Wood resource and receives two Bowmen (one from the number "1" space and one from the number "3" space). All other spaces of this dial are ignored because they do not provide units or are higher than the current space.

3. He places these two units in the area with his only stronghold. Note that this area already contains three Bowmen and two Footmen.

4. Since this is the highest numbered Order card he has played this year, he may resolve the Supremacy Bonus ability. He chooses Ore as his second resource and receives one Knight (from the "2" space) and one Siege Tower (from the "4" space).

5. Again, he places his units at his only stronghold.

6. Since he has nine units in this area, he needs to destroy one of his units. He chooses to destroy one of his Footmen which brings him down to eight units in the area (which is the maximum allowed in a single area).

Recruit Order (#5)

This order allows the player to choose one resource type (food, wood, or ore) and receive units based on that resource dial's current space. To do so, the player simply gains a unit matching the image of the current space the dial is pointing at **and** each space lower than it.

He then places all of these units in **any areas containing friendly strongholds**. These units may all be split amongst multiple areas containing friendly strongholds.

He must follow the standard limit of no more than eight units in each area (excluding heroes, as they are not units). If he exceeds this limit while recruiting, then he must immediately destroy units in the area until there are eight or less in the area.

The Supremacy Bonus ability allows the player to then choose a different resource type and recruit units using that resource dial as well.

Note that the player does not lose any resources when recruiting.

Rally Support Order (#6)

This order gives the player a benefit provided by each area he controls **that contains a city**.

For each city he controls, he chooses **one** of the following benefits:

1. **Neutral Units:** The player places neutral units of the proper type and quantity in the area. Since the player controls the area, the units are considered allied with him. The player may not place a figure type if there are none available of the chosen type.
2. **Tactics Cards:** Draw a number of Tactics cards as printed on the city.
3. **Influence Tokens:** Gain a number of influence tokens as printed on the city.
4. **Quest Cards:** Draw a number of Quest cards as printed on the city. The player must then discard down to **three** Quest cards in hand.

The Supremacy Bonus ability of this card lets the player spend up to three influence in order to draw the same number of Hero cards. He must keep one of them, and he shuffles the rest back into the Hero deck. He places the chosen card in front of him and the matching hero figure at one of his strongholds.

Acquire Power Order (#7)

This order gives the player influence tokens as indicated by his resource dials. The player looks at his resource dials and receives one influence token for each influence icon at each of his resource dial's current space or lower.

The Supremacy Bonus ability lets the player spend any amount of influence to take control of a Title card that has less influence on it. He removes all influence from the card, places the card in front of himself, and then places all the influence he spent onto the card.

In this way, the more influence a player spends to acquire a Title card, the more expensive it will be to take it away. All influence tokens on Title cards are considered "spent" and may not be used during influence bids or for any other purpose.

Example: It is the first season of the game, and the Elf player chooses the "Acquire Power" Order card. After resolving the primary ability, he uses the Supremacy Bonus ability to acquire the "Lord Commander of the Warriors' Guild" Title card. Since there is no influence on the card, he needs to spend at least 1 influence to acquire it. He decides to spend 3 influence to acquire it (rather than only 1) to discourage other players from taking it, and he places the influence on the card.

Title Cards

These cards each provide a way for their controllers to more easily acquire dragon runes. Each card describes the benefits it provides to its controller.

These cards are never shuffled and can only be controlled by one player at a time. If a player gains control of a Title card that belonged to another player, the new player simply takes the Title away from the previous owner and places it in front of himself.

Fortify Order (#8)

This order allows the player to perform each (or any) of the three following actions (in any order). The player may only perform each action once (i.e., he may not build two strongholds with a single "Fortify" Order).

Build a Stronghold

The player reduces his wood and ore resource dials by one each to place one of his stronghold tokens in any area he controls that does not contain a stronghold or a city. The stronghold is placed with its undamaged side faceup (i.e., the "5" side). A player may not build a stronghold if his wood and/or ore dial is set at "0."

Repair a Stronghold

The player reduces his ore resource dial by one to flip one of his damaged Strongholds so that its undamaged side is faceup. A player may not repair a stronghold if his ore dial is at "0."

Move Rune Tokens

The player chooses two areas he controls and picks up any rune tokens in the areas. He then randomizes the rune tokens, looks at their faces, and places each token facedown in one of the two chosen areas (limit one rune token per area).

OPTIONAL RULES

This section contains variations on the rules that modify the game to provide different play experiences. Before each game, the players should decide as a group if they would like to use one of the following variants, or a combination of both.

EXPLORATION TOKENS

This variant is for players who like more narrative for their heroes' exploration.

During setup, one random exploration token is placed facedown in each area (excluding home realms). One token (with the "1" on its back) is placed facedown in each area adjacent to a home realm. One token (with the "2+" on its back) is placed facedown in each other non-home realm area.

After a hero ends his movement during the Quest Phase, any exploration token in his area is flipped faceup and resolved. This token is resolved before the hero is able to duel or attempt a Quest. If the hero is forced to retreat into an area containing an exploration token, he does **not** resolve an exploration token in his new area.

There are three types of exploration tokens: EVENTS, LOCATIONS, and DESTRUCTIBLE LOCATIONS. EVENT exploration tokens are discarded after being resolved and are marked with a yellow arrow. LOCATION exploration tokens on the other hand stay in the area and have ongoing effects. DESTRUCTIBLE LOCATION exploration tokens also remain in play, but can be destroyed by a player who controls the area with at least six units.

- **Dragon Throne (Destructible Location):**
  Keep this token faceup in the area. The controller of this area is considered to have one additional dragon rune. A player controlling this area with at least six units during his turn may discard this token.
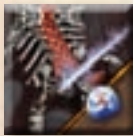
- **Village (Destructible Location):**
  Keep this token faceup in the area. The area is treated as if it produced +1 of the listed resource type. A player controlling this area with at least six units during his turn may discard this token.
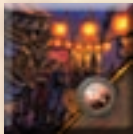
- **Magic Portal (Destructible Location):**
  Keep this token faceup in the area. When **any player** is moving units or heroes, he may spend 1 influence to treat this area as if it were adjacent to all other areas containing faceup Magic Portal exploration tokens. A player controlling this area with at least six units during his turn may discard this token.

- **Dungeon (Location):**
  Keep this token faceup in the area. When a hero enters this area, he may not move any further during this season or Quest Phase.

- **Temple (Location):**
  Keep this token faceup in the area. When a hero ends his Quest Phase in this area, his controller gains two influence.
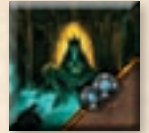
- **Hall of Kellos (Location):**
  Keep this token faceup in the area. When a hero ends his Quest Phase in this area, his controller draws one Tactics card.

- **Traveling Merchant (Event):**
  The hero's controller may spend three influence to have this hero receive 1 Reward card. Then, the player discards this token (regardless of whether he pays the influence or not).
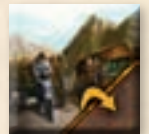
- **Raiding Party (Event):**
  The hero is dealt 1 damage. If there are neutral or enemy units here, the hero must discard 1 Reward card or be dealt 1 additional damage. Then, the player discards this token.
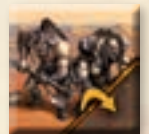
- **Scroll of Sight (Event):**
  The hero's controller looks at all facedown rune and exploration tokens in one area. Then, the player discards this token.
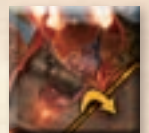
- **Training (Event):**
  The hero may increase one of his attributes by 1 (see "Quest Phase" on page 26). Then, the player discards this exploration token. Remember that a hero may only train each of his attributes a maximum of two times.
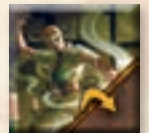
EPIC GAME VARIANT

This variant is for players who want a longer and more epic experience.

During setup, each player receives only one dragon rune token in his home realm (instead of two dragon runes and one false rune).

The first player to control seven areas containing dragon rune tokens wins the game. If no player has acquired seven by the end of the eighth year, then the game ends and the player who controls the most dragon rune tokens wins the game. Ties are broken as normal (most influence followed by highest starting influence).

False runes are **not used** in this variant, and dragon runes are always kept faceup. Any Tactics or Season cards that refer to false runes are discarded and a replacement card is drawn.

If players run out of dragon rune tokens, then they may use facedown false rune tokens as replacements.

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PROTECTIVE CARD SLEEVES

Quick Reference

Steps of a Game Season

1. Resolve a Season Card
2. Choose Order Cards
3. Resolve Order Cards

Steps of a Battle

1. **Place Battle Marker**
2. **Place Units Next to Faction Sheets**
3. **Start of Battle Abilities**
4. **Rounds of Combat**
5. **Tally Strength**
   a. *Fortification Developments*
   b. *Count Units*
   c. *Add Stronghold Strength*
   d. *Damage Stronghold*
6. **Resolution**
   a. *Loser Retreats. Any units that cannot retreat are destroyed.*
   b. *Destroy/Conquer Stronghold*
   c. *Heal*
   d. *Replace Units*

Rounds of Combat

Each battle has five different rounds.

During each round, each player chooses one of his unit types of the appropriate initiative to fight as follows:

1. **Attacker Draws Cards**
2. **Defender Draws Cards**
3. **Resolve Special Abilities**
4. **Resolve Routs**
5. **Resolve Damage**

Steps of a Duel

1. **Declare Defender:** The attacking player declares which hero will be participating in the duel against his hero.
2. **Use Start of Duel Abilities:** The attacker and then the defender may use any "start of duel" abilities.
3. **Rounds of Duel:** The players then resolve **four** rounds of the duel. Each round consists of the following steps in order.
   a. *Draw Fate Cards*
   b. *Resolve Fate Cards*
4. **Resolution:** After four rounds of a duel have been resolved, or a hero has been defeated, the duel is over.

Season Card Secondary Abilities

- **Spring:** Players remove all activation tokens from the game board and stand all routed figures (including neutral units and heroes). Finally, each player returns all of his Order cards to his hand.

- **Summer:** Resolve a Quest Phase in which each hero may heal **or** train **or** move. After moving, the hero may start a duel or attempt a Quest. See "Quest Phase" on page 26.

- **Fall:** Immediately shuffle the Fate card discard pile back into the deck. Then, each player chooses to receives 2 influence tokens or draw 1 Tactics card.

- **Winter:** The maximum number of units a player may have in **each** area is equal to his food dial's current space (see page 14). All excess units are destroyed (the owner's choice as to which ones). Allied neutral units count towards this limit, but heroes do not (as they are not units).

The winter secondary ability also allows players to ignore the movement restriction of water borders (blue) until the end of this season (see "Movement Restrictions" on page 18).

Frequently Overlooked Rules

- Resource dials are only adjusted when instructed by a card or ability. These dials will often not match the resources provided by areas a player controls.

- After receiving a Reward card from a Quest, the Quest card is discarded and the player draws a new Quest card.

- Each player is limited to controlling one Objective card, three Hero cards, three Quest cards, and 10 Tactics cards at any time.

- Heroes may only attempt Quests, duel heroes, and resolve exploration tokens during the Quest Phase of the Summer season, not as a result of any Order cards.

- Play order is determined by each player's active Order card. Lower numbered Order cards are resolved Order first.

Frequently Indexed Terms

See page 39 for full index.