



REVISED RULEBOOK

In Fable's End, there are two separate triggers that end the game immediately:



- OR -



A player adds a seventh shield to their phalanx.

A player has 20 or more skulls in their losses

You win if you have the **fewest skulls** in your losses among all players when the game ends.

UNITS

Unit cards are the soldiers of your fairytale army. They are used to attack your opponent's hand, story and enemy units.

**1 CREST**

This crest denotes the alignment of this unit. This unit belongs to the Wolf Kingdom.

2 RANK

How many open shields are required to bring this unit into play. This number also factors into attacking an opponent's hand (see breakthrough).

3 CARD NAME**4 SUBTYPE****5 EMBERS**

The amount of damage a unit deals to a chapter during an invasion.

6 POWER

This number is used when units battle one another.

7 SKULL VALUE

When a card is in your losses, it adds its skull value to your total skulls. The game ends when a player has 20 skulls.

8 TEXT BOX

Active units only.

9 RUSH STATS

All units can attack or block from your hand using this set of stats. Rushing units play sideways from your hand, directly onto the frontline.

10 ADVANTAGE

There are three different advantage seals: dagger, scroll and stone. Determining advantage works like rock, paper, scissors, with the winner gaining advantage in a battle.

SHIELDS

Shield cards are the resource of your army. They enable units to enter play, help open chapters, and can be discarded from your hand to block invasions.

**1 BLOCK SYMBOL**

Shields can be discarded to block invasions (story attacks).

2 CREST

Each shield on your phalanx provides one crest that is used to open chapters.

3 SKULL VALUE

When a card is sent to your losses, it adds its skull value to your total skulls.

CHAPTERS

Chapter cards are the books from which your fairytale army originates. Chapters can be opened (flipped) to activate special effects and abilities.



When a chapter takes 5 damage, it is lost (sent to the losses pile).

**1 ALIGNMENT**

This symbol indicates which crests are required to open this chapter.

2 ALLEGIANCE THRESHOLD

This chapter can be opened when there are 4 wolf crests on your phalanx.

3 SKULL VALUE

When a card is sent to your losses, it adds its skull value to your total skulls.

4 EFFECT TYPE

This symbol indicates what kind of effect this chapter carries out when opened.

AREAS OF PLAY

FRONTLINE

STORY

PHALANX

DECK

SIDELINE

REARGUARD

LOSSES

ACTIVE

Frontline - this is the area that units march into. Units on the frontline can be attacked (challenged) by other units.

Phalanx - this is your row of shields. Each shield on your phalanx creates a space on the frontline and a space on the rearguard.

The game ends immediately when any player adds a seventh shield to their phalanx!

Rear Guard - When a unit is posted, it is placed in the rearguard behind a shield. Only one unit can be posted per shield.

Story - This is your pile of 5 chapter cards. Only the top or "current" chapter in this pile is active. Before you begin a game, arrange your chapters in the order of your choosing. Each chapter begins the game closed (face down).

PASSIVE

Deck - this is your draw pile.

Sideline - your sideline is your discard pile. Retired units and cards discarded from your hand are placed here face up (See Retirement Step). You are allowed to look through your sideline at any time, but you are not allowed to rearrange it.

Losses - When units are defeated, shields are broken, or chapters are lost, they are sent to the losses pile. Cards sent here rest horizontally so that their skull value is easily read.

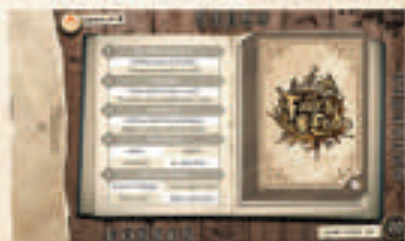
Cards in your losses can be rearranged at any point during a game.

When a player has 20 skulls in his/her losses, the game ends.



SETUP

Each player unfolds their gamemat (Duel Side), shuffles their deck, and chooses an order for their chapters.



Shuffle your deck and place it on your mat on the Fable's End logo.

FIRST PLAYER

Without revealing your dials, each player secretly bids an amount of damage on their dial.

After choices are made, both players reveal their dials.

The player with the higher number goes first.

Each player begins the game with the damage they bid on their dials.

In the event of a tie, both players repeat this process until there is a clear winner.

FIRST TURN

Once player order is determined, both players draw 4 cards.

The first player proceeds through their turn sequence.

I

RETIREMENT

Sideline units on frontline
Discard any number of cards

II

DRAW

Draw until you have 4 cards
If you have fewer shields, draw 1 card.

III

SHIELD

Add one shield to your phalanx
Replace proxies with true shields.

IV

ACTION

POST

OPEN

ATTACK

★ SPECIAL

V

RECOVERY

Recover 1 damage

Close chapter (opt.)

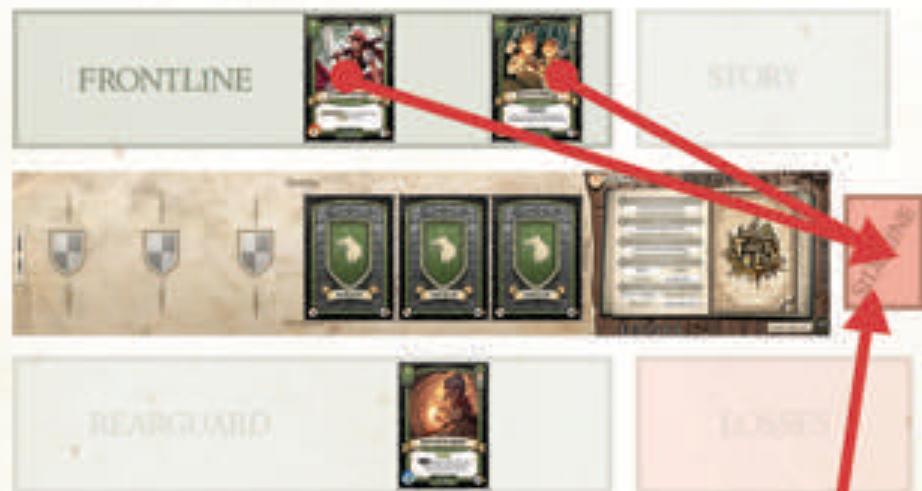
Draw a card

Bury a unit (opt.)



1- RETIREMENT STEP

At the beginning of your turn, move all units on your frontline to your sideline. Units that retire in this way lose all abilities, counters and effects.



Once you have moved all cards from your frontline to your sideline, you may choose to discard any number of cards from your hand. (This number can be all or zero!)

In this example, the active player chooses to discard a Three Headed Dragon from their hand.

Sometimes, you will want to discard cards you can't play this turn.



Hand

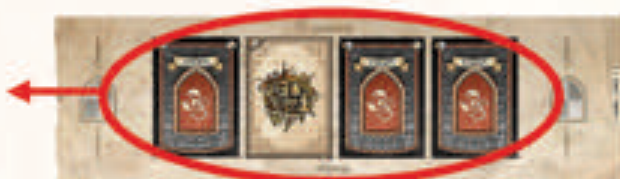
II - DRAW STEP

1



Draw cards from your deck until you have 4 cards in hand.

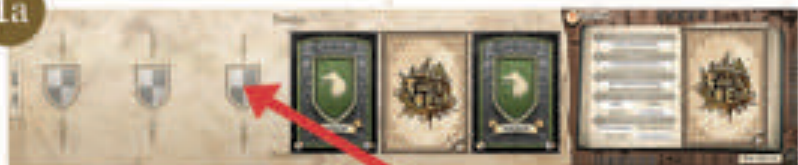
2



If you have fewer shields than your opponent, draw an additional card. (This number includes proxy shields) This step happens regardless of the number of cards in hand.

III - SHIELD STEP

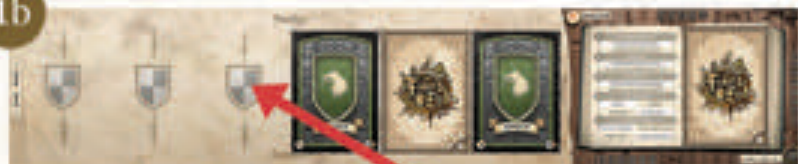
1a



During the shield step, you may **add** one shield from your hand to your phalanx. You are not required to add a shield every turn. However, adding shields allows you to post higher ranking units.



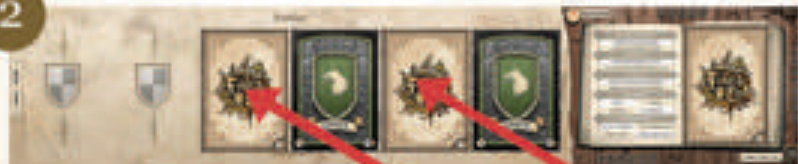
1b



In the event that you do not have a shield in hand, you may play any card face down as a proxy shield. Proxy shields function exactly the same way as true shields.



2



You may exchange any proxy with a true shield (*and only a true shield*) in your hand.



IV - ACTION STEP

During the action step, you may choose any of the following actions in any order, any number of times:



POST A UNIT

MAKE AN ATTACK

RUSH A UNIT

OPEN A CHAPTER

SPECIAL ACTION

Actions resolve one at a time in Pable's End. A new action can not be performed until the current action resolves.

Multiple actions can occur in any order during your action step.



POST A UNIT

A unit can be brought into play from your hand by placing it in the rear guard space. This is called posting a unit.

A posted unit can attack, block, and use the abilities printed in its text box.

In order to post a unit, you must have open shields equal to or greater than that unit's rank.

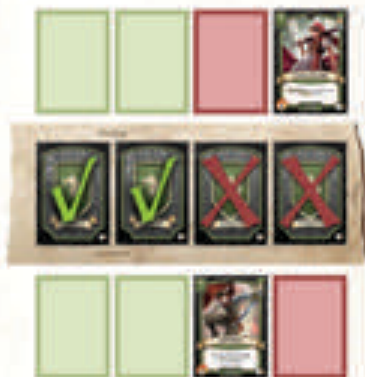
An open shield has both its frontline and rear guard space empty.



Each shield on your phalanx creates a space above and a space below.

As long as these two spaces are empty, the shield is open.

If one of them is occupied, the shield is closed.



This rank 2 unit can be posted because this phalanx has two open shields. The two shields on the right are closed because a unit occupies their frontline or rear guard space.

When posting a unit, you may choose which shield to post it below. Once that unit is posted to a shield, that shield closes.



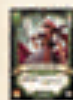
Only one unit can be posted to a shield.



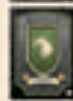
MAKE AN ATTACK

A posted unit in the rear guard can make an attack by **marching** (moving forward) onto the frontline.

Once the unit marches, choose one of three different targets to attack: an enemy unit on the frontline (*challenge*), your opponent's hand (*breakthrough*) or your opponent's story (*invasion*).



FRONTLINE



REAR GUARD

TYPES OF ATTACKS



CHALLENGE



BREAKTHROUGH



INVADE

CHALLENGE

As an action, a unit may attack another unit on the frontline. This type of attack is called a challenge.

Units can only challenge units on the frontline. Units in the rear guard can not be challenged.

When a unit challenges another unit, battle occurs between those units.

Battle between units follows the sequence below:

BATTLE

Battle can only occur between two units at a time. When two units battle, they follow four steps:

A) Advantage Check

Compare the advantage seals of each unit. The winner gains advantage. (see diagram)

B) Bonus

A unit with advantage gets a +1000 power bonus until the end of battle. (Other "Battle (B)" effects are applied during this step.)

C) Compare power

D) Determine Victor

- The unit with more power is the winner
- The unit with less power is lost and moved to its owner's losses pile
- In the event of a tie, both units are lost.
- The winner remains on the frontline (marched), is sidelined (rushed), or returns to its owner's hand (revealed from a breakthrough).



BREAKTHROUGH

When a unit breaks through, it attacks through an opponent's phalanx and into their hand.

In order to break through, the opposing player must have open shields equal to or greater than the rank of the breaking unit.

INVADE

An invader targets the current (top) chapter of an opponent's story. An invader deals damage to a story equal to its embers. When a chapter takes 5 damage, it is lost and sent to its owner's losses.

A unit has one of two types of embers:



Red embers will stop dealing damage when a chapter has five damage, regardless of how many embers remain.



Blue embers will carry over any remaining damage onto the next chapter in a story.

Invasions are the only type of attack that can be blocked.

Opponent's Hand



Opponent's Phalans



EXAMPLE

This rank 2 unit is breaking through a phalanx.

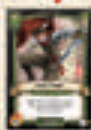
It is able to break through because the opposing player has 2 open ranks.



Once a unit has broken through, the attacking player chooses and reveals a card from the defending player's hand.

If the chosen card is another unit, then a battle occurs (follow battle sequence) with the loser getting sent to its owner's losses. If the defending card wins the battle, it is returned to its owner's hand. (ex. 1)

If the chosen card is a shield, it "breaks" and is immediately sent to its owner's losses. (ex. 2)



EXAMPLE 1



EXAMPLE 2



BLOCKING AN INVASION

A player defending against an invasion can block that invasion in one of three ways:

- Discard a shield from hand
- March a unit from the rear-guard onto the frontline.
- Rush a unit from hand

Discarding a shield - The defending player may discard (send to their sideline) a shield from their hand. This prevents all damage that would be dealt by the invading unit and the invasion resolves.

Marching a unit - The defending player may march a unit from their rear-guard to the frontline. This prevents all damage and the invading unit and the marched unit battle.

Rushing a unit - The defending player may rush a unit from their hand. This prevents all damage and the invading unit and the rushed unit battle.



RUSH A UNIT

A unit can make an attack directly from your hand. This is called **rushing** a unit. A rushed unit is played sideways and uses the rank, embers and power printed in its upper right hand corner.



When you rush a unit, only its rushing stats and advantage seal are valid. Abilities in the text box of a rushing unit are nullified. Additionally, card effects that target units do **NOT** affect rushing units unless the text specifically targets "rushing unit".



When you rush a unit, play it sideways from your hand directly on to the frontline of one of your open shields.

Rushing units defeated in battle are lost.

When a rushing unit successfully carries out (survives) an attack or block, it is immediately sidelined when that action resolves.



OPEN YOUR CHAPTER

As an action, you may **open** the top (current) chapter of your story.

In order to open a chapter, you must first meet the **allegiance threshold** printed in the top right corner. Allegiance is how many crests of a particular kingdom you have in play. Both shields and units count towards allegiance.



Open a chapter by flipping it face up (text and illustration side up) and placing it on top of the story pile. All other chapter cards should be stacked underneath.

Once a chapter is opened, it produces one of three different kinds of effects:



An **instant effect** takes place *immediately* after a chapter is opened. Once an instant effect resolves, it can not be reactivated until the chapter is closed and then re-opened. This effect must resolve before a new action can be taken.



An **activated effect** requires that a specific cost be paid before its effect can take place. For example, an open chapter might say, "Discard a Card: The unit of your choice gets -1000 power until your recovery." the cost in this example is discarding a card. When you want to use the -1000 power ability, you must discard a card in order to activate it.

Activated effects can be activated multiple times as long as the cost is paid. In the above example, you could activate a -1000 power effect each time you discard a card. Each activation counts as a separate special action.



A **continuous effect** activates *immediately* after a chapter is opened and continues as long as that chapter remains open. Continuous effects are usually passive abilities and bonuses.

For example, a chapter might read, "Your units on the frontline can not be challenged."

In this case, your units could not be challenged until the chapter is closed or is lost.

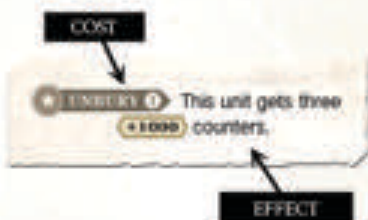
When a chapter is lost or closes, its effect is immediately nullified, regardless of that effect type!

In other words, effects do not carry over after a chapter is lost or closed.



SPECIAL ACTION

Special actions will all have a star symbol in front of them followed by an activation cost.



To perform the above special action, unbury (flip face up) 1 buried (face down) unit in your losses. (See Recovery Step)

Once you do, add three +1000 counters to the unit. If you do not have a buried unit, you can not perform this special action.



Special actions can not be taken in the middle of another, unresolved action.



Special actions can be repeated multiple times, as long as their activation costs are paid.

V - RECOVERY STEP

During the recovery step, perform the following sequence:

REMOVE 1 DAMAGE

Adjust your dial so that you have 1 less damage.



When you bury a unit in your losses, choose a face up unit and flip it face down. Doing this will reduce the chosen unit's skull value to 1.



It will also allow you to use the unbury special action on other units.

Units are always added to your losses face up (unburied) unless a specific effect instructs you to do otherwise.

! Chapters and shields can not be buried.

CLOSE YOUR CHAPTER

This step is optional.

If your chapter is open, you may close it.



Place your closed chapter on top of your story pile.

DRAW 1 CARD

BURY 1 UNIT

This step is optional.

Choose a unit in your losses and bury it (flip it face down).



Advanced actions are special actions available to any player during their action step.

Advanced actions are limited to specific game states but are otherwise available throughout the game.

It is recommended that newer players avoid advanced actions during their first game.

★ CHAPTER SORTING

As a special action, you may rearrange the order of your chapters.

You may only sort if your active chapter is closed.

When you sort, take 1 damage.

★ SHIELD FLOATING

Shield floating is a special action that can be used to temporarily add an open shield to your phalanx.

As a special action, you may move a shield from your hand onto the field sideways. Announce that you are floating this shield.

A floating shield adds 1 temporary open shield to your phalanx.

Floating shields remain on the field until the next unit is posted. Once a floating shield is used to post a unit, it is immediately sidelined.



These two shields are floating on the field. They provide two temporary open shields.



This rank 4 unit can be posted because this phalanx has two open shields and there are two floating shields.

Once this unit is posted, the floating shields are sidelined.



In the event that a shield is floated and not used, it is returned to its owner's hand at the end of the action step.

ADVANCED RULES

TRIGGERS

Triggers are effects that must resolve immediately when a certain game state or condition is met.

Triggers are not actions, but often resolve in the middle of an action. Some triggers activate during a step of the turn sequence. If a trigger activates in the middle of an action the trigger must resolve before the action can resolve.

Post → This trigger activates immediately when this unit is posted. The effects of this trigger must resolve before the post action resolves.

Battle Winner → When this unit wins a battle, the effects of this trigger will activate. Note that this trigger will still activate in the event of a tie.

Attack → This trigger activates when this unit makes an attack but before battle.

Battle (B) → This trigger activates during the Bonus step of a battle (see *battle sequence*). The bonus step is when +1000 is awarded to a unit that has advantage.

TOGGLE TRIGGERS

Toggle triggers are slightly different than normal triggers.

Just like normal triggers, toggle triggers activate when a certain game state or condition is met. However, toggle triggers provide a continuous effect as long as a certain condition is met. When the condition is no longer met, the trigger deactivates. In other words, it will toggle on and off depending on the circumstances.

Recovery Step → This effect is valid throughout your recovery step.

Frontline → The effects of this trigger are valid as long as this unit is on the frontline.

10+ → When you have 10 or more skulls in your losses, the effects of this trigger are valid.



When two triggers (or abilities) activate simultaneously, the active player determines the order of their resolution.



If a trigger would activate and has no valid target, the effect fizzles.



KEYWORD ABILITIES

Many units in Fable's End have keyword abilities that condense an ability into one or two words.

Twin Attack If this unit survives its first attack, it immediately makes an additional attack. You may choose a new target for this second attack.

Overkill When this unit defeats another unit in battle, the defeated player buries the top card of their deck.

Tracking This unit can attack the top card of any player's sideline, as long as that card is a unit.

COUNTERS

Some cards will instruct you to add a counter to one or more of your active units. A counter and it's effect will remain on the unit until that unit leaves an active area of play.

Counters can only be placed on active units. Remove all counters from a unit when it leaves an active area.



+1000 counters add 1000 power to a unit's posted power (also known as standing power).



-1000 counters subtract 1000 power from a unit's posted (standing) power. **When a unit has zero power, it is sidelined (not lost!).**



When two counters cancel each other's effects (+1000 and -1000), both are removed.

BREAKING TIES

Occasionally, more than one player may hit 20 skulls simultaneously. When this happens, immediately review these steps:

- Compare skulls. If they are different amounts, the player with the lowest value wins.
- If there is no clear winner (i.e. all skull values are identical), the player with the largest total skulls among all cards in their active areas is the winner. (*Active areas are the rearguard, frontline, phalanx, and story.*)
- If the combined total skulls amongst each player in their active areas is still tied, Each player adds the skull values of all units in their hand to their value. Each player then adds the total value of skulls among all cards in their deck their value. The highest number is the winner.

SHIELD POSITIONING

When a unit is posted, it can be posted behind *any* shield on your phalanx, regardless of that shield's alignment.

Additionally, posted units in the rear guard can be arranged and

rearranged freely as this arrangement is preferential and not strategic.

DECK BUILDING

Decks in Fable's End are 100% customizable. Future expansions will introduce new units, chapters, shields and even new kingdoms to add to your card pool.

Regardless of which cards you use to design your own deck, the same restrictions apply. A player's deck must always consist of:

- 30 units (*no more than 5 copies of any 1 unit*)
- At least 10 shields
- 5 chapters

ALLIANCE DECKS

A deck can consist of cards from multiple kingdoms. This is known as an alliance deck. Alliance decks follow normal deck building rules.



In order to post or rush a unit from an alliance deck, it must match an alignment with another card in one of your active areas. (*This can be a shield, unit, or active chapter*)

Advantage - A unit that gains advantage is a unit whose advantage seal beats the seal of another unit during battle.

The three seals are: dagger, scroll, and stone.

Alignment - the kingdom a card belongs to. Alignment is determined by the crest of that card.

Allegiance - allegiance is the total number of units and shields from one kingdom you have in play. For example, 2 wolf units and 1 wolf shield gives you a wolf allegiance of 3.

Allegiance threshold - this is the minimum amount of allegiance required to open a chapter. The allegiance threshold for a chapter is printed on the upper right corner of that card.

Alliance Deck - a deck comprised of cards from multiple kingdoms.

Battle - when two units fight each other, they battle. Battle follows a specific series of steps. In battle, the unit with higher power is the winner. The loser is defeated. In the case of a tie, both units are defeated.

Blocking - blocking an invasion is an action you may take during an opponent's turn. It is also the only action that can interrupt an attack. When a unit invades your story, you may march a unit, rush a unit, or discard a shield to block that attack. The card blocking an invasion will always cancel damage that would be dealt to the invaded story.

Breakthrough - (attacking a player's hand) when a unit breaks through, it attacks through an opponent's phalanx. Breakthroughs are only successful if the unit is small enough to fit through the open shields of an enemy phalanx. Once the unit breaks through, the attacking player chooses a card from the defender's hand and reveals it. If the revealed card is a

unit, then the two battle. If the revealed card is a shield, the shield is sent to its owner's losses.

Challenge - (attacking a unit) when a unit attacks another unit on the frontline it is called a challenge.

Defeated - a unit that is defeated is sent to its owner's losses.

Frontline - the space in front of a shield. Marching and rushing units are moved to the frontline. Also, units that remain on the frontline are vulnerable to challenges by enemy units.

Lost - when a card is lost, it is sent to its owner's losses.

Open Shield - An open shield is created when a shield's frontline and rear guard spaces are clear.

Post - (action) when you post a unit, you place it in the rear guard space beneath a shield. In order to post a unit, you must have enough open ranks on your phalanx. Once it is posted, it can receive marching orders.

Invasion - (attacking a story) When a unit invades, it deals damage equal to its embers. Invasions can be blocked by discarding a shield, marching a unit, or rushing a unit.

Rank - A unit's rank is the amount of open shields required in order to play that unit.

Rear Guard - the space behind a shield. All units are posted to the rear guard. Units in the rear guard are also shielded; they can not normally be challenged.