

# COMMANDER'S ODYSSEY

INSTRUCTION MANUAL



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# Game Components

4 Commander Cards



4 Commander Game Tokens



13 HP Sliders



7 Champion Cards



28 Champion Sigil Tokens

(4 of Each)



24 Dice

(12 d12s, 5 d6s, 7 d4s)



200 Encounter Cards

(x50 of each Region)



20 ITEM Tokens

(4 of Each)



20 Equipment Tokens

(2 Mace, 2 Iron Breastplate, 2 Greatsword, 2 Cutlass)

(8 Broadsword, 8 Leather Tunic)

<b>GREATSWORD</b> +2 ATK +1 DEF	<b>CUTLASS</b> +2 ATK +1 DEF	<b>LEATHER TUNIC</b> +1 DEF
<b>IRON BREASTPLATE</b> +2 DEF	<b>MACE</b> +4 ATK	<b>BROADSWORD</b> +2 ATK

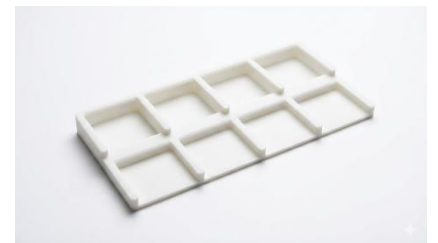
4 Sigil Trays



1 ITEM token holder



1 Equipment token holder



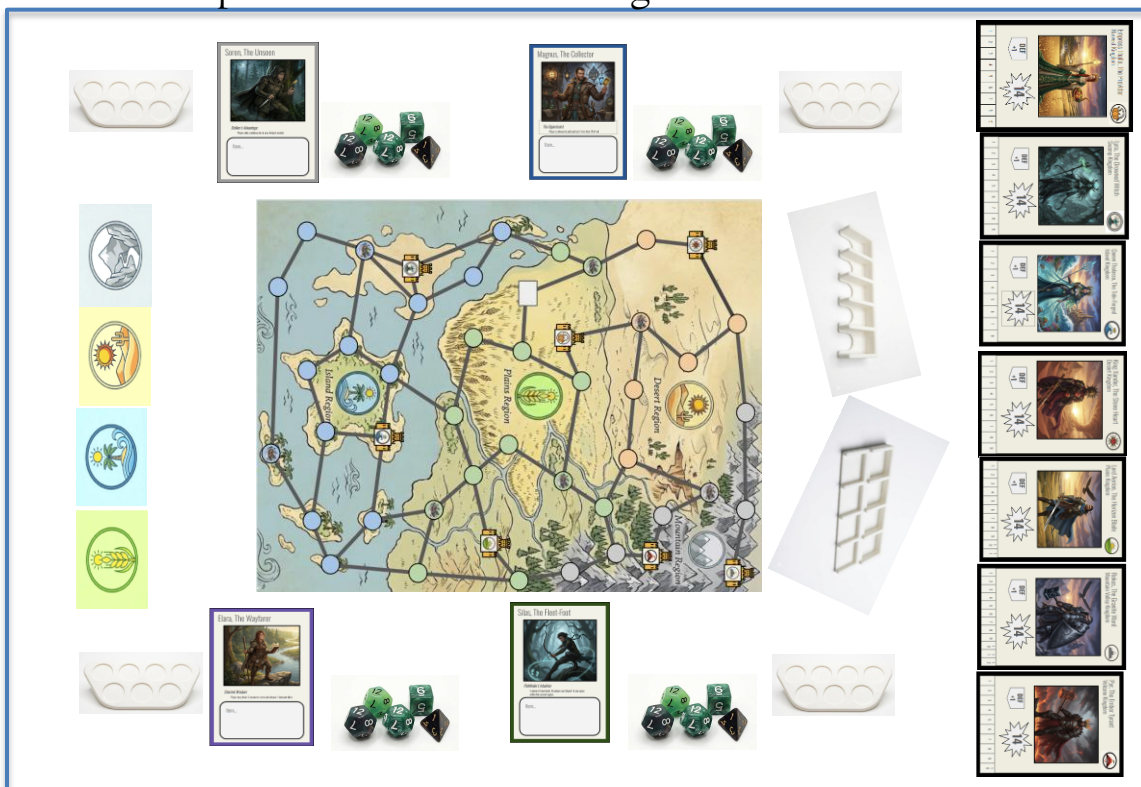
# Objective

Be the first Commander to conquer and obtain the Sigils from the 7 kingdoms.

## Set-up

1. Shuffle and separate the Encounter Cards into 4 piles by their region.
2. Place the 7 Champion Cards face up to the side of the board.
3. Place the Sigil tokens above their respective icons on the board.
4. Place the ITEM and Equipment tokens in their holders and off the board.
5. Have all players roll 1 of their d12s. The highest roll goes first; the clockwise player will go next. Going in turn, each player chooses 1 Commander and receives 1 Commander Card, 1 Sigil tray, 3 HP Sliders, 3 d12s, 1 d6, 1 d4, and 1 Commander Token.
6. Place Spare dice and HP slider off to the side of the board
7. Have all players place their Commander tokens on the starting space.

The final set-up should look something like:



# Gameplay

Commander's Odyssey is played over a series of rounds and turns. A player's turn consists of a movement and an action. Actions consist of drawing an Encounter card, choosing an event at a Town, challenging a Kingdom, Ambushing a player or using a second ITEM per round. A round has concluded once every player has taken a turn.

## Towns

Town Actions can either be to heal and/or revive all of a player's recruits to their maximum HP, or to obtain an ITEM.



## Ambushing

If a player rolls and lands on the location of another player, the player who rolled has the opportunity to use their action per turn to ambush the opposing player. The ambushing player chooses which recruits for both players will fight. Players with no viable recruits cannot be ambushed.

Winning an Ambush: The winning player may steal an ITEM from the losing player, or the equipment equipped on the losing recruit. That player's recruit also gains a +1 increase in CP.

Losing an Ambush: The losing player loses their next turn.

# Combat

## Combat Flow:

1. *Initiate* : Select a recruit to fight.
2. *Roll* : Both participants roll a d6 (other players will have to roll for Champions and Monsters).
3. *Calculate* : Add the d6 roll + recruit's CP + Equipment perks.
4. *Resolve* : Lower total takes the difference in damage.

As cards take damage, move the HP slider along the bottom until the card's HP reaches zero. If a Monster card reaches zero, then it gets discarded. If a Champion card reaches zero, then the player is awarded with the Kingdom's Sigil and the champion resets. Lastly, if a recruit reaches zero, then they become incapacitated. When a recruit becomes incapacitated, their CP resets to its base value (the value on the card).

All combat is 1 on 1 with the exception of Kingdom Challenges. When fighting a champion, the player may use all the recruits they have. If the player has a lower number, then all of the player's recruits would take the damage. A challenge is concluded when either the Champion reached zero HP, or all of the players recruits become incapacitated.

Commander perks that boost ATK and DEF only apply once, not for every recruit.

Players may choose to attempt to flee during any monster/champion fight. In order to flee, the player must roll a d6. If the player rolls a 5 or 6, then the attempt is successful. If the player fails to flee (rolls a 1-4), then their recruit(s) take damage equal to the roll instead of the Champion's standard attack.

# Kingdoms

When a player lands on a Kingdom, they may use their action per turn to challenge the Kingdom's champion. The Kingdom's Sigil corresponds to a champion's Sigil. The player may challenge with as many recruits as they have (see Combat, page 6). If the Champion becomes incapacitated, then the player receives the Kingdom's Sigil token. If a player lands on a Kingdom they have already obtained the Sigil from, that kingdom may serve as a town for that specific player for the rest of the game.

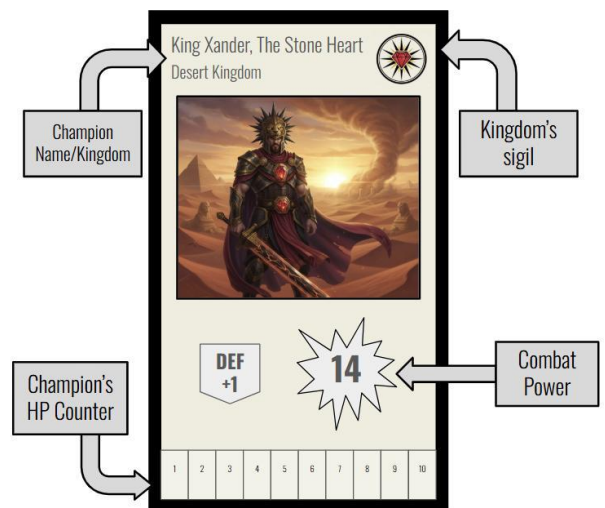
## Commander Cards

At the start of the game, each player chooses a Commander. Each card has a spot to hold the various ITEM a player has collected. Each Commander also has its own perk that provides certain advantages throughout the game.



## Champion Cards

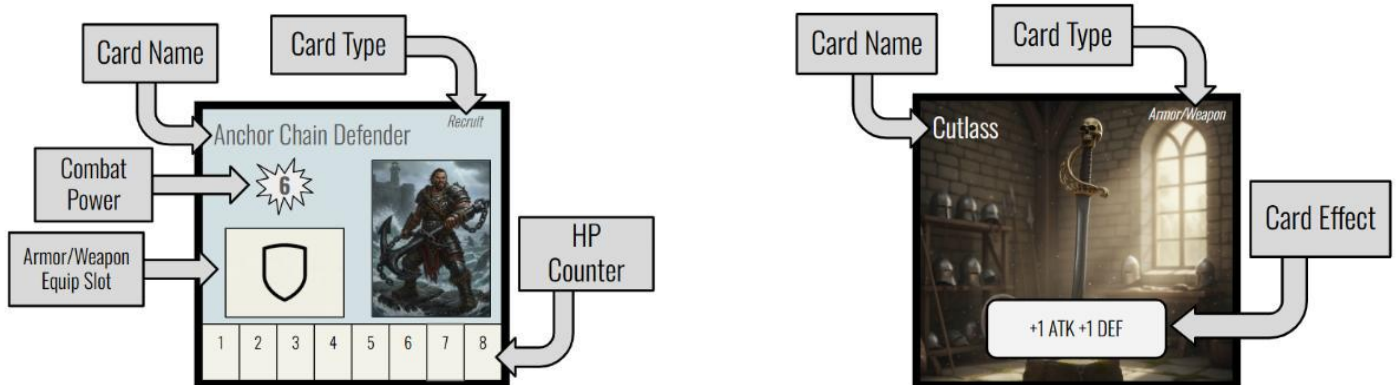
Champions all start with the same CP. Each Champion increases by 1 CP for a player for every Sigil that player has obtained. Champion Cards show the Kingdom's Champion's Combat Power and HP.



# Encounter Spaces / Cards

Encounter cards are separated by their region (Plains, Island, Desert, and Mountains) and are of 4 different types (Recruits, Monsters, Equipment, and Treasure). When a player lands on an Encounter space they will draw a card from the Encounter pile correlating to the specific region (with the exception of the Warping Gateways Map event). Recruits can be hired if drawn, however only 3 recruits can be under a Commander at a time. If a player draws a 4<sup>th</sup> recruit, then the Commander may choose to swap out a recruit with the newly drawn one.

Monster, Treasure, and Equipment Cards are immediately discarded after they have been resolved. If a Monster card is drawn, the player who drew the card must choose a recruit to fight the Monster (unless the player does not have any viable recruits to fight with). Upon defeating a monster, the chosen recruit will gain +1 Combat Power. If a region ever runs out of Encounter cards, reshuffle the discard pile and place it face down. Some Encounter cards may look like:



# Map Events

After every player has taken a turn, a round has ended. At the end of every round, a d6 is rolled to determine what event will affect the next round. Effects are removed at the end of the next round. Map events are correlated to the number rolled on the dice:

1. The Apex Trials
  - All Champions are at max CP (20).
2. Winds of Fortune
  - All movement dice rolls are doubled.
3. Armistice Holiday
  - All Kingdoms are closed to challenges.
4. Warping Gateways
  - Any Encounter card can be drawn regardless of Region.
5. Oath of Silence
  - No recruits can be recruited this turn.
6. No Event
  - No map event occurs.

# Equipment

Equipment tokens can be found in Encounter cards or stolen by winning an ambush.

Equipment must be equipped immediately after obtainment. Equipment may be swapped between recruits at any time during your turn, with the exception of during combat.

Recruits can only hold 1 Equipment token at a time.

# Items

ITEMs can be used at any point during a round (including combat and on other players turns). ITEMs are discarded upon use. Only 1 ITEM may be used per round (unless a player chooses to use their action to use a second item). Commanders can only carry a maximum of 3 ITEMs at a time. If a player tries to obtain an ITEM while already holding 3, they may choose to swap the new ITEM with one they are currently holding (that player may not use an ITEM to make room after trying to obtain a 4<sup>th</sup>). ITEMs can be obtained either from towns or from Chest Encounter cards. When obtaining an ITEM, a d6 must be rolled to determine what ITEM the player gets. Players are allowed to trade ITEMs between each other at any time. ITEMs are correlated to the number rolled on the dice:

## 1. Rune of Might

- a. Increase a recruit's CP by 1.

## 2. Loaded Coin

- a. Allows player to re-roll any dice roll.

## 3. Revival Herb

- a. Revive and/or fully heal one of your recruits.

## 4. Wind-Walker Boots

- a. Player adds an additional dice for that turns movement roll.

## 5. Dagger

- a. Player may teleport to any other player on the board and ambush them.

## 6. Nothing

- a. Player does not receive an ITEM.

# Movement

Each turn, each player must take 1 movement per turn. To move the player rolls a d6 and is allowed to move that number of spaces (plus any bonuses from Items, Map Events, or Commander Perks). When moving, players must keep moving in one direction: no turning around with the exception of dead ends.

## Key

- \* CP = Combat Power
- \* HP = Health Points
- \* ATK = Attack – Adds +1 to any attack roll
- \* DEF = Defense – Adds 1 defense die (d4) to rolls

## FAQ

What is the difference between a Turn and a Round?

A turn is dictated by a player taking 1 movement and 1 action. A round is when every player has ended their turn.

How is combat different when fighting a champion with multiple recruits?

One d6 dice is still rolled for all of the recruits and the Commander perks only triggers once (not for all of the recruits). However, each individual equipment will trigger for each recruit. So, the Combat damage is calculated by adding the d6 roll plus the combined CP of all of the recruits plus any Commander perks plus any equipment boosts.