

# TALES OF WAR



2 players • 30-45 minutes

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## Backstory

*The Nephilim were in the earth in those days, and also after that, when the sons of God came in unto the daughters of men, and they bore children to them; the same were the mighty men that were of old, the men of renown.*

Genesis 6:1-4

*The angels fell in love with the earthly women and took them for wives. To prove their devotion, they erected the Baths of Eternal Youth. Towering above them was the Cross of Eternity, an ancient artefact that gave water in the baths age-reversing properties and granted immortality to the daughters of men. Their idyllic life didn't last long as they gave birth to bloodthirsty giants, who soon became the rulers of the known world, enslaved humanity and demanded worship and bloody sacrifice. God sent the Flood that wiped them out. The crushing waves destroyed The Baths of Eternal Youth, and the Cross of Eternity disappeared without a trace.*

*A few thousand years later, the obsession with the search for the Cross of Eternity led two powerful kings to the ruins of the Baths of Eternal Youth. A great war broke out between them over the control of the territory. Scribes wrote of mighty heroes, mythical creatures and epic battles of unseen scale and described them in a book called "Tales of War."*

## Game Overview

Tales of War is a two-player strategy board game in which players' armies clash in battles for **The Cross of Eternity**. Each battle has a different **objective**, and the first player to complete it wins.

After each encounter, players draw **Reward cards** with new units and skills for their heroes and either play another one or save campaign progress.

Amongst Reward cards is also the **Cross of Eternity**. The player who finds its card and wins the **consecutive battle** achieves campaign victory and wins the game.



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Tales of War is coming to Kickstarter soon. Join our Facebook Group for exclusive updates.

# Welcome to Tales of War!

*Tales of War* is a turn-based game. On their turn, the player **selects one** of their units and opts to either **move it** or **have it perform a Ranged Attack**. Then, their turn finishes.

## Unit Tiles

Your troops are represented by Unit tiles. Each tile has a Directional Arrow and two numbers at the bottom.

Directional Arrow




Movement Points

Range

- **The Directional Arrow** shows the direction a unit is facing. It also defines the unit's front, flanks and rear. Some units cannot be attacked from the front. You will need to find a way to attack them from the flank or rear.

- **Movement Points (MP)** define how many squares a unit can move each turn. By default, units are only allowed to move or attack in the direction shown by the Directional Arrow. Moving one square forward costs **1 MP**, and so does turning 45 degrees in a chosen direction. You can spend **MP** however you want, up to the available amount. Unused **MP** do not accumulate.

- **Range (R)** describes the number of squares away that a Ranged Attack may reach. All Ranged Attacks are performed in the direction shown by the Directional Arrow.

 Units cannot move through other units and impassable terrain. Impassable terrain is marked with this symbol.

**Tabletopia: to rotate a tile 45 degrees Hold the Ctrl key and move the object with the left mouse button.**

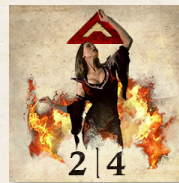
## Melee and Ranged Units

There are two types of units in *Tales of War*: **Melee** and **Ranged**.



**Melee** units are the ones with zero **R**. They attack by performing **Charges**.

*Swordsmen, Spearmen and Giant are examples of Melee units.*



**Ranged** units have **R** greater than zero and cannot charge. Instead they perform **Ranged Attacks**.

*Archers, Catapults and Fire Sorceresses are examples of Ranged units.*

## Eliminated Units

All successfully attacked units are immediately killed in battle, and are referred to as **Eliminated**.

Eliminated units are removed from the game board and put off to its side. This helps keep track of the number of casualties on each side during the battle. After the battle they are put in the Army boxes.

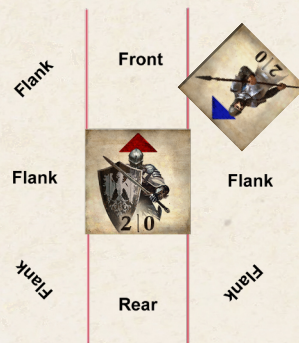
## Charges

If a **Melee unit** moves into an enemy unit's tile, its target is **Eliminated**. This is referred to as a **Charge**. After the Charge, the unit stops its movement.



**Ex.1**, The Blue Spearmen move forward in the direction of the Red Swordsmen.

**Ex.1**, The Red Swordsmen charge the Spearmen unit. The unit is **Eliminated**.





There are **frontal**, **flank** and **rear charges**. The type of charge depends on the side from which the charging unit entered the target's position.

**Note all diagonal attacks count as Flank attacks.**

## Ranged Attacks

The **Line of Fire** is a straight line in front of a Ranged unit (marked with a red dotted line in the examples below). **Ranged units** may target an enemy unit in their **Line of Fire and Range**. Targeted units are immediately **Eliminated**.

 Terrain tiles marked with this symbol are **Obstacles**. They **block the Line of Fire**. It is impossible to perform Ranged Attacks over them, unless the attacks are Parabolic (see the next page).

 Terrain tiles marked with this symbol don't block the Line of Fire.



**Ex.1**, The Red Elf Archers target the Blue Spearmen and Eliminate them.



**Ex.2**, The Red Elf Archers cannot target the Blue Spearmen.



**Ex.3**, The Red Elf Archers target the Blue Spearmen and Eliminate them.

## Types of Ranged Attacks

There are two types of Ranged Attacks: **Flat** and **Parabolic**.

**Flat Ranged Attacks** target the first unit in their Line of Fire. They **cannot** be performed over other units nor Obstacles. *Archers, Elf Archers, Royal Crossbowmen and the Ranger* perform this type of attack.



**Parabolic Ranged Attacks** can target any enemy unit in their Line of Fire as long as it is within their **Range**. They **can** be performed over other units and Obstacles. *Fire Elementals, Ice/Fire Sorceresses, the Archmage and Catapults* perform this type of attack.



If a unit performing this type of attack is a **Spellcaster, Fire Elemental or a Catapult performing the Fire Projectile attack**, take a Fire/Ice tile from your pool and put it on the target square. Note that once your pool is depleted, Spellcasters and Fire Elementals won't be able to perform **any** attacks and the Catapult will only be able to use its standard Ranged Attack.

### Penalty for shooting over Obstacles

The Range of a Parabolic Attack decreases if it is performed over Obstacles. To reflect this, **deduct 1 from the attacking unit's Range for each Obstacle between it and its target**.



**Ex. 1**, The Red Catapult's Range of 6 (R6) is reduced by 1 as there is an Obstacle between the Catapult and the target. The Blue Dwarf Spearmen are Eliminated.

**Ex. 2**, The Red Fire Sorceresses' Range of 4 (R4) is reduced by 2 as there are 2 Obstacles between them and their target. They can't Eliminate the Spearmen.

**Ex. 3**, The Red Fire Sorceresses' Range of 4 (R4) isn't reduced, because the Swamp and Lake tiles aren't Obstacles. The Spearmen are Eliminated.

## Core Units



### Swordsmen

**Shields:** Cannot be targeted by Flat Ranged Attacks from the front.



### Spearmen

**Spears:** Cannot be charged frontally by the Cavalry nor the Giant.



### Archers

**Flat Ranged unit:** Performs Flat Ranged Attacks.



### Cavalry

**Fast:** May move one extra square if all their movement this turn is in a straight line. May stack with other bonuses.

**Weak to spears:** Cannot frontally charge any unit that has Spears.

**Heavy:** Cannot enter Swamp tiles.



### Catapult

**Parabolic Ranged unit:** Performs Parabolic Ranged Attacks.

**Flaming Projectile:** Instead of its normal attack, the Catapult can fire a projectile, which creates a Fire tile. Take a Fire tile from your pool and place it on the target square.

**Destroying buildings:** If a Catapult targets a building, it is immediately removed from the board.

**Tactical retreat:** Instead of a standard move, the Catapult can move one square backwards provided the square is unoccupied by another unit.

**Unwieldy:** Catapults cannot enter Swamp and Forest tiles.



### Supply Wagon

The Supply Wagon is only used in some Objectives.

**Non-military unit:** Supply Wagon cannot charge.

**Heavy:** Supply Wagon cannot enter Swamp tiles.

## Hero Units



### Paladin

**Magic Shield:** Cannot be targeted by Flat and Magic Ranged Attacks from the front.

**Giant Slayer:** Can charge the Giant frontally but cannot be charged by the Giant frontally, himself.

**Holy Aura:** Vampires must stay within at least one square distance away from the Paladin at all times. Otherwise, they are immediately Eliminated.



### Ranger

**Flat Ranged unit:** Performs Flat Ranged Attacks.

**Elven Swiftess:** Instead of a standard move, the Ranger can move one square sideways provided the target square is unoccupied by another unit.



### Archmage

**Spellcaster:** Performs Magic Ranged Attacks.

**Tactical Retreat:** Instead of a standard move, the Archmage can move one square backwards provided the square is not occupied by another unit.

*When your Archmage learns the "Master of Fire Magic" Skill, replace his tile with the one shown on the right.*



## Hero Skills



Some of the Reward cards are **Hero Skills**. They improve a Hero's capabilities or give them new ways to fight.

Display these cards face up so that your opponent knows what abilities your Hero has.

## Hero's Death

If a battle is finished and your opponent's Hero is Eliminated, **take a random Reward card from your opponent**.

This is done **before** new Reward cards are drawn and **after** lost units' Reward cards have been discarded.

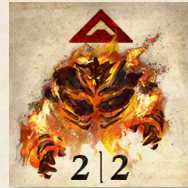
If both players' Heroes were Eliminated, nothing happens.

# Fire and Ice Tiles

## Player's Pool of Fire and Ice



In each battle, each player has a limited pool of 4 Fire and 4 Ice tiles. They are used by some units to perform their attacks. Once your pool is depleted, you won't be able to use any additional Fire/Ice tiles until the next battle.

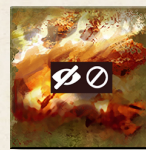


Some units create Fire/Ice tiles on the board when they attack. If such an attack targets a square occupied by an enemy unit, the unit is Eliminated, removed from the board and replaced with a Fire or Ice tile, depending on the type of attack. The properties of the squares containing these tiles are as follows:



**Stop:** Any unit entering an Ice tile must stop and end its movement that turn.

An Ice tile melts when a Fire tile is put on it. Remove both tiles and put them on the side of the board.



A Fire tile is doused when an Ice tile is put on it. Remove both tiles and put them on the side of the board.

If one of the squares of a Terrain tile is targeted, put a Fire/Ice tile in the **centre** of the Terrain tile, regardless which of its squares was targeted.

This tile affects the whole Terrain tile.



A Terrain tile affected by a Fire/Ice tile is referred to as **Burning/Frozen**.

**Burning and Frozen** Terrain tiles are **impassable** and **block the Line of Fire**, except for Lakes and Swamps, which act like **Ice tiles**.

All Terrain tiles can be Burned or Frozen unless their description says otherwise.

## Escaping Frozen and Burning Terrain Tiles

Any unit that doesn't immediately move out of a Terrain tile that has just become Frozen or Burning is Eliminated.

Attacking (Charging or performing any type of Ranged Attack) from Burning or Frozen tile is not possible.



**Ex.1**, The Red Catapult can't target the Swordsmen, as they are hiding in the Forest, so it targets the Forest tile instead. The Fire tile is put in the centre of the Forest tile. The Blue Spearmen have to escape the Forest tile in the Blue player's subsequent turn or they will be Eliminated.



**Ex.1**, The Spearmen have escaped the Burning Forest.



**Ex.1**, The Red Archmage sets the Hill on fire.



**Ex.1**, One of the Catapults is Eliminated.



**Ex.2**, The Blue Fire Elemental sets the Forest on fire.



**Ex.2**, The Red Royal Guard can't escape the Forest in a turn and the unit is Eliminated.



**Ex.3**, The Red Ice Sorceresses have frozen the Lake for the Supply Wagon to cross.



**Ex.3**, The Red Supply Wagon has crossed the Lake.



**Ex.4**, The Blue Archmage douses the fire to save his Hydra from burning in the Swamp.



**Ex.4**, The Hydra is safe.



# Terrain Tiles

**S** Terrain marked with an "S" symbol has special rules.

**Tip:** You don't need to remember what each terrain does right from the start. You will learn it over time.



## Mountains



## Lake

Lakes cannot Burn.

If Frozen: Lake acts like an Ice tile and is passable. If the ice melts while there are units on the Lake tile, they are immediately Eliminated.



## Hills

**Increased Range:** A Ranged Unit standing on a Hill gets +1 R. Flat Ranged Units standing on the Hill tile can target the first or the second enemy unit in the Line of Fire.

**Extra MP:** Any unit starting its movement here, and that exits this tile, gets +1 MP.

**Stop:** Any unit must stop immediately when entering the Hill tile.



## Forest

**Hiding:** Units on a Forest tile cannot be attacked in any way by anyone outside the same Forest tile.

**Risk of self-harm:** Spellcasters cannot target a unit on the same Forest tile as them.

**Stop:** Any unit must stop immediately when entering the Forest tile.

**Shooting from the Forest:** To target units outside of a Forest, Ranged Units inside it must be standing on its edge. It is impossible to shoot from deep within the Forest.



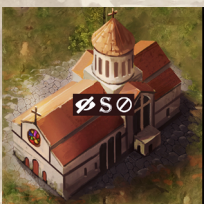
## Swamp

**Stop:** Any unit must stop immediately when entering the Swamp tile.

**MP reduced to 1 MP:** Units starting their turn on a Swamp tile have their MP reduced to 1.

Swamps are impassable for Cavalry, Supply Wagons and Catapults.

If Frozen: Swamp acts like an Ice tile. If the ice is melted, units for which Swamp is impassable are immediately lost.



**All Building tiles (Monastery, Windmill, Village) are impassable.** They can be destroyed by Catapults. If targeted by one, the building is destroyed and immediately removed from the board.

**All buildings are flammable.** Target a building with a Fire Ranged Attack and place a Fire tile in its centre.

Remove the building and the Fire tile before your move at the beginning of your next turn.



## Strategic Point

Strategic Point is only used in some Objectives.

Players are allowed to deploy units on the Strategic Point tile. It cannot Burn nor Freeze.



## Monastery

**Sacred place:** Vampires must stay within at least one square distance away from the Monastery tile at all times.

# Game Setup



## 1. Pass the Attacker token.

Players alternate between being the Attacker and Defender in each battle. The Attacker plays first. If this is your first battle, choose the Attacker and put the token on their side of the board.



## 2. Draw the Objective card.

Shuffle the deck and reveal the top Objective card. Keep it face up next to the deck. The card shows **victory conditions** and the number of **Terrain tiles** for each player.

**Tabletopia:** Point the mouse cursor on the card and press "Space" to zoom in.



## 3. Draw Terrain tiles from the bag and then place them.

Each player **secretly** draws the number of Terrain tiles shown on the revealed Objective card. The Attacker places the first Terrain tile. After that, players alternate, placing **2** each turn. Terrain tiles can't be placed in the deployment zones.

**Tabletopia:** Right click on the Terrain bag and select "deal".



## 4. Pick your units.

Each player **secretly** chooses **7 Core units and a Hero** they would like to take to battle. You can use up to **3** Special units if you have their Reward cards (you won't in your first battle).

**Tabletopia:** Place your selected units in your Hidden Area.

Core units



7

Special units

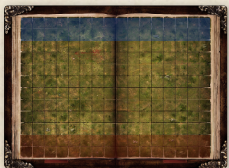


0-3

Hero units



1



## 5. Deploy your units.

Once both players are finished picking, it is time to deploy units. The Attacker begins their turn. Each turn, players deploy **2** units, except for the Attacker's first turn, in which they deploy only **1**.

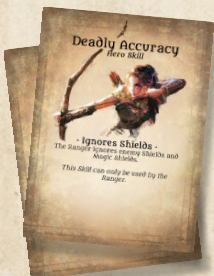
Units must be placed in their respective **deployment zones**, and they must directly face the enemy side.

## 6. That's it! It is time for battle!

The attacker makes the first move, and the battle **ends immediately** when the objective is achieved.

## 7. Resolve Reward cards after the battle.

- If you've lost any Special units, return their **Reward cards** to the deck and shuffle it.
- The winner draws **2** Reward cards, from which they **keep 1** and discard the other. Shuffle the deck. Then, the loser draws **1** Reward card.
- Player-owned Reward cards are displayed face up on their side of the board at all stages of the game so that both players can see them.



## 8. Return the Objective card to the deck, play again or save campaign progress for the next session

**Tabletopia:** Put away all the tiles. Leave your Reward cards on your side of the table. Game is saved automatically and you can leave Tabletopia and continue next time. Don't close the room as you will lose progress.

# Battle Bonuses

We highly recommend this optional game mode as the default mode for **advanced** players of Tales of War. It works just like the standard game mode with one difference:

After each battle, apart from drawing Reward cards, **the winner takes and keeps the Objective card of the encounter they have just won.** They display the card face-up on the table close to their Reward cards.



When a player collects **two** Objective cards of the **same name**, for example, Siege Weapons, they **may discard them** into the Objective pile in exchange for a **one-off bonus**. The bonus will apply in the upcoming battle, and it may stack up with others.

All bonuses are played at the very beginning of the battle, right after the Battle Objective is revealed by the Attacker. The Attacker plays their bonuses first.

When a player collects **three** Objective cards of the same name, they immediately win the campaign.

## The list of bonuses:

### Weapons of War

You may field +1 Core unit in this battle.

### Supply Lines

You may field +2 Core units in this battle.

### Artillery Assault

You may field an extra Catapult unit that doesn't count toward the Core unit limit. You cannot use this card if you are playing the "Siege Weapons" Objective.

### Siege Weapons

You may field two extra Catapult units that don't count toward the Core unit limit. You cannot use this card if you are playing the "Artillery Assault" Objective.

### Capture the Strategic Point!

You may re-deploy up to two of your units after all enemy units have been deployed.

### Defend the Base!

Play this card to cancel the effect of **one** bonus played by the Attacker. Discard all four cards after use.

### One or Many

The enemy cannot field any Special units in this battle.

## Hero's Death Rule Alteration

If you Eliminate your opponent's Hero, instead of taking a random Reward card from their deck, **you may opt to select a Battle Objective card from your opponent's deck and keep it.**