



# Appendix

## About the Appendices

The Appendices serve as a comprehensive reference for advanced rules, mechanics, and information about the game components. From detailed explanations of **cards** to the functionality of **counters and tokens**, this section provides everything you need for in-depth understanding of **Warriors Legacy**.

- **Appendix 1** focuses on every type of card in the game, such as **Special Items, Building Cards, Event Cards**, and more. Here, you'll find descriptions, effects, and mechanics explained in detail.
- **Appendix 2** covers the counters and tokens used in gameplay, offering clear rules and examples for how they interact with cards and game phases.

Whether you need clarification during gameplay or want to study the mechanics deeper, the **Appendices** are your ultimate guide to mastering **Warriors Legacy**.

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# APPENDIX 1

## THE CARDS

### STANDARD ITEMS

**60 cards:** 14 weapons, 6 shields, 12 leather armor parts (2 hoods, 2 chest armors, 2 left gloves, 2 right gloves, 2 left boots, 2 right boots), 12 iron armor parts (2 helmets, 2 chest armors, 2 left gauntlets, 2 right gauntlets, 2 left boots, 2 right boots), 12 bronze armor parts (2 helmets, 2 chest armors, 2 left gauntlets, 2 right gauntlets, 2 left boots, 2 right boots).

Equipped during the Building Phase and remains until destroyed, discarded, or sold.

**Standard Item Cards** represent the most basic and affordable equipment available to warriors. While they may not have powerful effects or high stats, they provide essential functionality for those starting their journey or in need of cost-effective gear.



# SPECIAL ITEMS

**30 cards:** 13 weapons, 2 shields, 15 armor parts (2 helmets, 3 chest armors, 3 left gauntlets, 3 right gauntlets, 3 left boots, 3 right boots), 12 bronze armor parts (2 helmets, 2 left gauntlets, 2 right gauntlets, 2 left boots, 2 right boots).

- Equipped during the Building Phase and remain in play until destroyed, discarded, or sold.
- Each player can only have one of each Special Item equipped at a time.

**Special Item Cards** represent rare and powerful equipment, providing unique effects beyond Standard Items. These items can grant abilities, enhance combat strategies, or modify a warrior's attributes.

## AURUM BLAZEFORGE MACE



The **Aurum BlazeForge Mace** is a high-tier two-handed weapon, delivering devastating attacks and inflicting ongoing fire damage to enemies. Its combination of raw power and durability makes it ideal for prolonged battles and countering heavily armored foes.

### Stats

**Damage:** 10

**Resistance:** 10

**Cost:** 21 Gold

### Abilities:

#### Impact +2:

When this weapon hits an armor-protected body part or if the attack is blocked with a weapon or shield, it applies 3 damage tokens to the hit item instead of the usual 1.

#### Dragon's Vengeance:

- When you inflict damage with this weapon, roll a d6:
- On a 4, 5, or 6, the target gains 1 fire counter.

#### Fire Counter Mechanics:

- When this weapon inflicts damage, roll a d6:
  - On a result of 4, 5, or 6, the target gains 1 Fire Counter.

#### - Fire Counter Effect:

- At the start of the target's Building or Combat Phase turn, they take 1 damage per Fire Counter they currently hold.
- At the end of the target's turn, the opponent rolls a d6 for each Fire Counter:
  - On a roll of 4, 5, or 6, they remove 1 Fire Counter from the affected unit or warrior.
  - If they fail the roll (1, 2, or 3), the Fire Counter persists for the next turn.



*Fire/Burn  
damage counter*

### Example Gameplay

#### Scenario 1 (Impact +2):

The wielder of the Aurum BlazeForge Mace attacks an enemy warrior's armor-protected torso.

- **Outcome:** Instead of applying the usual 1 damage token, the weapon applies 3 damage tokens to the warrior's torso armor part.
- If the total damage tokens on the armor part equal or exceed its resistance, the armor part is destroyed.

#### Scenario 2 (Dragon's Vengeance):

During the Combat Phase, the wielder hits an enemy unit and rolls a d6 for Dragon's Vengeance:

- Roll Result: A result of 5 applies 1 Fire Counter to the target.
- On the target's next turn, they take 1 damage from the Fire Counter at the start of their turn.
- After their turn ends, they roll a d6 for the Fire Counter:
  - Roll Result: If they roll 4, 5, or 6, they remove the Fire Counter.
  - If they roll 1, 2, or 3, the Fire Counter persists, dealing 1 damage again on the following turn.

## BLADES OF FURY



The **Blades of Fury** is a high-tier two-handed weapon designed to unleash rapid, devastating attacks. With its ability to perform additional strikes and disable opponents, this double-sword is a weapon of pure ferocity and precision.

### Stats

**Damage:** 7

**Resistance:** 8

**Cost:** 16 Gold



### Abilities:

#### Extra Attack:

- The Blades of Fury grants the wielder one additional attack during their turn.
- If the second attack successfully hits, the wielder gains +5 bonus damage for that attack.

#### Ability Seal:

If the extra attack targets an opponent warrior and successfully hits, you may choose to sacrifice 2 life points to disable one of that warrior's abilities until the end of their next turn.

#### Scenario 1 (Extra Strike Bonus):

During the Combat Phase, the wielder of the Blades of Fury targets two enemy units.

- The first attack fails.
- The second attack succeeds, activating the +5 bonus damage. The second target takes 7 base damage + 5 bonus damage = 12 total damage.

#### Scenario 2 (Ability Seal):

The wielder hits an opponent warrior with the extra attack.

- They sacrifice 2 life points and choose to disable the warrior's Double Attack ability. The ability remains disabled until the end of that warrior's next turn.

## CHESTPLATE OF VEGEANCE



The **Chestplate of Vengeance** is a formidable torso armor that punishes attackers by reflecting damage taken back at them. Its unique abilities provide both defense and offensive retaliation, making it ideal for warriors who thrive in countering high-damage enemies.

#### Stats

**Resistance:** 7

**Cost:** 14 Gold

### Abilities:

#### Vengeful Reflection:

- When the equipped warrior is successfully attacked, half of the damage dealt is reflected back at the attacker, rounded up.
- The reflected damage bypasses the attacker's armor and is applied directly.

#### Wrathful Retaliation:

- When damage is reflected through Vengeful Reflection, roll a d6:
  - On a result of 4, 5, or 6: Deal 2 additional damage to the attacker.
  - This bonus damage applies only once per attack, regardless of the total damage reflected.

#### Example Gameplay of Chestplate of Vengeance:

##### Scenario 1 - Vengeful Reflection in Combat:

- The warrior equipped with the Chestplate of Vengeance is attacked by an enemy unit dealing 7 damage.

##### - Outcome:

- Half of 7 (rounded up) = 4 damage is reflected back to the attacker.
- The enemy unit takes 4 direct damage.

##### Scenario 2 - Wrathful Retaliation Bonus:

- During the same combat, the reflected damage triggers Wrathful Retaliation: The player rolls a d6 and gets a 5.
- **Outcome:** The enemy unit takes the initial 4 reflected damage plus an additional 2 bonus damage, making 6 total reflected damage.

## CHESTPLATE OF VOULARIEN



The **Chestplate of Voularien** is a powerful piece of torso armor that bolsters the wielder's offensive capabilities while providing enhanced durability for their other equipment. Designed to cut through unarmored foes swiftly, its unique magical properties give the wearer a significant edge in both attack and defense.

#### Stats

**Resistance:** 7

**Cost:** 15 Gold



### Abilities:

#### Empowered Arsenal:

- All equipped weapons deal +4 extra damage.
- All other equipped items (except this one) gain +2 Resistance points.

#### Double Fatal Blow Test:

- When attacking an unarmored area on a warrior, you may perform two Fatal Blow Tests instead of one.
- Both tests must be rolled separately, and if either succeeds, the Fatal Blow is applied to the target.

#### Example Gameplay

##### Scenario 1 (Empowered Arsenal):

- A warrior equipped with the Chestplate of Vouleriens wields a sword that normally deals 8 damage.
- With the chestplate's bonus, their sword now deals 8 base damage + 4 bonus damage = 12 total damage.
- Additionally, the warrior's equipped shield, which has 6 resistance, now gains +2 resistance bonus, increasing its total resistance to 8.

##### Scenario 2 (Double Fatal Blow Test):

- The warrior attacks an unarmored area of an opponent's warrior. Normally, one Fatal Blow Test would be performed, but due to the chestplate's ability, the player rolls two Fatal Blow Tests.
- If either test succeeds, the opponent suffers the effects of a Fatal Blow.

Damage Buff  
counters (+4)



or



Damage Buff  
counters (+4)



Defence / Resistance  
Buff counters (+2)



### DEIMOS'S WARD (LEFT AND RIGHT HAND BRACELETS)

The **Deimos's Ward** is a set of legendary wrist armor designed for unmatched durability and gear-enhancing effects. While each bracelet offers powerful individual benefits, their true potential is unlocked when equipped as a **pair**, with their effects stacking and becoming cumulative. They are ideal for warriors who want to maximize their equipment's durability while reducing the wear and tear from constant battle.

#### Stats

Resistance: 6

Cost: 8 Gold

### Abilities:

#### Left Bracelet:

##### Equipment Resistance Boost:

- Grants +2 resistance points to all equipment, except the Left Bracelet itself.
- This allows weapons, shields, armor parts, and other items to last longer against damage.

##### Self-Damage Reduction:

- Reduces the damage tokens placed on this bracelet by 1 (minimum of 0).
- This ensures the left bracelet retains its durability across numerous attacks.

##### Example Gameplay:

- If your shield has a resistance of 4, equipping the Left Bracelet increases it to 6 resistance.
- If the Left Bracelet is damaged and should receive 3 damage tokens, this number is reduced to 2 damage tokens.

#### Right Bracelet:

##### Same Mechanics as the Left Bracelet:

- Provides the same +2 resistance bonus to all other equipped items (excluding itself).
- Also reduces incoming damage tokens to itself by 1.

##### Synergy When Both Are Equipped:

##### Stacking Equipments Resistance Bonus:

- When both the Left Bracelet and Right Bracelet are equipped together, the +2 resistance bonus stacks, providing a total of +4 resistance to all other equipped items.
- With this synergy, all equipment becomes nearly unbreakable during combat.

##### Enhanced Self-Damage Reduction:

Damage tokens placed on each bracelet are independently reduced by 1, ensuring both bracelets maintain their full durability.



Defence / Resistance  
Buff counters (+2)



### Gameplay Example – Deimos's Ward as a Pair:

The warrior equips both Left and Right Hand Bracelets.

- Their shield, previously at 6 resistance, is now boosted to 10 resistance (+4 from the bracelets).
- During combat, the Left Bracelet should take 2 damage tokens, but thanks to the Self-Damage Reduction effect, it only takes 1 damage token.

## DRAGONBREATH TITANIUM SHIELD



The **Dragonbreath Titanium Shield** is a legendary, flame-forged defensive item that excels in protecting its wielder. Beyond offering incredible durability, it enhances the resistance of all your other items and provides complete immunity to fatal blows, making it a must-have for those seeking absolute defense in combat.

### Stats

**Resistance:** 10

**Cost:** 19 Gold

### Abilities:

#### Item Resistance Boost:

- Grants +2 resistance to all of the wielder's equipped items, except this shield itself.
- This bonus applies to weapons, armor parts, and other shields, ensuring greater durability during combat.

#### Full Fatal Blow Protection:

- While equipped, the wielder is fully protected from Fatal Blows.
- Any attack or ability requiring a Fatal Blow Test is automatically negated, ensuring complete immunity to instant defeat.

#### Example Gameplay:

##### Scenario 1 – Enhanced Durability:

A warrior equipped with the Dragonbreath Titanium Shield and a sword with 5 resistance: With the shield's effect, the sword gains +2 resistance, increasing it to 7 resistance.

##### Scenario 2 – Immunity to Fatal Blows:

During a decisive turn, the opponent rolls for a Fatal Blow Test targeting the warrior equipped with this shield.

- **Outcome:** The Fatal Blow is automatically negated, and the attack resolves without the Fatal Blow effect.



*Defence / Resistance  
Buff counters (+2)*

## FLAIL OF THE STORM



The **Flail of the Storm** is a versatile one-handed weapon capable of delivering high-impact damage while also disrupting multiple opponents with its chain-based attacks. Its unique abilities make it a devastating choice for breaking armor and spreading damage across warriors and units alike.

### Stats

**Damage:** 7

**Resistance:** 7

**Cost:** 16 Gold

### Abilities:

### Abilities:

#### Armor Piercing +3 (vs All):

- When this weapon hits any target (units or warriors), it deals +3 damage directly to the target, bypassing armor resistance.
- This bonus applies regardless of whether the target is protected by armor or a shield.

#### Chain Damage (3-2) (vs Character Tokens):

- When this weapon hits a unit or warrior, choose three different Character Tokens facing your warrior. Each selected token takes 2 damage.
- This ability triggers only if there are at least three eligible Character Tokens in combat with your warrior.

#### Impact +1:

- When this weapon hits an armor part or when the attack is blocked with a weapon or shield, it applies 2 damage tokens to the hit item instead of 1.



- **Exception:** If the targeted item sustains damage tokens equal to its resistance, it is destroyed.

#### Empty Armor Slot Fatal Blow:

When this weapon hits an unprotected body part (empty armor slot), you may perform two Fatal Blow Tests instead of one.

#### Example Gameplay:

##### Scenario 1 – Armor Piercing:

The wielder attacks an enemy warrior with torso armor (Resistance 6).

- The Flail deals its base 7 damage + 3 Armor Piercing, totaling 10 damage.
- The armor absorbs 6 damage, while the remaining 4 damage is applied directly to the enemy warrior.

##### Scenario 2 – Chain Damage:

The Flail hits a unit in combat. The wielder selects three Character Tokens facing their warrior. Each of the three tokens takes 2 damage from Chain Damage.

##### Scenario 3 – Impact:

When the Flail attack is blocked by a shield (Resistance 4), it applies 2 damage tokens to the shield instead of 1 due to Impact +1.

##### Scenario 4 – Empty Armor Slot Fatal Blow:

The Flail hits a warrior with no armor on their left arm. The wielder performs two Fatal Blow Tests instead of one.

## GUARDIAN'S WRATH



The **Guardian's Wrath** is a high-tier two-handed weapon that balances offensive power with restorative abilities and equipment damage effects. Forged with divine flames, it offers a unique combination of durability, life recovery, and punishment for those who stand against it.

#### Stats

**Damage:** 9  
**Resistance:** 7  
**Cost:** 18 Gold

#### Abilities:

##### 1. Life Recovery on Block:

When you block with this weapon, you recover 2 life points and the attacker's weapon takes 1 damage token. This grants both survivability and the ability to weaken opponents' weapons defensively.

##### Example Gameplay:

An opponent attacks you for 8 damage. You successfully block the attack using Guardian's Wrath, recovering 2 life points and applying 1 damage token to the weapon used to attack you.

##### 2. Impact +1:

When an opponent uses a weapon to block an attack made with Guardian's Wrath, their weapon receives 2 damage tokens instead of the usual 1.

This ability punishes enemies for attempting to defend against your strikes, wearing down their gear more rapidly.

##### Example Gameplay:

You attack an opponent who attempts to block with their shield. Normally, the shield would take 1 damage token, but thanks to Impact +1, it takes 2 damage tokens instead.

## HEAVEN'S HARBINGER



The **Heaven's Harbinger** is a powerful one-handed longsword that excels in battles against both heavily armored warriors and more fragile non-warrior units. It balances consistent damage output with specialized abilities, including armor-piercing and the potential for consecutive attacks using Force Strike.

#### Stats

**Damage:** 6  
**Resistance:** 7  
**Cost:** 14 Gold

#### Abilities:

##### 1. Armor Piercing +3 (Warriors):

- When attacking a warrior, this weapon deals an additional +3 damage, bypassing 3 points of armor resistance.

- **Example:** If the target's armor has 6 resistance, only 3 resistance points apply, and the remaining damage is taken directly by the warrior.





### Critical Hit Roll (Against Non-Warrior Units):

- When hitting a non-warrior unit, roll a d6:
  - Add the result of the d6 roll to the weapon's base damage (6).
  - Example: If the d6 roll is a 4, the total damage dealt becomes  $6 + 4 = 10$  damage.

### Force Strike:

If the d6 roll is a 5 or 6, activate Force Strike:

- **Force Strike Effect:** Enables the wielder to automatically initiate an attack against the opponent in the following combat turn, bypassing combat initiative tests.
- This provides the wielder with an extra attack that can be resolved before the opponent takes action.

### Example Gameplay – Heaven's Harbinger:

#### Scenario 1 – Armor Piercing:

The wielder attacks a warrior with torso armor (Resistance 6):

- The attack deals 6 base damage + 3 Armor Piercing, resulting in 9 total damage.
- Only 3 resistance points apply, so the warrior takes 6 damage.

#### Scenario 2 – Critical Hit and Force Strike Against Non-Warrior Unit:

The wielder attacks a unit and rolls a d6:

- Outcome: The roll is a 5. Add this result to the weapon's base damage:  $6 \text{ base} + 5 = 11$  total damage.
- Additionally, since the roll is 5, activate Force Strike, allowing the wielder to launch a free attack in the next turn without requiring a combat initiative test.

## HOULARIEN NAGINATA



The **Hoularien Naginata** is a powerful two-handed polearm designed for warriors who thrive in fast-paced combat. With its ability to chain multiple attacks in a single turn, it's a weapon of choice for those who want to overwhelm their opponents through relentless assault.

### Stats

**Damage:** 7

**Resistance:** 6

**Cost:** 15 Gold

### Abilities:

#### Chain Strike:

During your attack turn, if you cause damage with this weapon, you may immediately perform an extra attack by selecting and discarding one of your available attacking dice.

#### Chained Attacks:

- If the extra attack also successfully deals damage, it triggers another extra attack, requiring an additional attacking dice to be discarded.
- The chain continues until you either stop dealing damage or run out of attacking dice.

#### Target Options:

Extra attacks from Chain Strike can target different units in the same battle or focus on the same warrior engaging the wielder.

#### Example Gameplay – Hoularien Naginata:

##### Scenario (Chain Strike Usage):

- The wielder attacks with 4 available attacking dice during their turn.
  - **First Attack:** Hits Unit A and causes damage, triggering Chain Strike.
    - The wielder discards 1 attacking dice to perform an extra attack.
  - **Second Attack:** Targets Unit B and also deals damage, triggering another extra attack.
    - Another attacking dice is discarded.
  - **Third Attack:** Targets the same warrior who is actively engaging the wielder and causes damage.
- This process continues until either all attacking dice are used or the wielder fails to deal damage with an attack.

## HYDRA'S LAMENT



The **Hydra's Lament** is a devastating one-handed flail, combining raw offensive power with tactical abilities that target both armor and empty armor slots for added destruction. With mechanics that amplify damage and improve attack precision, it is a versatile tool for delivering decisive strikes.

### Stats

**Damage:** 6

**Resistance:** 7

**Cost:** 16 Gold



## Abilities:

### Fatal Blow Tests on Empty Armor Slots:

- If this weapon hits an unprotected area (empty armor slot) of a warrior, the wielder may perform 3 Fatal Blow Tests instead of 1.
- These tests are rolled separately, and if any succeed, the target suffers a Fatal Blow.

### Impact +2:

When this weapon hits an armor-protected area or if the attack is blocked using a weapon or shield, the hit item receives 3 damage tokens instead of the usual 1.

### Armor-Shattering Impact:

When this weapon hits an armor-protected area, add +2 damage to the total damage dealt to the target.

### Chaos Strike (Reroll Target Area Dice):

- Once per turn, you may reroll one unused attacking die to change its result.
- The rerolled attacking die is optional and does not need to be used immediately—it stays available until it is used for an attack targeting the warrior.
- The attacking dice determine the following target warrior body parts based on their results:
  - 1: Right Leg
  - 2: Left Leg
  - 3: Right Arm
  - 4: Left Arm
  - 5: Torso (Chest)
  - 6: Head

### Example Gameplay:

#### Scenario 1 – Three Fatal Blow Tests:

- The wielder of Hydra's Lament attacks a warrior. The attacking dice indicate the target area as 4 (left arm), and the left arm is unprotected (no armor equipped).
- **Outcome:** The wielder performs 3 separate Fatal Blow Tests instead of 1. If any of the tests succeed, the warrior suffers a Fatal Blow.

#### Scenario 2 – Chaos Strike Reroll:

- The player rolls 5 attacking dice at the start of the turn, yielding these results: 1, 2, 3, 4, and 5.
- The wielder wants to target the head (6) but no rolled dice match that number. Using Chaos Strike, they reroll one unused die (e.g., the die showing 2) to attempt to roll a 6.
- If the reroll succeeds, the die now shows 6 and can be used later during that turn to target the head.

#### Scenario 3 – Impact +2 and Armor-Shattering Impact:

- The wielder attacks a warrior's torso armor (Resistance 7) and rolls an attacking die that targets 5 (torso).
- The attack deals its base 6 damage + 2 extra damage from Armor-Shattering Impact for a total of 8 damage.
- Additionally, the Impact +2 adds 3 damage tokens to the torso armor, rapidly degrading it.

## RAGESPIKE OF THE ANCIENTS



The **Ragespike of the Ancients** is a devastating two-handed weapon imbued with raw ancient power. With its ability to roll for unpredictable bonus damage and automatically initiate attacks through Force Strike, this sword turns its wielder into an unstoppable force.

### Stats

**Damage:** 7

**Resistance:** 7

**Cost:** 17 Gold

## Abilities:

### Ancient Power (Bonus Damage):

- Each time this sword causes damage, roll a d8 and add the result to the total damage dealt.
- This roll provides unpredictable but significant bonus power with each attack.

### Force Strike:

- When this weapon successfully hits, the wielder gains an automatic attack against the opponent in the next combat turn without needing to perform a combat initiative test.
- The Force Strike ability allows this extra attack to occur outside of initiative order, ensuring the wielder can strike first in the next engagement.



## Example Gameplay – Ragespike of the Ancients:

### Scenario 1 – Ancient Power:

- The wielder attacks a warrior and deals the sword's base 7 damage.
- They roll a d8 and get a 6, making the total damage 7 base + 6 bonus = 13 damage.

### Scenario 2 – Force Strike Advantage:

-During the Combat Phase, the wielder successfully hits an opponent. Thanks to Force Strike, they automatically initiate an additional attack at the start of the next Combat Phase turn without rolling for combat initiative. This attack is resolved before the opponent can act.

## SHADOWBANE GUARDIAN



The **Shadowbane Guardian** is a legendary shield imbued with protective magic, specifically designed to nullify armor-piercing weapon effects and provide unwavering durability in combat. This shield excels at offering superior defense while minimizing wear and tear, making it an invaluable tool for any warrior relying on resilience and strategic blocking.

### Stats

**Resistance:** 11

**Cost:** 18 Gold

### Abilities:

#### 1. Armor Piercing Resistance:

- While equipped, the Shadowbane Guardian grants immunity to Armor Piercing for all armor parts worn by the wielder.
- **Effect:** Any weapon attacks with an Armor Piercing bonus are completely negated for the equipped armor parts, and the full resistance value of the armor part applies normally.

#### Damage Token Limitation (Blocking Protection):

- When blocking with the Shadowbane Guardian, the shield can only receive 1 damage token per block, regardless of the attacking weapon's abilities.
- **Effect:** Weapons that normally add extra damage tokens (e.g., Impact abilities or Armor Piercing effects) are ignored, and only 1 damage token is placed on the shield after each block.

### Example Gameplay:

#### Scenario 1 – Armor Piercing Resistance:

- A warrior equipped with the Shadowbane Guardian is targeted by a weapon with Armor Piercing +3 while wearing torso armor with 8 resistance.
- **Outcome:** The Armor Piercing bonus is negated, and the torso armor absorbs the full resistance value of 8 against the attack.

#### Scenario 2 – Blocking Damage Limitation:

- The wielder blocks a weapon attack that normally applies 3 damage tokens to shields (e.g., due to an Impact ability).
- **Outcome:** Instead of applying 3 damage tokens, the shield only receives 1 damage token, preserving its durability.

## STORMCALLER'S REACH



The **Stormcaller's Reach** is a powerful two-handed axe infused with elemental fury, delivering devastating strikes that amplify damage and obliterate an enemy's defenses. With unmatched offensive strength, it's a weapon that can crush shields and equipment with ease.

### Stats

**Damage:** 8

**Resistance:** 8

**Cost:** 17 Gold

### Abilities:

#### Impact +2:

When an opponent blocks an attack using a weapon or a shield, the item receives 3 damage tokens instead of 1.

#### All Damage Doubled:

All damage caused by Stormcaller's Reach is doubled. **Includes:** The weapon's base damage (8) + Additional bonus damage granted from other effects, abilities, or items.

#### Mechanics:

Multiply the total combined damage (base + modifiers) by 2 after calculating the bonus damage from all other sources such as abilities or buffs.



### Example Gameplay:

#### Scenario 1 (Impact +2):

The wielder attacks an opponent who blocks with a shield (Resistance 5).

The Impact +2 ability applies, and the shield takes 3 damage tokens instead of the normal 1. If the total damage tokens equal or exceed the shield's resistance, the shield is destroyed.

#### Scenario 2 (Bonus Damage Doubling):

The wielder gains a +4 damage bonus from an external effect (e.g., an ability or buff) and attacks with Stormcaller's Reach.

**Base Damage:** 8

**Total Damage with Bonus:**  $8 + 4 = 12$

**Damage Doubling Applied:**  $12 \times 2 = 24$  total damage dealt to the target.

## TWILIGHT'S BROADSWORD



The **Twilight's Broadsword** is a high-tier two-handed weapon forged with mystical energy, capable of inflicting devastating damage and neutralizing counter-attacks. Its power lies in its ability to destroy enemy equipment while denying critical retaliatory strikes.

### Stats

**Damage:** 9

**Resistance:** 8

**Cost:** 16 Gold

### Abilities:

#### 1. Impact +2

When you hit an armor part or your attack is blocked, add 3 damage tokens to the hit item instead of the typical 1 damage token.

#### Counter-Attack Denial:

- If the attack with Twilight's Broadsword is blocked, the defender must roll a d6.

- **On a result of 3 or higher:** The defender loses the counter-attack step and cannot retaliate against the wielder for that attack.

- **On a result of 1 or 2:** The defender retains their ability to perform the counter-attack.

Example Gameplay:

#### Scenario 1 – Equipment Damage (Impact +2):

- The wielder hits an opponent who blocks with a shield (Resistance 6).

- With Impact +2, the shield receives 3 damage tokens instead of 1. If the damage tokens equal or exceed the shield's resistance, the shield is destroyed.

#### Scenario 2 – Counter-Attack Denial:

- The wielder attacks an opponent who successfully blocks using their weapon.

- The defender rolls a d6:

- If the result is a 4, the defender loses the ability to counter-attack for this exchange.

- If the result is a 2, the defender retains their counter-attack step.

## VARCHROMA SPIKED WHIP



The **Varchroma Spiked Whip** is a one-handed weapon designed for versatile and unpredictable combat. With its ability to add bonus damage and deny counter-attacks from warriors, it ensures that the wielder remains in control of the battlefield while dealing consistent, unpredictable damage.

### Stats

**Damage:** 7

**Resistance:** 9

**Cost:** 14 Gold

### Abilities:

#### Fang of the Whip (Additional Damage):

If you successfully cause damage with this weapon, roll a d6, and add the result as bonus damage to the attack. This bonus adds an element of unpredictability to the weapon's attacks while enabling sudden bursts of damage output.

### Counter-Attack Denial (Against Warriors):

- When an opponent warrior blocks your attack with a weapon, roll a d6:
  - If the result is 6, the warrior loses their counter-attack step for that attack.
  - If the result is less than 6, the counter-attack proceeds as normal.

**Note:** This ability applies only to warriors and does not affect units.

### Example Gameplay:

#### Scenario 1 – Fang of the Whip (Additional Damage):

- The wielder successfully hits an enemy warrior and deals 7 base damage.
- Rolling a d6 for bonus damage results in a 4.

#### - Outcome:

- **Total damage** = 7 base damage + 4 bonus damage = 11 damage.

#### Scenario 2 – Counter-Attack Denial (Against Warrior):

- During the Combat Phase, the wielder attacks an opponent warrior who blocks the attack using their weapon.
- Rolling a d6 for Counter-Attack Denial results in a 6.

#### - Outcome:

- The opponent's warrior loses the ability to counter-attack for that specific attack.
- If the roll had been less than 6, the counter-attack would proceed as normal.

## VERAQUIN'S CHESTPLATE



The **Veraquin's Chestplate** is a mystical piece of torso armor that intertwines defense and healing powers. Its ability to reverse damage and enhance performance based on life point conditions makes it a valuable asset for warriors in prolonged battles.

### Stats

**Resistance:** 7

**Cost:** 14 Gold

### Abilities

#### Temporal Healing:

Each time the equipped warrior takes damage, roll a d6:

- On a result of 6: The damage is reversed and converted to healing instead.
- Healing is limited to the warrior's maximum life points and cannot exceed it.

#### Spectral Resonance:

The effect of the Spectral Resonance depends on the warrior's life points:

- **If the warrior's life points are odd:**
  - Gain a +1 Defense bonus, meaning all incoming damage is reduced by 1 for every attack.
- **If the warrior's life points are even:**
  - Gain a +1 Damage bonus to all of the warrior's weapons for attacks made during the turn.

#### Scenario 1 – Temporal Healing:

During combat, the warrior is hit for 6 damage points. The player rolls a d6 for Temporal Healing and gets a 6.

**Outcome:** The damage is reversed, and the warrior recovers 6 life points, up to their maximum life points.

#### Scenario 2 – Spectral Resonance (Odd Life Points):

The warrior begins their turn with 9 (odd) life points.

**Effect:** The warrior gains a +1 Defense bonus, reducing all incoming damage by 1 for this turn.

#### Scenario 3 – Spectral Resonance (Even Life Points):

The warrior begins their turn with 8 (even) life points.

**Effect:** The warrior gains a +1 Damage bonus for all of their weapon attacks during the turn.

## VERAQUIN'S BOOTS (LEFT AND RIGHT BOOTS)

The **Veraquin's Boots** are legendary footwear imbued with powerful enchantments, granting exceptional evasion and defensive capabilities. While each boot provides strong benefits individually, their full potential is achieved when both the Left Boot and Right Boot are equipped, unlocking enhanced mobility and durability.



### Stats

**Resistance:** 7

**Cost:** 14 Gold



## Abilities

### Quick Reflexes:

- If your warrior is targeted by an attack, roll a d6:
  - On a result of 4 or higher, the attack misses, and your warrior evades it completely.
- After a successful roll, the warrior may perform a counter-attack against the attacking unit or warrior.

### - Special Rule (Against Warriors):

When a warrior attacks with an attacking die and the blow is evaded through Quick Reflexes, that attacking die is still considered used and cannot be recovered this turn.

### Example Gameplay:

An enemy warrior targets your warrior with Veraquin's Boots.

- You roll a 5, activating Quick Reflexes to evade the attack.
- Your warrior counter-attacks immediately. The attacking warrior does not recover the attacking die used for the evaded attack.

### Surefooted Stance:

- Your warrior gains a +1 Defense bonus for every empty armor slot they currently have.
- This Defense bonus reduces damage from each incoming attack by the respective amount.

### - Effect:

- The damage is reduced each time your warrior is attacked during the turn, based on the number of empty armor slots.

### Example Gameplay:

Your warrior has 3 empty armor slots, granting a total +3 Defense bonus.

- If an attack deals 10 damage, it is reduced to 7 damage due to the Surefooted Stance.



*Defence / Resistance  
Buff counters (+1, +2, +3)*

## Synergy Effects (When Both Boots Are Equipped):

### 1. Enhanced Quick Reflexes:

- Instead of rolling 1 d6, you may roll 2 d6 for each attack targeting your warrior.
- If either roll results in a 4 or higher, the attack is completely evaded.
- After evading:
  - Your warrior may perform a counter-attack as usual.
  - If the attacker is a warrior, their attacking die is considered used and cannot be recovered this turn.

### Example Gameplay:

- The enemy warrior makes an attack using one of their 5 available attacking dice.
- You roll 2 d6, scoring results of 3 and 4. The 4 succeeds, evading the attack. The enemy warrior loses the attacking die used for the attack.

### 2. Enhanced Surefooted Stance:

The Defense bonus increases to +2 Defense per empty armor slot when both boots are equipped.

### Example Gameplay:

Your warrior has 3 empty armor slots, granting a total +6 Defense bonus. If an attack would deal 10 damage, it is reduced to 4 damage thanks to Enhanced Surefooted Stance.



## VERAQUIN'S GAUNTLETS (LEFT AND RIGHT HAND)

The **Veraquin's Gauntlets** are legendary enchanted gloves designed to augment the offensive capabilities of their wielder. Independently, each gauntlet offers exceptional bonuses to attack power, granting extra strikes in combat. When both gauntlets are equipped, their synergistic effects grant a devastating edge to warriors wielding one-handed or two-handed weapons.

### Stats

**Resistance:** 7

**Cost:** 14 Gold

## Abilities

### Extra Attack with the Same-Side Weapon:

- Each gauntlet grants your warrior one extra attack per turn with the weapon equipped in the same hand as the gauntlet, or any two-handed weapon being used.

### +2 Damage Bonus:

- The extra attack provided by the gauntlet gains an additional +2 bonus damage for that specific strike.

### Example Gameplay (Single Gauntlet):

- A warrior is equipped with a one-handed sword (base damage 6) in their left hand and the Left Veraquin's Gauntlet.
- **Result:** Once per turn, the warrior gains an extra attack with the sword, dealing 8 damage (6 base + 2 bonus damage) for that strike.

### Synergy When Both Gauntlets Are Equipped:

When both Veraquin's Gauntlets (Left and Right) are equipped simultaneously:

#### Double Extra Attacks:

- When both Veraquin's Gauntlets (Left and Right) are equipped simultaneously, the warrior gains one extra attack per turn per hand.
- This allows two extra attacks per turn when wielding weapons in both hands or a two-handed weapon.

#### Damage Bonus Amplifies:

Both gauntlets provide their +2 bonus damage, ensuring each extra attack benefits from the respective gauntlet's effect.

### Example Gameplay (With Both Gauntlets):

You wield a two-handed weapon such as the Hoularien Naginata (damage 7) while equipping both Veraquin's Gauntlets. You gain two extra attacks per turn, with each extra attack dealing +2 bonus damage for a total of 9 damage per extra strike (7 base + 2 bonus).

## VERAQUIN'S HELMET



The **Veraquin's Helmet** enhances a warrior's ability to counter-attack effectively while providing substantial defensive capabilities in engagements involving multiple attackers. Its enchantments make the wearer a resilient and retaliatory force on the battlefield.

#### Stats

**Resistance:** 7  
**Cost:** 14 Gold

#### Abilities:

##### Thunderstrike Counter (Turn-Based):

- Each time the equipped warrior performs a counter-attack, they gain a +2 Damage bonus for that attack.
- This bonus lasts until the end of the turn and applies to each counter-attack performed by the warrior in that turn.

##### Gaze of Protection (Cumulative Per Turn):

- The equipped warrior gains a +1 Defense bonus for each enemy Character Token engaged in combat with them on the battlefield.

##### - Defense Mechanic:

- This Defense bonus applies individually to each attack against the warrior.
- Damage from each attacking unit (or warrior) is reduced by 1 per Defense bonus.

##### - How it Works:

- If the warrior is engaged by 3 enemy Character Tokens, they gain a +3 Defense bonus, reducing 1 damage per Defense bonus from each attack received that turn.

### Example Gameplay of Veraquin's Helmet:

#### Scenario 1: Thunderstrike Counter

During a turn, the warrior equipped with Veraquin's Helmet is attacked by 3 units in succession. The warrior successfully blocks and counter-attacks after each attack.

**Counter-Attack 1:** The first attack is blocked, and the warrior retaliates. Base damage is 8, and Thunderstrike Counter adds +2 Damage, making the total 10 damage.

**Counter-Attack 2:** Another unit attacks, and the warrior again retaliates after blocking. Thunderstrike Counter persists, so the attack again deals 10 damage.

**Counter-Attack 3:** The final attacker is hit with another 10 damage.

#### Scenario 2: Gaze of Protection in Combat

During the turn, 3 Character Tokens and 1 enemy warrior are engaged in combat with the warrior equipped with Veraquin's Helmet.

The engaged 3 Character Tokens grant the warrior a +3 Defense bonus for the rest of the turn, applied to each attack individually.

**First Character Token attacks:** Base damage is 5. The +3 Defense bonus reduces the damage to (5 - 3 = 2 damage taken).

**Second Character Token attacks:** Base damage is 6. The defense reduces the damage to (6 - 3 = 3 damage taken).

**Third Character Token attacks:** Base damage is 7. Defense reduces the damage to (7 - 3 = 4 damage taken).

**Enemy warrior attacks:** Base damage is 10. The +3 Defense bonus from the engaged Character Tokens applies, reducing it to (10 - 3 = 7 damage taken).

## VILE SLICER



The **Vile Slicer** is a sinister two-handed scythe forged in corrupted magic. With its unique ability to chain attacks and amplify damage unpredictably, it delivers devastating strikes capable of turning the tides of battle in a single turn. Its momentum-based mechanics reward bold, aggressive gameplay.

### Stats

**Damage:** 8

**Resistance:** 7

**Cost:** 12 Gold

### Abilities:

#### 1. Additional Attack Trigger

- Once per turn, if you successfully deal damage with this weapon, you may perform an additional attack, targeting the same enemy or a different one.

#### Enhanced Damage Secondary Attack:

- If the additional attack also successfully deals damage, roll a d6:
  - Add the result of the d6 roll to the weapon's base damage (8).
  - The enhanced result becomes the damage dealt by the secondary attack.

#### Example Gameplay:

##### Scenario 1 – Dual Strike and Secondary Attack Damage:

- 1 - A warrior wielding Vile Slicer attacks and successfully deals 8 base damage to an enemy unit.
- 2 - This successful hit activates the additional attack:
  - The wielder performs a second attack and deals damage.
  - They roll a d6 during the secondary attack and get a 4.
  - **Outcome:** The secondary attack deals  $8 + 4 = 12$  total damage.

##### Scenario 2 – Target Options:

- The wielder successfully damages a warrior during the first strike.
- During the additional attack, they decide to target a second unit on the battlefield, dealing direct damage based on the enhanced d6 result.



## VOULARIEN BOOTS (LEFT AND RIGHT BOOTS)

The **Voularien Boots** are legendary footwear crafted in volcanic flames, offering both defensive resilience and evasive capabilities. Individually, each boot is useful, but when equipped as a pair, they grant unparalleled synergy, allowing warriors to move effectively, dodge attacks, and reinforce their gear's durability.

### Stats

**Resistance:** 7

**Cost:** 15 Gold

### Abilities

#### 1. Movement Bonus 1:

- In the event of a failed movement dice roll, reveal the top card of the Movement Bonus deck.
- If one of the card's numbers matches the attacking die's result, you block or dodge the opponent's attack successfully, as indicated by the Movement Bonus card icon.

#### Example Gameplay (Single Boot):

Your opponent rolls their attack die, and you fail your defense. As a last resort, you reveal the top card of the Movement Bonus deck. If its number matches the attacking die's result, the attack is dodged or blocked completely.

#### 2. Item Resistance Bonus:

- Provides +1 resistance to all equipped items, excluding the boot itself.
- This improves the durability of your entire gear, extending its usability throughout combat.

#### Example Gameplay (Single Boot):

You are wearing a chestplate with 6 resistance and holding a shield with 8 resistance. With the Voularien Left Boot equipped, the chestplate is boosted to 7 resistance, and the shield is boosted to 9 resistance.

#### Synergy When Both Boots Are Equipped:

When both the Voularien Left Boot and Voularien Right Boot are equipped:



### Boosted Resistance Bonus:

The resistance bonus to equipped items becomes +2, stacking from both boots for even greater durability.

### Example Gameplay (With Both Boots):

Your chestplate with 6 resistance is now boosted by +2 resistance points, increasing the chestplate's total to 8 resistance.

### Enhanced Evasion and Movement:

The Movement Bonus ability applies twice, allowing you to reveal two cards from the Movement Bonus deck for any failed movement dice roll. This greatly increases the chance of blocking or dodging an attack.

### Example Gameplay (With Both Boots):

Your opponent rolls their attack die, and you fail your defense roll. With both boots equipped, you reveal two cards from the Movement Bonus deck. If either card matches the attacking die's result, you successfully dodge or block the attack.



## VOULARIEN GLOVES (LEFT AND RIGHT GLOVES)

The **Voularien Gloves** are mystical gauntlets forged in volcanic flames, designed to amplify a warrior's offensive capabilities and enhance their lethality in combat. Each glove independently offers increased weapon damage and the ability to perform fatal blow tests on every strike. When worn together, the gloves provide unmatched synergy, turning the wearer into a force of destruction on the battlefield.

### Stats

**Resistance:** 7

**Cost:** 15 Gold

### Abilities:

#### 1. Weapon Damage Enhancement:

When a weapon is equipped in the same hand as the glove or a two-handed weapon is used, the weapon gains +2 damage points for each attack.

#### Example Gameplay (Single Glove):

- You equip a one-handed sword (base damage 6) in the left hand along with the Voularien Left Glove. Each attack with the sword now deals 8 damage (6 base + 2 bonus).
- If wielding a two-handed weapon, the glove still grants +2 damage to all attacks made with it.

#### 2. Guaranteed Fatal Blow Test:

- Every successful attack made with a weapon grants the wielder the ability to perform 1 Fatal Blow Test, regardless of whether the targeted area is armored or unarmored.

#### - Special Rules:

##### - Two-Handed Weapons:

- The Fatal Blow Test provided by the gloves is not stackable with the two-handed weapon's default Fatal Blow Effect—only one Fatal Blow Test is allowed per attack.

##### - Other Fatal Blow Boosts:

- If other equipped items raise the number of Fatal Blow Tests, they are stackable only if an unprotected area without armor is hit.

- If targeting an armor-protected area: Only the Fatal Blow Test from the Voularien Gloves will apply.

#### Example Gameplay (Single Glove):

You successfully hit an opponent with a weapon:

- The voularien glove activates 1 Fatal Blow Test regardless of armor protection.
- If the opponent is unprotected and you have items that provide extra Fatal Blow Tests, those bonuses are stackable.

### Synergy When Both Gloves Are Equipped:

#### 1 -Stacked Weapon Damage Bonus:

- The +2 damage from each glove stacks, giving every weapon attack an additional +4 damage bonus.

#### 2 - Lethal Fatal Blow Combo:

Equipping both gloves guarantees 1 Fatal Blow Test for each successful attack made.

#### 3 - Stackable Fatal Blow Rule:

- If hitting an unarmored area, additional Fatal Blow Tests from other items can be combined.
- If hitting an armor-protected area, only the Fatal Blow Test from the gloves applies.

### Limitations on Two-Handed Weapons:

While the Fatal Blow Tests from these gloves enhance weapon lethality, they do not stack Fatal Blow mechanics for two-handed weapons' regular effects.



## VOULARIEN'S HELMET



The **Voularien's Helmet** is a legendary headpiece designed for warriors seeking to enhance the durability of their equipment and bolster their mobility on the battlefield. Its powerful enchantments protect the wearer's gear while offering a chance to recover from failed defensive rolls, making the warrior more resilient in combat.

### Stats

**Resistance:** 7

**Cost:** 15 Gold

### Abilities:

#### Item Resistance Boost:

All of your equipped items (armor pieces, weapons, shields, etc.) gain +2 Resistance, except for Voularien's Helmet itself.

#### Reroll Failed Defensive Rolls:

- If you fail a Movement Dice roll while defending, you may reroll one of the dice for a second chance.

#### - Additional Movement Dice Test:

- If you fail a Movement Dice roll while defending, you may reroll one of the dice for a second chance.

#### - If the rerolled die shows a Dodge Icon:

- The player may immediately perform an additional Movement Dice test.

- The attack's outcome (whether it is blocked, dodged, or hits) is only determined after performing the additional roll.

#### Example Gameplay:

- The warrior equipped with Voularien's Helmet fails an enemy attack during their Movement Dice roll.

- They reroll one of the dice and get a Dodge Icon, which allows them to perform an additional Movement Dice test.

- On the second test:

- **If the result succeeds (e.g., 2 Dodge Icons or a combination of Dodge/Block icons):** The attack is avoided.

- **If the result fails (no sufficient defense combo):** The warrior is hit as normal.

## WHISPER OF THE SNAKE



The **Whisper of the Snake** is a venom-coated one-handed dagger designed to weaken enemies with deadly poison. Each strike applies poison counters that cause sustained damage over two turns, ensuring long-term punishment and disruption to your foes.

### Stats

**Damage:** 5

**Resistance:** 6

**Cost:** 9 Gold



*Poison Turn Counter*

### Abilities:

#### 1 - Poison 3/2:

- Each successful hit with this dagger applies a Poison Turn Counter to the targeted unit or warrior.

#### - How Poison Turn Counters Work:

- When applied, the Poison Turn Counter begins at 2.

- **At the end of the same turn**, all Poison Turn Counters on the target are resolved in the following way:

- Turn Counters currently at 2 are flipped to 1, and the poisoned target takes 3 damage.

- Turn Counters already at 1 are removed, and the poisoned target takes another 3 damage.

#### 2 - Stacking Poison Counters:

- Poison Counters are stackable, meaning multiple counters can exist on the same target simultaneously.

- **Each Poison Turn Counter is resolved independently but during the same turn.**

- For example:

- A target with two Poison Counters (one at 2 and one at 1) will flip the counter at 2 to 1, remove the counter at 1, and take 6 total damage that turn.

- Newly applied Poison Counters begin at 2 and follow their own independent damage cycle.

#### Example Gameplay:

- You hit an opponent with Whisper of the Snake, applying a Poison turn counter (2) at the end of your turn. When the counter flips to 1, the opponent takes 3 damage.

- At the end of your next turn, the counter is removed, and the opponent takes another 3 damage.

- If you apply another Poison turn counter during subsequent turns, it starts at 2 and goes through its own independent damage cycle.

## Example Gameplay

### Scenario 1 – Single Poison Counter:

#### - First Turn:

- You hit an opponent and apply a Poison Turn Counter (2).

#### - End of your turn:

- The counter flips to 1, and the opponent takes 3 damage.

#### - Second Turn:

#### - End of your turn:

- The counter is removed, and the opponent takes 3 more damage.

### Scenario 2 – Stacking Poison Counters:

#### - First Turn:

- You hit an opponent twice, applying two Poison Turn Counters (both at 2).

#### - End of your turn:

- Both counters flip to 1, and the target takes 6 damage (3 per counter).

#### - Second Turn:

#### - End of your turn:

- Both counters are removed, and the target takes 6 more damage.

# BUILDING CARDS

**36 cards:** 2 Arena cards, 2 Armor Workshop cards, 2 Armory cards, 2 Barracks, 2 Blacksmith cards, 2 Castle cards, 2 Farm cards, 2 Gold Mine cards, 2 Hospital cards, 2 Lumber mill cards, 2 Market Cards, 2 Monastery cards, 2 Royal Court cards, 2 Stone Mine cards, 2 Tavern cards, 2 Training Yard cards, 2 Watchtower cards, 2 Weapon Workshop cards.

- Each building provides unique effects or upgrades that players can use during their Building Phase.
- Buildings have level-up costs, requiring gold to upgrade them to more powerful versions.
- Some buildings provide passive benefits, while others require an activation cost to trigger their effects.

**Building Cards** represent key structures that offer unique advantages during the game. These buildings can provide powerful effects, enhance strategies, or modify a player's gameplay. They can be upgraded over time, unlocking stronger benefits.

## ARENA

The **Arena** is a combat-focused building that enables Character Tokens to engage in duels and battles, offering opportunities to improve token stats and earn Renown Points. As the Arena levels up, its features expand, allowing for more powerful benefits like challenging opponents and staging strategic team battles.



### Stats

**Gold Cost:** 15 Gold

**Level Up Costs:**

**To Level 2:** 10 Gold

**To Level 3:** 15 Gold

**Resistance:** 30 (not currently used; will function with future expansions)

### General Rules

- Only one effect can be used per Building Phase Turn.
- Arena battles follow standard character token combat rules (using character token dice) and continue until one token loses all life points.
- Tokens do not die upon losing a battle; they simply exit the fight.
- Battles between players require an equal number of tokens on each side.

### Abilities by Level

#### Level 1 – Character Duel

- **Cost:** 5 Gold
- Initiate a duel between two of your own Character Tokens.
- **Rewards (for the winning token):**
  - **+1 Life Point:**
    - If the token has Blood Counters: Subtract the amount gained from the total value of the Blood Counters on the token (e.g., if the token has Blood Counters totaling 3, and they gain 1 Life Point, subtract 1, leaving 2 Blood Counter points).
    - If no Blood Counters remain: Add a +1 Defense/Resistance Counter to represent the life gained.
  - **+1 Damage:** Add a +1 Damage Counter to the winning token.
  - **Gain 1 Renown Point** (tracked with a Renown Counter).

#### Level 2 – Player's Challenge

- **Cost:** 10 Gold
- Challenge an opponent's Character Token. The challenge cannot be refused. Both players select one Character Token to fight.

#### - Rewards:

- **If you win:**
  - **+2 Life Points:**
    - If the token has Blood Counters: Subtract 2 life points from the Blood Counter total (e.g., if the token has 5 Blood Counter points, reduce it to 3).
    - If no Blood Counters remain: Add a +2 Defense/Resistance Counter or two +1 Defense/Resistance Counters to represent the life gained.
  - **+2 Damage:** Add +2 Damage Counters to the winning token.
  - **Gain 2 Renown Points.**

### Damage counters



### Resistance / Defense counters



### Blood counters



### Renown counters



- **If your opponent wins:**
  - They gain 1 Renown Point.

### Level 3 – Team Battle

- **Cost:** 10 Gold per player
- Both players select two or more Character Tokens for a team battle using standard Character Token combat rules.
- **Rewards:**
  - Gain 1 Renown Point for every opponent token defeated (+1 Renown Counter per defeated token).
  - All participating tokens on the winning team gain:
    - **+3 Life Points:**
      - If the token has Blood Counters: Subtract up to 3 Blood Counter points.
      - If no Blood Counters remain: Add a +3 Defense/Resistance Counter or combine smaller counters (e.g., one +2 Counter and one +1 Counter) to represent the life gained.
      - +3 Damage: Add +3 Damage Counters to each victorious token.

### Using Counters for Rewards and Stats:

#### 1 - Life Points Gained:

- If the token has Blood Counters: Subtract the life points gained from the total value of Blood Counters (e.g., a token with 5 Blood Counter points gains 3 Life Points, leaving 2 Blood Counter points).
- If no Blood Counters remain: Use Defense/Resistance Counters to represent the life gained:
  - Add +1, +2, or +3 Defense/Resistance Counters depending on the total life gained.
  - For example, if a token gains 4 Life Points, place either:
    - One +3 Counter and one +1 Counter
    - Or two +2 Counters.

#### 2 - Damage Bonuses:

Add Damage Counters (+1, +2, +3) to the token as needed to reflect increased attack power.

#### Renown Points:

Use Renown Counters to track points earned through Arena battles. These are tracked by the player and are not attached to tokens.

## ARMOR WORKSHOP

The **Armor Workshop** is a versatile building that focuses on enhancing the durability of armored gear and repairing damaged equipment. Its increasing levels gradually improve resistance bonuses and provide additional mechanics like fully restoring armor and searching for valuable armor parts.



#### Stats

- Gold Cost:** 15 Gold
- Level Up Costs:**
  - To Level 2:** 12 Gold
  - To Level 3:** 15 Gold
- Resistance:** 30 (not currently used; will function with future expansions)

#### Resistance / Defense counters



### General Rules

- During the Building Phase, players may activate only one "PAY" effect from the Armor Workshop per turn.
- Resistance increases granted by the workshop are represented using Resistance/Defense counters (+1, +2, or +3) placed on the corresponding equipped armor parts. These counters reflect the total resistance improvement provided by the workshop's current level.

### Abilities by Level

#### Level 1:

- **Effect:** All equipped armor parts gain +1 Resistance Point. Represent this by placing a +1 Resistance Counter on each equipped armor part.
- **PAY Effects:**
  - Pay 3 Gold to repair 1 damage token on any equipped armor part.
  - Pay 4 Gold to draw an additional card from the Main Deck.

#### Level 2:

- **Effect:** All equipped armor parts now gain +2 Resistance Points instead of +1. Represent this by replacing the +1 Resistance Counter with a +2 Resistance Counter on the affected parts.
- **PAY Effects:**
  - Pay 5 Gold to fully repair an equipped armor part, removing all damage tokens.

### Level 3:

- **Effect:** All equipped armor parts gain +3 Resistance Points instead of +2. Represent this by replacing the +2 Resistance Counter with a +3 Resistance Counter on the affected parts.

### - PAY Effects:

- Pay 8 Gold to search your Item Deck for an armor part card (Standard or Special) and place it directly into your hand.

### Example Gameplay:

#### Scenario 1 – Level 1 Resistance Bonus:

During the Building Phase, the Armor Workshop is at Level 1. Your chestplate (Resistance 6) and helmet (Resistance 7) each gain +1 Resistance at no additional cost. Represent this by adding +1 Resistance Counters to both items, making their updated resistances 7 and 8, respectively.

#### Scenario 2 – Level 2 Full Repair:

After upgrading to Level 2, your helmet (Resistance 8), which has 3 damage tokens, is fully repaired during the Building Phase by paying 5 Gold. All damage tokens are removed from the helmet.

#### Scenario 3 – Level 3 Resistance Bonus:

At Level 3, the workshop improves your arm guards (Resistance 5) and shield (Resistance 9) by +3 Resistance Points. Place +3 Resistance Counters on each part, increasing their total resistances to 8 and 12, respectively.

#### Scenario 4 – Searching for an Item Card:

During the Building Phase, you pay 8 Gold and use the Level 3 "PAY" effect to search your Item Deck for the Voularien Gloves. You retrieve the card and place it directly into your hand, ready for play.

## ARMORY

The **Armory** is a valuable building that allows for efficient item management through Stockpiling and Resourceful Storage. It provides convenient storage for unequipped item cards, making it easier to access key equipment during Building Phase turns. As it levels up, the number of items that can be stored increases significantly.



### Stats

**Gold Cost:** 12 Gold

**Level Up Costs:**

**To Level 2:** 8 Gold

**To Level 3:** 12 Gold

**Resistance:** 24 (not currently used; will function with future expansions)

### General Rules:

- During the Building Phase, the Armory allows players to stockpile and retrieve item cards for future use.
- A card played from your hand into the Armory requires you to pay its Gold Cost in order to store it.
- Stored items remain in the Armory until equipped or removed and can be equipped for free during any future Building Phase turn.
- Items in the Armory retain damage tokens, which can be repaired by other card effects.

### Stockpiling:

- You may play an item card from your hand into the Armory instead of equipping it to a warrior.
- To store the item, you must pay its full Gold Cost.
- The stored item can later be equipped for free during one of your Building Phase turns.

### Resourceful Storage:

- Items that would normally be discarded (except for destroyed items) can instead be placed in the Armory for future use.

### - Important Rules:

- Items with damage tokens retain those tokens when stored.
- Destroyed items (items exceeding their Resistance) must still go to the discard pile and cannot be stored.

### Effects by Level

#### Level 1 (Base Level):

The Armory can store up to 2 item cards at a time.

#### Level 2:

You can now store up to 4 item cards in the Armory.

#### Level 3:

The Armory's capacity increases to 6 item cards.

## Example Gameplay:

### Scenario 1 - Placing Item Cards from Hand:

During the Building Phase, you play Stormcaller's Reach (Cost: 17 Gold) from your hand into the Armory instead of equipping it.

**Outcome:** You pay 17 Gold to store the item, and it remains in the Armory until you equip it for free in a future Building Phase.

### Scenario 2 - Storing Used Equipment:

- After a Combat Phase, your Hydra's Lament (damaged but not destroyed) would normally go to the discard pile. Instead, you place it in the Armory for later use with its damage tokens intact.

- In a future turn, you can equip it for free or repair it using another card effect.

## BARRACKS

The **Barracks** is the foundation for training and deploying Character Tokens into your ranks. It allows players to recruit basic and specialized units, limited by the number of houses they control. As the Barracks levels up, more advanced units like Spearmen and Knights become available, giving your army increased versatility and strength.



### Stats

**Gold Cost:** 27 Gold

**Level Up Costs:**

**To Level 2:** 19 Gold

**To Level 3:** 21 Gold

**Resistance:** 54 (not currently used; will function with future expansions)

## General Rules

### Recruitment Limit:

You may recruit only one unit per Building Phase turn using the Barracks.

### Houses Limitation:

The total number of units you can recruit through the Barracks is determined by the number of houses you control in-game.

### If a House is Destroyed:

If the number of units already recruited through the Barracks exceeds your remaining houses, you must remove one recruited unit from the game to match your current house count.

## Abilities by Level

### Level 1 – Recruit Soldiers

**Cost to Recruit Soldiers:** 10 Gold per Soldier

Allows you to recruit Soldier Character Tokens (4 Damage / 4 Life Points) into your army.

### Level 2 – Recruit Spearmen

**Cost to Recruit Spearmen:** 14 Gold per Spearman

Recruit Spearman Character Tokens (4 Damage / 6 Life Points). Spearmen gain defensive bonuses when grouped together, making them ideal for coordinated strategies.

### Level 3 – Recruit Knights

**Cost to Recruit Knights:** 20 Gold per Knight

Recruit Knight Character Tokens (8 Damage / 9 Life Points). Knights are elite units with high durability and offensive power. Their abilities, such as Loyalty Oath (redirecting attacks) and Impenetrable Armor, make them ideal for frontline combat.

## Example Gameplay:

### Scenario 1 – Recruiting a Knight:

During the Building Phase, you spend 20 Gold using a Level 3 Barracks to recruit 1 Knight Character Token with 8 Damage and 9 Life Points.

### Scenario 2 – House Limitation Check:

You have recruited 3 units (2 Soldiers and 1 Knight) but lose one of your houses during the game.

**Outcome:** Since you only have 2 houses left after the destruction, you must remove one unit from the game to comply with the limit.



*Soldier  
Character  
Token card*



*Spearmen  
Character  
Token card*



*Knight  
Character  
Token card*

## BLACKSMITH



The **Blacksmith** is a vital support building that ensures your equipment can withstand long battles by repairing damage tokens and allowing you to manage your hand strategically. As the Blacksmith levels up, its efficiency in repairs increases, and Level 3 adds a powerful effect to refresh card options at critical moments.

### Stats

**Gold Cost:** 14 Gold

**Level Up Costs:**

**To Level 2:** 8 Gold

**To Level 3:** 12 Gold

**Resistance:** 28 (not currently used; will function with future expansions)

### General Rules:

- During the Building Phase, players may activate only one Level 3 effect can be chosen during each Building Phase turn and the Removing Damage token effects, only the one.
- The effects are paid with Gold and cannot stack during the same phase turn.

### Abilities

#### Level 1:

**Pay 1 Gold:** Remove 1 damage token from any equipped item.

#### Level 2:

**Pay 2 Gold:** Remove 2 damage tokens from any equipped item.

#### Level 3:

**Pay 3 Gold:** Remove 3 damage tokens from any equipped item.

#### Card Management Effect (Optional):

**Cost:** 1 Gold per card drawn

**Effect:** Once per turn, discard any number of cards from your hand and draw an equal number, paying 1 Gold piece per card drawn.

#### Example Gameplay:

##### Scenario 1 – Repairing Equipment Damage:

- During the Building Phase, you pay 2 Gold at Level 2 to remove 2 damage tokens from your shield (Resistance 10).
- The shield now has fewer damage tokens, ensuring it lasts longer in combat.

##### Scenario 2 – Managing Hand with Level 3 Ability:

You discard 3 cards from your hand and pay 3 Gold to draw 3 new cards using the Level 3 Card Management Effect.

## CASTLE

The **Castle** represents the stronghold at the heart of every kingdom and is a vital building for both defensive and influence-focused strategies. It provides the ability to deploy Royal Guards and Noble Watch, as well as unique abilities that enhance your warrior's defense and protect them from strategic threats. At higher levels, the Castle becomes a hub of influence, granting critical advantages in pivotal moments.



### Stats

**Gold Cost:** 40 Gold

**Level Up Costs:**

**To Level 2:** 23 Gold

**To Level 3:** 28 Gold

**Resistance:** 80 (not currently used; will function with future expansions)

### General Rules

- Character Tokens generated by this card can be used in both the Building Phase and Combat Phase.
- Only one ability or deployment action can be used per Building Phase turn.
- You may deploy only one Royal Guard per payment at a time, and there is a maximum limit for the number of guards in play at each level.



## Abilities by Level

### Level 1:

#### Discard for Attack Bonus:

Once per Building Phase turn, discard 1 card from your hand to grant your warrior +1 damage on their next attack. The bonus lasts until the end of the turn.

#### Deploy a Royal Guard (Level 1):

- **Cost to Deploy Level 1 Royal Guard:** 7 Gold (Limit 1 in play)

Deploying a Royal Guard grants your warrior Defense +1 for the turn (reduces all incoming damage by 1 point).

#### - Discard Effect:

Once per Building Phase, discard 1 card from your hand to grant your Warrior +1 Damage bonus to their next attack. This bonus lasts until the end of the turn.

### Level 2:

- **Cost to Deploy Noble Watch:** 6 Gold (Limit 1 in play)

- **Cost to Deploy Level 2 Royal Guard:** 9 Gold (Limit 2 in play)

- Deploying a Royal Guard grants 1 Influence Point during the current Building Phase Turn.

- **Noble Watch Limit:** A limit of one Noble Watch Character Token can exist at any time.

### Level 3:

- **Cost to Deploy Level 3 Royal Guard:** 11 Gold (Limit 3 in play)

- Deploying a Royal Guard grants 2 Influence Points during the current Building Phase Turn.

#### - Discard Effect:

- Once per Building Phase, discard 2 cards from your hand to prevent your warrior from being targeted by an opponent's event card on their next turn.

#### Example Gameplay:

##### Scenario 1 - Level 1 Royal Guard Deployment:

During the Building Phase, you pay 7 Gold to deploy a Level 1 Royal Guard.

As part of the Level 1 ability, your warrior gains Defense +1 for the turn, reducing all damage they take by 1 point per source.

##### Scenario 2 - Influence Gain with Royal Guards (Level 2):

At Level 2, you deploy a Royal Guard for 9 Gold. The deployment grants 1 Influence Point for use during the current Building Phase Turn.

##### Scenario 3 - Event Protection (Level 3):

During a Building Phase, you discard 2 cards to activate the Level 3 discard effect, ensuring that your warrior cannot be targeted by an opponent's event card on their next turn. This strategic ability prevents potential threats to your hero in battle.



Royal Guard  
Character  
Token card



Noble Watch  
Character  
Token card

## FARM

The **Farm** provides crucial economic and influence benefits to bolster your resources and army. With each level, the Farm massively increases gold income while introducing mechanics to empower Character Tokens and increase influence points. Unlike other structures, the Farm is extremely versatile, requiring no houses to build or utilize.



### Stats

**Gold Cost:** 18 Gold

**Level Up Costs:**

**To Level 2:** 12 Gold

**To Level 3:** 16 Gold

**Resistance:** 32 (not currently used; will function with future expansions)

### General Rules:

- When the Farm is built or leveled up, you may search your Item Pile Deck for an Influence Card, place the card on the table, and shuffle your deck.
- Unlike other buildings, the Farm does not require houses to be played or used.
- Influence points gained from the Farm last until the end of the turn except for the Influence cards placed.

### Abilities

#### Level 1:

- Gain 2 Gold at the start of your Building Phase turns.
- Gain 1 Influence Point during each of your Building Phase turns (lasting only for that turn).

### Level 2:

- Gain 3 Gold at the start of each Building Phase turn.
  - Once per Building Phase, pay 3 Gold to draw 1 additional card from the main deck.
- Your character tokens gain +1 Life Point.

### Life Gain Rules:

- If a Character Token has Blood Counters, subtract the gained life points from the total Blood Counter value.
- If the Character Token has no Blood Counters, you must add Defense/Resistance Counters to represent the life gain:
  - For +1 Life Point, add a +1 Defense/Resistance Counter.

### Level 3:

- Gain 4 Gold at the start of your Building Phase Turns.
- Gain 1 Influence Point and 1 Gold for each Character Token you currently have on the battlefield.
  - **Effect:** This influence bonus persists until the end of the turn.
- Receive 2 Influence Points during each Building Phase turn, also lasting until the end of the turn.

### Example Gameplay:

#### Scenario 1 (Level 1):

At the start of your turn, you gain 2 Gold and 1 Influence Point, which will last until the end of the turn.

#### Scenario 2 (Level 2 Life Gain):

- The Farm is upgraded to Level 2. All your Character Tokens gain +1 Life Point.
- A Soldier Token with 2 Blood Counters removes 1 Blood Counter, leaving 1 remaining.
- A second Character Token with no Blood Counters gains a +1 Defense/Resistance Counter.

#### Scenario 3 (Level 3 Synergy with Character Tokens):

You have 4 Character Tokens on the battlefield. At Level 3:

- You gain 4 Gold at the start of the turn.
- You also gain 4 Influence Points and 4 Additional Gold from the active Character Tokens, lasting until the end of the turn.
- Additionally, you gain 2 more Influence Points from Level 3's baseline ability.

Resistance / Defense counters



Blood counters



## GOLD MINE



The **Gold Mine** is a core economic building in Warriors Legacy, designed to provide a steady supply of gold for recruiting units, upgrading buildings, and preparing for battles. As the mine is upgraded, its yield increases, generating more resources through dice rolls.

### Stats

**Gold Cost:** 15 Gold

**Level Up Costs:**

**To Level 2:** 10 Gold

**To Level 3:** 15 Gold

**Resistance:** 30 (not currently used; will function with future expansions)

### Exploration Test to Play This Card

- To place the Gold Mine on the table, follow these steps during your Building Phase:
  - 1 - Reveal the Gold Mine card in your hand.
  - 2 - Perform an Exploration Test by rolling a D6 die:
    - If the result is 4, 5, or 6: The test is successful. Pay the card's Gold Cost (15) and place the Gold Mine on the table.
    - If the result is lower than 4: The test fails, and the card remains unavailable for that turn.
  - 3 - You can perform the Exploration Test again in future Building Phase turns until you succeed.

### Abilities by Level

#### Level 1:

Roll a D4 to determine the amount of gold received each turn.



D4

#### Level 2:

Roll a D6 to determine the amount of gold received each turn.



D6

#### Level 3:

Roll a D8 to determine the amount of gold received each turn.



D8

### Gameplay Example:

#### 1 - Attempting the Exploration Test (Card Placement):

- During the Building Phase, a player reveals the Gold Mine card from their hand and rolls a D6 for the Exploration Test.

- **Roll Result:** A 5 is rolled, making the test successful! The player pays 15 Gold and places the Gold Mine on the table.

#### 2 - Gold Generation at Level 1:

At the start of the next Building Phase turn, the player rolls a D4 for gold generation and receives 3 Gold, which can now be used for future actions.

## HOSPITAL



The **Hospital** is a support-focused building that allows you to heal life points and remove negative statuses from your warriors. As the building levels up, it offers more effective healing and additional recovery options. **Healing effects cannot exceed a warrior's base life points.**

### Stats

**Gold Cost:** 12 Gold

**Level Up Costs:**

**To Level 2:** 5 Gold

**To Level 3:** 8 Gold

**Resistance:** 24 (not currently used; will function with future expansions)

### General Rules:

- The Hospital works exclusively for warriors (no healing for Character Tokens).
- Life recovery or life gain for warriors is represented by adding points back to their Life Card during the recovery process.

### - Life Points Mechanic:

- When warriors lose life, points are subtracted from their Life Card.
- When warriors recover or gain life, points are added back to their Life Card.
- Life Cards track the total current life points of the warrior.

### Level 3 Effects Limitation:

Only one effect from Level 3 may be activated per Building Phase turn.

### Abilities by Level

#### Level 1:

**Pay 4 Gold:** Roll a D4 and recover the resulting number of life points.

#### Level 2:

**Pay 4 Gold:** Roll a D6 and recover the resulting number of life points, plus an additional +1 Life Point.

#### Level 3:

**Choose one of the following effects per Building Phase turn:**

**Healing Effect:** Pay 6 Gold and roll a D8.

- Add the result of the roll +2 to the warrior's current Life Points on their Life Card.

**Status Removal Effect:** Pay 6 Gold to remove any negative status effect from your warrior.

**Important Rule:** Only one Level 3 effect may be chosen per Building Phase turn.

Example Gameplay:

#### Scenario 1 – Recovering Warrior Life Points at Level 1:

During the Building Phase, you pay 4 Gold and roll a D4, resulting in a 3.

**Outcome:** Add 3 points to the warrior's Life Card, increasing the total current Life Points.

#### Scenario 2 – Advanced Life Points Recovery at Level 2:

You pay 4 Gold and roll a D6, resulting in a 4. The warrior recovers 4 +1 = 5 Life Points, which are added back to their Life Card.

#### Scenario 3 – Removing Negative Status at Level 3:

At Level 3, your warrior suffers from a debuff. During the Building Phase, you pay 6 Gold to fully remove the negative status effect.

## LUMBER MILL



The **Lumber Mill** is a utility-focused building that reduces the cost of playing and upgrading building cards. Its abilities also allow for recycling building cards from the discard pile and searching for additional cards. Starting at Level 2, only one effect can be used per Building Phase turn.

### Stats

**Gold Cost:** 10 Gold

**Level Up Costs:**

**To Level 2:** 10 Gold

**To Level 3:** 12 Gold

**Resistance:** 20 (not currently used; will function with future expansions)

### General Rules

At Level 2 or Level 3, only one effect can be activated per Building Phase turn.

### Abilities by Level

#### Level 1:

- Reduces the Gold cost of building cards by 2 Gold while the Lumber Mill is in play.
- Reduces the Gold cost to upgrade building cards by 3 Gold while the Lumber Mill is in play.

#### Level 2:

- Choose one of the following effects to activate during the Building Phase:

**Option 1: Retrieve from Discard Pile:** Return a building card from your discard pile to your hand.

**Option 2: Reveal Top Card:** Reveal the top card of your Main Deck.

- If it's a building card, add it to your hand.
- If it's not a building card, return it to the top of your deck.

#### Level 3:

- Choose one of the following effects to activate during the Building Phase:

**Option 1: Play from Discard:** Play a building card from your discard pile, paying only half its cost (rounded up).

**Option 2: Search Item Deck for Building Card:** Search your Item Deck pile for a building card. Place it into your hand, then shuffle your deck.

### Gameplay Example:

#### Scenario 1 - Level 1 Cost Reduction:

- You play a Building Card that costs 15 Gold. With the Level 1 Lumber Mill, the cost is reduced to 13 Gold.
- If you decide to upgrade a building that normally costs 10 Gold, the upgrade only costs 7 Gold.

#### Scenario 2 - Level 2 Retrieval:

- During the Building Phase, you choose the Retrieve from Discard Pile effect and return a previously discarded Arena Card to your hand.
- Alternatively, you use the Reveal Top Card effect and reveal the top card of your deck. If it's a building card, it is added to your hand.

#### Scenario 3 - Level 3 Play from Discard:

You use the Play from Discard Pile effect and play a previously discarded Blacksmith Card that costs 12 Gold. With the Lumber Mill, you pay 6 Gold instead.

## MARKET



The **Market** is a versatile economic building that provides unique opportunities for item management, trading, and card manipulation. By leveling up the Market, players unlock powerful effects such as trading with opponents, drawing and revealing cards, and selling equipped and damaged items for further strategic gains.

### Stats

**Gold Cost:** 12 Gold

**Level Up Costs:**

**To Level 2:** 19 Gold

**To Level 3:** 25 Gold

**Resistance:** 64 (not currently used; will function with future expansions)

## Abilities by Level

### Level 1 - Item Discount and Deck Manipulation::

- Pay X Gold less to equip item cards from the Market owner's hand, where X equals the Market's current level.
- During your Draw Step from the Main Deck, you may draw an extra card and discard one card.

#### Example Gameplay – Level 1:

- You equip an item costing 14 Gold from the Market owner's hand with a Level 1 Market on the field.
- **Outcome:** The item costs  $14 - 1 = 13$  Gold.

### Level 2 – Trading and Revealing Options:

**Once per Building Phase**, you may trade with your opponent as follows:

- 1 - Select an item card from your hand.
- 2 - Choose a random card from your opponent's hand.
- 3 - If their card is an item, you may swap the two cards.
- 4 - If their card is not an item, both cards are returned to their original owners.

**Start of Building Phase Effect: Reveal the top three cards from your Main Deck (done after the main 2-card-draw step).**

If any are item cards, you may equip one item by paying its cost.

Return any unequipped or non-item cards to the bottom of your deck.

#### Example Gameplay – Level 2:

- You reveal three cards at the start of your Building Phase: an item, an event card, and another item.
- **Outcome:** You pay the Gold Cost of one item and equip it. The other two cards are returned to the bottom of your deck.

### Level 3 – Selling and Influence Generation:

- Each time you sell an item during your Building Phase, search your main deck for an Influence Card to place on the table. Shuffle your main deck after this step done.
- You may sell item cards from your hand, following the standard selling rules. This includes damaged items (item cards with damage tokens).

#### Example Gameplay – Level 3 Selling Effect:

During the Building Phase, you sell an item card from your hand (original cost: 12 Gold). Under normal rules, selling cards from the hand is not allowed, but Level 3 overrides this restriction. You generate 6 Gold and gain 1 Influence Card from your Main Deck.

## MONASTERY



The **Monastery** is a building of influence and strategy, granting players the ability to manipulate card draws, disrupt opponents, and mediate conflicts. By generating Influence Points equal to its level and unlocking powerful effects as it levels up, the Monastery becomes an indispensable building for controlling the flow of the game.

### Stats

**Gold Cost:** 16 Gold

**Level Up Costs:**

**To Level 2:** 14 Gold

**To Level 3:** 16 Gold

**Resistance:** 32 (not currently used; will function with future expansions)

### General Rules

- The Monastery automatically generates Influence Points equal to its level, lasting until the end of each Building Phase Turn.
- During each Building Phase Turn, players may activate only one effect from the Monastery.

### Abilities by Level

#### Level 1:

**Effect 1:** Reveal the top card of your Main Deck.

- If it is an Event Card, add it to your hand.
- If it is not an Event Card, return it to the top of your deck.

#### Example – Level 1 Gameplay:

- During your Building Phase, you activate the Reveal Effect.
  - You reveal the top card of your Main Deck and find an Event Card.
  - **Outcome:** You add the Event Card to your hand.
  - On your next turn, you play that Event Card to grant yourself a tactical advantage.

- Alternatively, you activate the Event Prevention Effect and prevent an opponent from using Event Cards on their next turn.

- **Outcome:** This limits the opponent's ability to disrupt your plans with powerful Event effects.

## Level 2 – Protection and Deck Choices

### 1 - Character Token Protection:

Choose one of your Character Tokens to protect from opponent Event Cards until the end of their next turn.

### 2 - Deck Manipulation:

- View the top three cards of your Main Deck.

- Choose one card to add to your hand and return the remaining two cards to the bottom of your deck in any order.

### Example – Level 2 Gameplay:

- You activate the Protection Effect to safeguard your Spearman Token from an Event Card like Traitorous Maneuver on your opponent's next turn.

- **Outcome:** The chosen Spearman Token is immune to targeted effects, forcing your enemy to reconsider their strategy.

- Alternatively, you activate the Deck Manipulation Effect.

- You view the top three cards of your Main Deck and find a powerful Event Card, an Item, and a Building Card.

- **Outcome:** You choose the Event Card to add to your hand and return the other two cards to the bottom of the deck in the order of your choice.

## Level 3:

### Effect 1: Mediate a Conflict:

- Force two opponent Character Tokens to attack each other during their next turn.

- The owner of the Monastery (you) chooses which token acts as the attacker and which token acts as the defender.

- The attacked token may counter-attack as per standard combat rules.

### Effect 2: Reveal and Add Event Card:

- Reveal the top 5 cards of your Main Deck.

- Add one Event Card from among them to your hand.

- Return the remaining cards to the bottom of your deck.

### Example – Level 3 Gameplay:

- You activate the Mediation Effect and force your opponent's Soldier Token to attack their own Knight Token.

- **Outcome:** The Soldier Token weakens or eliminates the Knight Token during the opponent's turn, granting you a significant battlefield advantage without committing your own units.

- Alternatively, activate the Event Card Draw Ability.

- You reveal the top five cards: two Event Cards and three Item Cards. You add Craftsman's Ruse (an Event Card) to your hand and return the remaining cards to the bottom of your deck.

## ROYAL COURT



The **Royal Court** is the center of diplomacy and influence, empowering players to disrupt opponents' hands, manipulate their own decks, and secure powerful event cards. By leveling up the Royal Court, players gain advanced control over the game's strategic flow and hand dynamics.

### Stats

**Gold Cost:** 14 Gold

**Level Up Costs:**

**To Level 2:** 13 Gold

**To Level 3:** 15 Gold

**Resistance:** 28(not currently used; will function with future expansions)

### General Rules

Only one effect can be chosen and activated per Building Phase turn.

### Abilities by Level

#### Level 1:

#### Reveal and Manipulate Opponent's Hand:

- Choose an opponent to reveal their hand. Select 1 card from their hand and place it at the bottom of their Main Deck.

- If this reduces their hand size to fewer than 3 cards, they may draw 1 card to replenish.

#### Reveal and Play Event Card:

- Reveal the top card of your Main Deck.

- If it is an Event Card that generates Character Tokens, you may play it immediately by paying its Influence Cost.

- If the card is not an eligible Event Card, return it to the top of your deck.



### Example – Level 1 Gameplay:

- You activate the Reveal Opponent's Hand effect:
  - The opponent reveals 4 cards. You select one card and place it at the bottom of their Main Deck.
  - **Outcome:** The opponent is now left with 3 cards in hand.
- Alternatively, you activate the Reveal for Event Activation effect:
  - You reveal the top card of your Main Deck and find an applicable Event Card. You pay its Influence Cost to activate it immediately.

### Level 2:

#### Force Discard from Opponent:

Target an opponent to discard 1 card of your choice from their hand.

#### Search Top 3 Cards for Event Card:

- Reveal the top 3 cards of your Main Deck.
- If an Event card is revealed, add it to your hand.
- Return the remaining cards to the top of your deck in any order.

### Example – Level 2 Gameplay:

- You activate the Discard Effect.
  - You target an opponent, forcing them to discard a useful card from their hand.
- Alternatively, you activate the Top 3 Deck Reveal effect:
  - You reveal 3 cards from your Main Deck. One of the cards is an Event Card, so you add it to your hand, and reorder the remaining two cards.

### Level 3:

#### Search Main Deck for Event Card:

Search your Main Deck for an Event card. Reveal it, add it to your hand, then shuffle the deck.

#### Reveal Top 5 for Event Cards:

- Reveal the top 5 cards of your Main Deck.
- Add any one Event card among them to your hand.
- Shuffle all non-chosen cards back into the deck.

### Example – Level 3 Gameplay:

- You activate the Search for Event Cards effect:
  - You search your Main Deck and add a useful Event Card to your hand, then shuffle your deck.
- Alternatively, you activate the Top 5 Cards Reveal effect:
  - You reveal 5 cards from your Main Deck. One of them is an Event Card, which you add to your hand, and the remaining cards are shuffled and returned to your deck.

## STONE MINE



The **Stone Mine** is a resource-focused building that generates stone counters at the start of each turn. These counters can be used to reduce the gold cost of playing or upgrading building cards, making it a crucial building for players seeking to optimize gold usage.

### Stats

**Gold Cost:** 10 Gold

**Level Up Costs:**

**To Level 2:** 10 Gold

**To Level 3:** 12 Gold

**Resistance:** 20 (not currently used; will function with future expansions)

### General Rules:

#### 1 - Exploration Test to Play This Card

- To place the Gold Mine on the table, perform the following steps during your Building Phase:
  - 1- Reveal the Gold Mine card.
  - 2- Perform an Exploration Test by rolling a D6 die.
    - If the result is a 4, 5, or 6, the test is successful. Pay the gold cost of the card and place the Gold Mine on the table.
    - If the result is lower than a 4, the test fails, and you cannot play the card during that turn.
  - 3 - You may attempt the Exploration Test during each of your Building Phase turns until successful.

#### 2 - Stone Counters:

- At the start of each turn, the Stone Mine automatically generates stone counters based on its current level.
- Stone counters are consumed during the Building Phase to reduce the gold cost of building cards.



Stone Counter

### Abilities by Level

**Note:** Each level replaces and upgrades the previous abilities. For example, at Level 2, only the Level 2 effects (adding 2 stone counters and reducing the cost by 3 Gold) are available. Previous level effects do not remain active once the building is leveled up.

#### Level 1:

- At the Start of Your Turn: Add 1 stone counter to the Stone Mine.
- Once Per Turn: Remove 1 stone counter to reduce the cost of playing or upgrading a building card by 1 Gold.

#### Level 2:

- At the Start of Your Turn: Add 2 stone counters to the Stone Mine.
- Once Per Turn: Remove 2 stone counters to reduce the cost of playing or upgrading a building card by 3 Gold.

#### Level 3:

- At the Start of Your Turn: Add 3 stone counters to the Stone Mine.
- Once Per Turn: Remove 3 stone counters to reduce the cost of playing or upgrading a building card by 5 Gold.

### Gameplay Example – Stone Mine:

#### Scenario 1 – Basic Mining at Level 1:

- At the start of your turn, the Stone Mine places 1 stone counter on the card.
- During the Building Phase, you play a building card costing 8 Gold.
- You choose to remove 1 stone counter to reduce the cost by 1 Gold, so you pay 7 Gold instead.

#### Scenario 2 – Master Mining at Level 3:

- At the start of your turn, the Stone Mine generates 3 stone counters.
- During the Building Phase, you decide to play a building card costing 15 Gold.
- You remove all 3 stone counters to reduce the card's cost by 5 Gold.

**Outcome:** You pay 10 Gold for the building card instead of 15 Gold.

#### Scenario 3 – Failing the Exploration Test:

- On your first attempt to play the Stone Mine, you roll a 3 on your D6 Exploration Test.
- **Outcome:** The Exploration Test fails, and the card remains in your hand. You will need to attempt the test again on your next Building Phase turn.

## TAVERN



The **Tavern** is a hub for recruiting Mercenaries, who can fight during both the Building and Combat Phases, giving players the flexibility to expand their forces dynamically. Upgrading the Tavern increases the number of Mercenaries you can hire and reduces their hiring cost, making it a core building for flexible tactical strategies.

### Stats

**Gold Cost:** 13 Gold

**Level Up Costs:**

**To Level 2:** 10 Gold

**To Level 3:** 12 Gold

**Resistance:** 26 (not currently used; will function with future expansions)

### General Rules

- Mercenaries hired through the Tavern are treated as Character Tokens and are available for use during both the Building Phase and Combat Phase.
- When a Mercenary is hired, place a level token (corresponding to the Tavern's current level) on the Mercenary to represent the level at which it was recruited.
- The number of Mercenaries you can have in play is limited by the Tavern's level.
- Gold must be paid for each Mercenary when they are hired, with hiring costs dependent on the Tavern's level.

### Abilities by Level

#### Level 1:

**Hire Cost:** Pay 7 Gold to hire 1 mercenary.

**Limit:** You can have up to 1 mercenary in play.

#### Level 2:

**Hire Cost:** Hiring a mercenary now costs 8 Gold.

**Limit:** You can have up to 2 mercenaries in play.

#### Level 3:

**Hire Cost:** Hiring a mercenary now costs 9 Gold.

**Limit:** You can have up to 3 mercenaries in play.

### Mercenary Character Token card



### Level Tokens





### Gameplay Example:

#### Example 1 – Hiring Mercenaries at Level 2:

- Your Tavern is Level 2, allowing up to 2 Mercenaries in play. During the Building Phase, you hire 1 Mercenary, paying 8 Gold.
- Place a Level 2 Token on the Mercenary to indicate it was recruited at Level 2.
- You now have 1 Mercenary on the battlefield and room to hire 1 more.

#### Example 2 – Recruiting at Maximum Level:

- Your Tavern is Level 3, allowing up to 3 Mercenaries to be deployed. During the same Building Phase, you pay 9 Gold per Mercenary to recruit a total of 3 Mercenaries, fully utilizing the maximum limit.
- Each Mercenary receives a Level 3 Token to show their recruitment level.

## TRAINING YARD



The **Training Yard** is a building designed to enhance the combat abilities of your warrior and Character Tokens. It reduces the stamina cost of warrior abilities and grants additional damage to your units, making it a vital asset for offensive strategies. Even if the Training Yard is destroyed, any effects already added to your warriors and units persist, ensuring sustained benefits.

### Stats

**Gold Cost:** 16 Gold

**Level Up Costs:**

**To Level 2:** 9 Gold

**To Level 3:** 13 Gold

**Resistance:** 32 (not currently used; will function with future expansions)

### General Rules:

- The Training Yard's effects accumulate across levels (e.g., benefits from previous levels remain active as the Training Yard is upgraded).
- For Character Tokens, the +1 Damage effect is represented using a +1 Damage Counter.
- If the Training Yard is destroyed, all effects applied before destruction (e.g., damage counters, stamina cost reductions) remain active for warriors and Character Tokens.

### Stamina Cost Reduction

Warrior abilities require stamina points to activate based on their ability level:

- **Level 1 Abilities:** Require 1 stamina point.
- **Level 2 Abilities:** Require 2 stamina points.
- **Level 3 Abilities:** Require 3 stamina points.
- **Level 4 Abilities:** Require 4 stamina points.

- The Training Yard's effects reduce the required stamina points for certain ability levels based on the building's current level.

- **Passive and Permanent Passive** abilities do not require stamina to be used.

### Abilities by Level

**Level 1:** Reduce the stamina cost of Level 2 warrior abilities by 1.

**Level 2:** Reduce the stamina cost of Level 3 warrior abilities by 1.

**Level 3:** Reduce the stamina cost of Level 4 warrior abilities by 1.

- All your character tokens deal +1 additional damage point.

- Once per Combat Phase, your warrior gains +2 stamina points which last until the end of the Phase.

### Note on Cumulative Effects:

The effects of all previously unlocked levels remain active as the Training Yard is upgraded. For example, at Level 3, the warrior benefits from reduced stamina costs for Levels 2, 3, and 4 abilities simultaneously.

### Gameplay Example:

#### Scenario 1 – Combat Benefits with a Destroyed Yard:

During the Building Phase, your Training Yard (Level 3) is destroyed. However, all +1 Damage Counters placed on your Character Tokens before its destruction remain active, ensuring your tokens still deal extra damage during the Combat Phase.

#### Scenario 2 – Warrior Stamina Efficiency:

Your warrior's Level 3 ability costs 5 stamina points to use. With a Level 2 Training Yard, the stamina cost is reduced by 1 point, so the ability now costs 4 stamina points.

#### Scenario 3 – Warrior Stamina Boost (Level 3):

- During the Combat Phase, you activate the Stamina Boost effect from Level 3. Your warrior gains +2 Stamina Points, which can be used for activating abilities or additional attacks.
- The +2 Stamina Points remain available until the end of the Combat Phase, even if they are not used immediately.



*Damage Buff Counter*

## WATCHTOWER



The **Watchtower** allows players to manipulate decks, disrupt opponents, and establish long-term strategic control. With its versatile abilities, this building becomes a powerful tool for both offense and defense as the game progresses. Upgrading the Watchtower enhances interaction with both your deck and opponents' actions, making it an indispensable part of tactical gameplay.

### Stats

**Gold Cost:** 13 Gold

**Level Up Costs:**

**To Level 2:** 10 Gold

**To Level 3:** 13 Gold

**Resistance:** 26 (not currently used; will function with future expansions)

### General Rules

- Players may only choose one effect to activate per turn during the Building Phase.
- Effects are unlocked as the building levels up, and previously unlocked effects remain usable.
- When reordering cards or searching for Event Cards, follow proper protocols:
  - **Reordering:** Place the reordered cards back on top of your deck in the new order.
  - **Event Card Search:** Shuffle your Main Deck afterward to randomize it.

### Abilities by Level

#### Level 1:

##### Look and Reorder:

View the top 3 cards of your Main Deck. Rearrange them in any order and place them back on top of your deck in the new order.

##### Reveal or Remove (3 Gold):

Pay 3 Gold to reveal the top card of your Main Deck. You may keep the card on top or send it to the bottom of your deck.

##### Search for Event Card (5 Gold):

Pay 5 Gold to search your Main Deck for an Event Card. Reveal the card and add it to your hand.

**Important:** Shuffle your deck after searching.

##### Example – Level 1 Gameplay:

- During your Building Phase, you choose to activate Reorder Top 3 Cards:
  - You view the top 3 cards of your deck (e.g., an Item Card, a Building Card, and an Event Card). You put the Event Card first and reorder the others, then place all 3 cards back on top in the new order.
- Alternatively, you activate Event Card Search:
  - Pay 5 Gold. You search your Main Deck, find a suitable Event Card, reveal it, and add it to your hand. Afterward, shuffle the remaining deck.

#### Level 2:

##### Reveal Opponent's Card:

Reveal the top card of your opponent's Main Deck and leave it visible until they draw it.

##### Extra Item Draw (5 Gold):

Pay 5 Gold to draw an additional card from your Item Deck.

#### Level 3:

##### Force Opponents to Discard:

All opponents discard 1 card of their choice from their hand.

##### Peek at Opponent's Hand (3 Gold):

Pay 3 Gold to peek at an opponent's hand and reveal 1 card chosen by you.

## WEAPON WORKSHOP



The **Weapon Workshop** is a building designed to enhance the offensive effectiveness of your weapons and warriors. It increases weapon damage, improves the damage tokens inflicted, and grants Armor Piercing bonuses as it levels up. These effects stack with the inherent abilities of your equipped weapons.

### Stats

**Gold Cost:** 18 Gold

**Level Up Costs:**

**To Level 2:** 12 Gold

**To Level 3:** 15 Gold

**Resistance:** 36 (not currently used; will function with future expansions)

### General Rules

- The effects of the Weapon Workshop stack with any abilities the weapons already possess (e.g., impact bonuses or other special effects).
- **Armor Piercing/WARRIORS +X** allows weapons to deal +X damage and bypass X resistance points on armored areas of warriors.
- Damage token effects replace the base 1 damage token when hitting armor or blocking items.

### Abilities by Level

#### Level 1:

**Your weapons receive the following effects:**

- +1 Damage to every attack.
- Inflict 2 damage tokens instead of 1 when hitting armor or blocking items.
- Gains Armor Piercing/WARRIORS +1: +1 additional damage and bypass 1 resistance point when targeting an armored area of a warrior.

#### Example Gameplay (Level 1):

You attack an opponent's chestplate (5 resistance) with a sword that normally deals 6 damage.

- You gain +1 Damage from the Weapon Workshop's Level 1 effect, so the total damage is now 7.
- The attack also gains Armor Piercing/WARRIORS +1, so 1 resistance is bypassed. The chestplate absorbs 4 of the damage instead of 5, and the remaining 3 damage goes to the opponent.
- Since armor was hit, the Weapon Workshop causes the armor to take 2 damage tokens (instead of 1).

#### Level 2:

Your weapons receive the following upgraded effects:

- +2 Damage to every attack.
- Inflict 3 damage tokens instead of 1 when hitting armor or blocking items.
- Gains Armor Piercing/WARRIORS +2: +2 additional damage and bypass 2 resistance points when targeting an armored area of a warrior.

#### Example Gameplay (Level 2):

You attack an opponent's helmet (4 resistance) with a spear that normally deals 7 damage.

- From the Level 2 effect, you gain +2 Damage, increasing the total damage to 9.
- The spear also gains Armor Piercing/WARRIORS +2, which bypasses 2 resistance points. The helmet absorbs 2 resistance points instead of 4, and the remaining 7 damage goes through to the opponent.
- Since the helmet is armor, it takes 3 damage tokens due to the Workshop upgrade (instead of the standard 1).

#### Level 3:

- Weapons now deal +3 Damage for every attack.
- Weapons inflict 4 Damage Tokens instead of 1 when hitting armor parts or blocking items (weapons or shields used to block).

- Gain Armor Piercing / WARRIORS +3, bypassing 3 armor resistance points when targeting an armored area and adding +3 damage total when damaging a warrior.

All Character Tokens and Champions gain +2 Damage Points to their base attack damage.

#### Example Gameplay for Level 3:

##### Weapon Usage with Armor Piercing (Warrior's Weapon):

You attack an opponent's chestplate (6 resistance) using a weapon with a base damage of 8.

- The Weapon Workshop grants +3 additional damage to attacks, raising the weapon's total damage to 11.
- Due to Armor Piercing/WARRIORS +3, 3 resistance points are bypassed, reducing the effective resistance to 3.
- The chestplate absorbs 3 resistance points, and the remaining 8 damage harms the opponent.
- The chestplate also takes 4 damage tokens (instead of 1) due to the Workshop's effect.

##### Character Token Damage Example:

- A Character Token with an initial base damage of 5 attacks a warrior's unarmored target area.
- The Weapon Workshop adds +2 to the base damage of all Character Tokens, raising the total damage of the attack to 7.



# EVENT CARDS

**64 cards:** 2 Ambush cards, 2 Armory Pass cards, 2 Bandit's Bet cards, 2 Bandit's Onslaught cards, 2 Collapse cards, 2 Counterfeit Item cards, 2 Court of Permanent Purge cards, 2 Craftsman's Ruse cards, 2 Deception Festival cards, 2 Encourage cards, 2 Enhance cards, 2 Extinguish cards, 2 Fearful Forfeit cards, 2 House Fetch cards, 2 Inhibit cards, 2 Insurgency cards, 2 Leader's Proclamation cards, 2 Menace cards, 2 Occupy cards, 2 Pillage cards, 2 Protest cards, 2 Refuging cards, 2 Residence Rush cards, 2 Royal Favor cards, 2 Sentry Vigilance cards, 2 Sentry's Constraint cards, 2 Sham Salesman cards, 2 Silent Blade Vow cards, 2 Traitorous Maneuver cards, 2 Valuable Donation cards, 2 Wealth Levy cards, 2 Weaponry Request cards..

- **Event Cards** are powerful tactical tools that can dramatically alter the game state. They allow players to interact with their opponent's strategy, summon reinforcements, or trigger specialized effects.
- **Event Cards** are typically resolved immediately after being played during the Building Phase, after paying their Influence Cost (displayed on the card).

## Types of Event Cards:

### - Common Event Cards:

- Resolved immediately upon being played.
- Their effects only last for the current turn unless otherwise specified on the card.

### - Permanent Event Cards:

These remain on the table after activation and continue providing their effects until they are removed by another card's effect or until a specific condition is met to end their activation.

## Influence Cost:

- The golden crown icon with a number on the card indicates the Influence Points required to play it.
- Influence Points are generated by various cards and effects throughout the game.

## AMBUSH



The **Ambush** is an Event card that triggers immediate combat between warriors during the Building Phase, summoning 5 Soldier Tokens to attack an opponent's warrior. The solitary combat initiated by this card is limited to the turn it is played, and the surviving Soldier Tokens may join future Combat Phases.

## Stats

**Influence Cost: 5**

- **Requires 5 Influence Points to play.**

## Effect

### Initiate Solitary Combat:

Choose an opponent's warrior to engage in immediate solitary combat during the Building Phase.

### Rules for Solitary Combat:

- Neither player's Character Tokens may assist in attacking or defending during this combat.
- This combat lasts only for the turn the card is played and consists of:
  - 1 - One attack made by each Soldier Token.
  - 2 - One counter-attack by the attacked warrior.
- After the combat ends, surviving Soldier Tokens leave this combat and can only attack in regular Combat Phases.

### Summon Soldier Tokens:

- Upon playing this card, place 5 Soldier Tokens on the battlefield.
- Soldier Tokens attack immediately as part of the solitary combat, following the combat steps outlined above.

### Post-Combat Rules:

- Any Soldier Tokens that survive the combat may only participate in regular Combat Phases from this point forward.
- These Soldier Tokens can be attacked and blocked by the opponent's Character Tokens.

### Example Gameplay:

- Player A plays Ambush by spending 5 Influence Points during their Building Phase.
- Player A targets Player B's warrior, initiating solitary combat where no Character Tokens are involved.
- Player A places 5 Soldier Tokens on the table, and each Soldier Token makes one attack. Player B's warrior responds with one counter-attack during the combat.
- Surviving Soldier Tokens leave the solitary combat once the Ambush turn is resolved and may only attack during regular Combat Phases afterward.



*Soldier Character  
Token Card*

## ARMORY PASS



The **Armory Pass** is a Common Event card that allows the player to bypass the gold cost of equipping one item card from their hand. This card is particularly effective for equipping high-cost items without depleting your resources.

**Stats**  
**Influence Cost: 5**  
- Requires 5 Influence Points to play.

### Effect

#### Equip an Item for Free:

Choose 1 item card from your hand during your Building Phase and equip it without paying its gold cost. The item is equipped directly to your warrior or prepared for use, following standard rules for equipping items.

#### Example Gameplay:

You have Armory Pass in hand and an expensive weapon card (15 Gold value). During the Building Phase:

- Spend 5 Influence Points to play Armory Pass.
- Choose the weapon card (15 Gold value) and equip it without spending any gold. The weapon card is now equipped and ready for use during future Combat Phases.

## BANDIT'S BET



The **Bandit's Bet** is an Event card that allows you to steal gold from another player based on the result of a dice roll. This random element can yield significant gains or minimal rewards, making it a bold move during the Building Phase.

**Stats**  
**Influence Cost: 3**  
- Requires 3 Influence Points to play.

### Effect

- Roll a ten-sided die (d10).
- Choose one opponent. Take from the chosen player a number of gold pieces corresponding to the result of the dice roll.

#### Example Gameplay:

- During the Building Phase, you choose to play Bandit's Bet, spending 3 Influence Points.
- You target Player B and roll a d10, getting a result of 7.
- Player B must give you 7 gold pieces.

If Player B has fewer than 7 gold pieces, they give you all the gold they currently have. equipped and ready for use during future Combat Phases.

## BANDIT'S ONSLAUGHT



The **Bandit's Onslaught** is an Event card that disrupts an opponent's economy by placing Soldier Tokens in their Houses, temporarily preventing gold generation from those Houses until the Soldiers are defeated.

**Stats**  
**Influence Cost: 6**  
- Requires 6 Influence Points to play.

### Effect

#### Equip an Item for Free:

#### -Assign Soldier Tokens to Houses:

- Choose an opponent. For each of their Houses, place 1 Soldier Token in the respective House.
- As long as a House is occupied by a Soldier Token, the opponent cannot receive gold from that House during their Building Phase.



*Soldier Character  
Token Card*

### Soldier Token Behavior:

- **Counterattack Only:** Soldier Tokens occupying Houses can counterattack if attacked but cannot initiate attacks.
- Immune to Assassins: Soldier Tokens in Houses are immune to attacks from Assassin Tokens.

### Removing Soldier Tokens:

The occupying Soldier Tokens can be defeated by the opponent's warrior or Character Tokens. Once a House is cleared of Soldier Tokens, it resumes normal gold generation in the next Building Phase.

### Example Gameplay:

- Player A plays Bandit's Onslaught, spending 6 Influence Points.
- Player A chooses Player B as the target, and Player B has 3 Houses in play. 3 Soldier Tokens are placed, 1 in each House.
- During Player B's next Building Phase, they cannot generate gold from any of the affected Houses.
- Player B chooses to attack the Soldier Token in one of their Houses with a Character Token. The Soldier Token counterattacks but is defeated. In the following turn, Player B's cleared House will resume generating gold.

## COLLAPSE



The **Collapse** Event Card is a powerful and destructive card that allows you to target and destroy one opponent's building during the Building Phase, significantly disrupting their strategy. **Houses** are excluded from this effect.

### Stats

**Influence Cost: 6**

- Requires 6 Influence Points to play.

### Effect

- Target one of your opponent's buildings and destroy it immediately.
- Houses cannot be targeted by this card.

### Example Gameplay:

- Player A plays Collapse, spending 6 Influence Points.
- Player A targets Player B's Weapon Workshop and declares its destruction. The Weapon Workshop is removed from the game immediately.
- Player B's Houses, as an exception, cannot be selected for destruction.

## COUNTERFEIT ITEM



The **Counterfeit Item** Event card allows you to transform a powerful special item into a weaker standard item, stripping it of all abilities and rendering it significantly less effective. This card serves as a strong counter against opponents who rely on unique items.

### Stats

**Influence Cost: 3**

- Requires 3 Influence Points to play.

### Effect

#### Transformation of Special Item:

- Target 1 special item equipped by an opponent and transform it into a standard item.
- All abilities described on the target item are rendered void and no longer apply.
- 0 The item's base stats (Damage, Resistance, etc.) remain unchanged but function without abilities.

#### Example Gameplay:

- Player A plays Counterfeit Item, spending 3 Influence Points.
- Player A targets Player B's Aurum BlazeForge Mace (a special item), transforming it into a standard item.
- After the transformation:
  - The 10 Damage and 10 Resistance base stats of the mace remain intact.
  - However, all item abilities such as Impact +2 and Dragon's Vengeance are voided and can no longer be used.

## COURT OF PERMANENCE PURGE



The **Court of Permanence Purge** Event card allows you to completely dismantle an opponent's long-term strategy by destroying all of their Permanent Event Cards. This card is a direct counter to players relying on cards that persist on the table for ongoing effects.

### Stats

**Influence Cost: 5**

- Requires 5 Influence Points to play.

### Effect

#### Destroy Opponent's Permanent Event Cards:

- Target 1 opponent, and all of their Permanent Event Cards currently on the table are destroyed.
- This includes all active Permanent Event Cards regardless of their effect or timing.

#### Example Gameplay:

- Player A plays Court of Permanence Purge, spending 5 Influence Points.
- Player B has three active Permanent Event Cards on the table. Player A targets Player B and destroys all three of those cards.
- The destroyed Permanent Event Cards are placed in Player B's discard pile and can no longer provide their effects.

## CRAFTSMAN'S RUSE



The **Craftsman's Ruse** Event card allows you to locate and retrieve a critical Special Item card from your Main Deck (referred to as the Item Deck) during the Building Phase. This card ensures you can access key equipment at the right time in your strategy.

### Stats

**Influence Cost: 4**

- Requires 4 Influence Points to play.

### Effect

#### Search for a Special Item:

- Search your Main Deck (Item Deck) for any Special Item card of your choice and add it to your hand.
- After retrieving the card, shuffle your Main Deck.

#### Example Gameplay:

- During the Building Phase, you play Craftsman's Ruse by paying 4 Influence Points.
- You search your Main Deck (Item Deck) and find the Veraquin's Gauntlet Special Item card.
- Add the chosen card to your hand, then shuffle your Main Deck to complete the action.

## DECEPTION FESTIVAL



The **Deception Festival** is an Event card that forces an opponent to skip their next turn in the Building Phase, disrupting their ability to perform actions during that turn. This card is particularly useful for delaying key strategies or upgrades.

### Stats

**Influence Cost: 4**

- Requires 4 Influence Points to play.

### Effect

#### Target an Opponent:

- Choose 1 opponent. That player skips their next Building Phase turn, meaning they cannot perform any action during that specific turn (e.g., equipping items, upgrading buildings, or playing Event Cards).
- If this was the last turn of their Building Phase, they proceed directly to the Combat Phase.

### Example Gameplay:

During Player A's Building Phase, they play Deception Festival by paying 4 Influence Points.

Player A targets Player B, preventing them from performing any action on their next turn in the Building Phase.

If Player B still has additional turns in the Building Phase sequence, they skip one turn and continue with the rest of their actions normally.

If Player B was on their final Building Phase turn, they immediately proceed to the Combat Phase instead.

## ENCOURAGE



The **Encourage** Event card allows you to play another Event card from your hand without paying its Influence cost, enabling impactful plays without expending additional resources.

### Stats

**Influence Cost: 3**

- Requires 3 Influence Points to play.

### Effect

#### Play an Event Card for Free:

- Select one Event card from your hand and play it without paying its Influence cost.

- All other conditions for playing the selected Event card (e.g., timing, targeting rules) must still be met.

#### Example Gameplay:

- During the Building Phase, Player A plays Encourage, spending 3 Influence Points.

- Player A chooses another Event card from their hand, Court of Permanence Purge (which normally costs 5 Influence Points), and plays it for free.

- The effect of Court of Permanence Purge is resolved immediately without the 5 Influence Point cost.

## ENHANCE



The **Enhance** Event card allows you to upgrade one of your buildings for free during the Building Phase, skipping the usual gold cost associated with leveling up.

### Stats

**Influence Cost: 2**

- Requires 2 Influence Points to play.

### Effect

- Upgrade one of your buildings to its next level without paying its gold cost.

- All other upgrade rules remain in effect.

- For example, buildings cannot be leveled beyond their maximum (Level 3).

#### Example Gameplay:

- During their Building Phase, Player A plays Enhance, spending 2 Influence Points.

- Player A has a Weapon Workshop at Level 1 and chooses to upgrade it to Level 2 without paying the usual 12 Gold cost for the upgrade.

- All Level 2 effects immediately become active for the Weapon Workshop.

## EXTINGUISH



The **Extinguish** Event card allows you to destroy a specific Permanent Event card currently active on the table. This one-time effect is ideal for countering long-term strategies reliant on persistent card effects.

### Stats

**Influence Cost: 3**

- Requires 3 Influence Points to play.



## Effect

### Destroy Target Card:

- Choose 1 Permanent Event Card currently in play and destroy it.
- The destroyed card is sent to the discard pile and no longer provides its effect.

### Example Gameplay:

- During the Building Phase, Player A plays Extinguish, spending 3 Influence Points.
- Player A targets Player B's Permanent Event Card "Occupy" and destroys it.
- The destroyed Occupy card is immediately removed from the table and sent to Player B's discard pile, ending its effects.

## FEARFUL FORFEIT



The **Fearful Forfeit** Event card forces an opponent to discard cards from their hand, disrupting their strategy and reducing their available resources during crucial phases of the game.

### Stats

**Influence Cost: 3**

- Requires 3 Influence Points to play.

## Effect

### Force Discard:

Target 1 player. The targeted player must discard 2 cards from their hand.

### Example Gameplay:

- During the Building Phase, Player A plays Fearful Forfeit, spending 3 Influence Points.
- Player A targets Player B and forces them to discard 2 cards from their hand.
- Player B must choose which 2 cards to discard and place them into their discard pile.

## HOUSE FETCH



The **House Fetch** Event card allows you to search your Main Deck (referred to as the Item Deck) to retrieve a House card, ensuring steady access to resources and enabling strategic planning.

### Stats

**Influence Cost: 1**

- Requires 1 Influence Points to play.

## Effect

- Search your Main Deck (Item Deck) for a House card.
- Add the chosen House card to your hand.
- Shuffle your Main Deck after retrieving the card.

### Example Gameplay:

- During your Building Phase, you play House Fetch, spending 1 Influence Point.
- You search your Main Deck (Item Deck) and locate a House card.
- Add the chosen House card to your hand. Shuffle your Main Deck to complete the action.
- On your next Building Phase turn, you can play or utilize the House card from your hand.

## INHIBIT



The **Inhibit** Event card allows you to immediately cancel the effect of any Event Card currently being played, whether it is a Common Event Card or a Permanent Event Card.

### Stats

**Influence Cost: 2**

- Requires 2 Influence Points to play.

### Effect

#### Interrupt and Cancel Event Card:

- When you play Inhibit, immediately interrupt and cancel the effect of any Event Card currently being played.
- This includes both Common Event Cards and Occupy Event Cards.
- The interrupted Event Card is discarded without resolving its effect.

#### Example Gameplay:

- During the Building Phase, Player A plays an Event Card, such as Ambush (a Common Event Card) or Occupy (an Permanent Event Card).
- Player B reacts by playing Inhibit, spending 2 Influence Points to interrupt Player A's card.
- The interrupted Event Card (e.g., Ambush or Occupy) is discarded, and its effects are not applied. The Building Phase continues as normal.

## INSURGENCY



The **Insurgency** Event Card triggers a rebellion by summoning Rebel Tokens to disrupt an opponent's Houses. These tokens remain on the battlefield until removed and force the targeted opponent to destroy one of their Houses during each of their Building Phase turns as long as the Rebel Tokens are in play.

### Stats

**Influence Cost: 7**

- Requires 7 Influence Points to play.

### Effect

#### Summon Rebel Tokens:

- Place 1 Rebel Token on the table for each House the targeted opponent controls.
- Rebel Tokens remain on the battlefield until they are removed by combat or another effect.

#### Rebel Token Behavior:

- Attack and Defend: Rebel Tokens may attack or defend during both the Building Phase and the Combat Phase.
- Each Rebel Token can attack or defend against any unit or warrior once per turn.

#### House Destruction Requirement:

- During each of the opponent's Building Phase turns, they must destroy 1 House if they have Rebel Tokens active on the battlefield.
- Rebel Tokens remain on the battlefield even after a House is destroyed. The process continues every Building Phase until all Rebel Tokens are removed.

#### Example Gameplay:

- Player A plays Insurgency by spending 7 Influence Points, targeting Player B, who has 3 Houses in play.
- Player B receives 3 Rebel Tokens, 1 tied to each of their Houses.
- During Player B's next Building Phase, they must destroy 1 House because Rebel Tokens are active.
- The Rebel Tokens remain on the battlefield, so Player B must destroy 1 House during each subsequent Building



*Rebel Character  
Token Card*

## LEADER'S PROCLAMATION



The **Leader's Proclamation** Event Card allows a player to either draw valuable cards for themselves or target an opponent. By drawing and then discarding, it creates a strategic opportunity for deck optimization or disrupting the opponent's hand.

### Stats

**Influence Cost: 3**

- Requires 3 Influence Points to play.

### Effect

#### Choose a Target:

- The target can be yourself or any other player.
- The target player draws three cards from their deck, then discards one card from their hand.

#### Example Gameplay:

- During your Building Phase, you play Leader's Proclamation, spending 3 Influence Points.
- You choose yourself as the target.
- Draw 3 cards, review your hand, and discard 1 card of your choice to your discard pile.
- Alternatively, you can choose an opponent as the target. The opponent draws 3 cards and must discard 1 card from their hand to their discard pile.

## MENACE



The **Menace** Event Card temporarily halts the gold generation of an opponent's Houses, disrupting their economy during their next Building Phase.

### Stats

**Influence Cost: 4**

- Requires 4 Influence Points to play.

### Effect

#### Choose 1 target opponent.

During the chosen opponent's next Building Phase turn, their Houses do not generate any gold pieces.

#### Example Gameplay:

- During the Building Phase, Player A plays Menace by spending 4 Influence Points. Player A targets Player B.
- On Player B's next Building Phase turn, none of their Houses generate gold, forcing Player B to manage their resources without that income.

## OCCUPY



The **Occupy** Event Card is a Permanent Event Card that disables a targeted opponent's building, preventing it from providing any further effects or benefits. However, any building effects that were triggered before Occupy was played remain in effect.

### Stats

**Influence Cost: 3**

- Requires 3 Influence Points to play.

### Effect

#### Disable Target Building:

Choose 1 opponent's building and disable it. The building cannot provide any effects or benefits as long as Occupy remains in play.

**Note:** Any effects or bonuses provided by the building before Occupy was played remain active. House cards cannot be targeted by Occupy as they are not considered Building Cards.

### Permanent Effect:

Occupy remains on the table until it is specifically removed by another card's effect or ability.

### Example Gameplay:

- Player A plays Occupy by spending 3 Influence Points during the Building Phase.
- Player A targets Player B's Weapon Workshop, disabling it.
- If Weapon Workshop granted a "+1 Damage" bonus to Player B's weapons from an earlier turn, this bonus remains active. However, all future effects of the Weapon Workshop (such as providing additional damage bonuses) are disabled until Occupy is removed from play.

## PILLAGE



The **Pillage** Event Card allows you to target an opponent's House and destroy it outright, disrupting their gold generation and strategic plans.

### Stats

**Influence Cost: 3**

- Requires 3 Influence Points to play.

### Effect

#### Destroy a Target House:

- Choose 1 opponent's House and destroy it immediately.
- The destroyed House card is removed from play and sent to the discard pile.

#### Example Gameplay:

- During your Building Phase, you play Pillage, spending 3 Influence Points.
- You target Player B's House Card, which is destroyed and removed from the game. Player B can no longer generate gold from that House during subsequent Building Phases.

## PROTEST



The **Protest** Event Card targets an opponent's Influence Points, reducing their ability to utilize influence-based actions during the game.

### Stats

**Influence Cost: 4**

- Requires 4 Influence Points to play.

### Effect

#### Target a Player:

The chosen player must discard 2 Influence Cards from their table.

#### Example Gameplay:

- During the Building Phase, Player A plays Protest, spending 4 Influence Points. Player A targets Player B, who has 3 Influence Cards on their table. Player B must discard 2 of their Influence Cards. After this, Player B has only 1 Influence Card remaining.

## REFORGING



The **Reforging** Event Card allows a player to retrieve any discarded item from the discard pile and equip it by paying its gold cost. This card is invaluable for recovering lost weapons or armor to reestablish your strategy.

### Stats

**Influence Cost: 5**

- Requires 5 Influence Points to play.

### Effect:

#### Retrieve and Equip an Item:

Choose 1 item card from your discard pile (your own discard pile).

Pay the item's gold cost to equip it directly to your warrior, following the standard rules for equipping items.

#### Example Gameplay:

- During your Building Phase, you play Reforging by spending 5 Influence Points.
- You search your discard pile and select a previously destroyed weapon card, Hydra's Lament (costing 16 Gold).
- Pay 16 Gold to equip Hydra's Lament directly to your warrior. It is now active for combat in subsequent phases.

## RESIDENCE RUSH



The **Residence Rush** Event Card allows a player to expand their resources by playing an extra House during the current turn. This card enables players to push past the limit of a single House play per turn, accelerating their economic growth.

#### Stats

**Influence Cost: 2**

- Requires 2 Influence Points to play.

### Effect

#### Play an Additional House:

- During your Building Phase, you may play one additional House card from your hand this turn.
- The additional House follows all normal rules for placing and activating Houses.

#### Example Gameplay:

- During the Building Phase, you play Residence Rush by spending 2 Influence Points.
- Normally, players can only play 1 House card per turn. With Residence Rush, you can now play 2 House cards during the same turn.
- Place both House cards on the table, following standard placement rules. Both Houses will begin generating resources on subsequent turns based on the game rules.

## ROYAL FAVOR



The **Royal Favor** Event Card provides a temporary boost to your Influence Points, allowing you to activate cards or abilities reliant on Influence during the same turn.

#### Stats

**Influence Cost: 0**

- Requires 0 Influence Points to play. (This card has no influence cost to play.)

### Effect

- Gain 2 Influence Points immediately upon playing this card.
- These Influence Points last only until the end of your current turn and must be used before the turn ends.

#### Example Gameplay:

- During the Building Phase, you play Royal Favor.
- You immediately gain 2 Influence Points, which you use to play another Event Card such as Menace (cost: 4 Influence)—provided you already had 2 Influence Points in reserve before playing Royal Favor.
- Any unused Influence Points granted by Royal Favor disappear at the end of your turn.

## SENTRY VIGILANCE



The **Sentry Vigilance** Event Card is a Permanent Event Card that protects your Houses and Buildings, making them immune to destruction as long as this card remains in play. It provides invaluable protection against offensive strategies that target your infrastructure.

#### Stats

**Influence Cost: 5**

- Requires 5 Influence Points to play.

### Effect:

#### Immunity to Destruction:

- While Sentry Vigilance is in play, all of your Houses and Buildings are immune to destruction by opponent cards or effects.
- This applies to any card or effect that would otherwise destroy your Houses or Buildings, such as Pillage or Collapse.

#### Permanent Effect:

- This card remains active on the battlefield until it is removed by another card effect, such as Court of Permanence Purge or similar removal cards.

#### Example Gameplay:

- During the Building Phase, Player A plays Sentry Vigilance by spending 5 Influence Points.
- Player B attempts to destroy Player A's Weapon Workshop with the Collapse Event Card. However, because Sentry Vigilance is in play, the Weapon Workshop is immune to destruction, and the effect of Collapse fails.
- Sentry Vigilance remains active on the battlefield until explicitly removed by another card effect.

## SENTRY'S CONSTRAINT



The **Sentry's Constraint** Event Card is a Permanent Event Card that restricts a targeted player from playing any additional Permanent Event Cards as long as it remains in effect.

#### Stats

**Influence Cost:** 4

- Requires 4 Influence Points to play.

### Effect

#### Prevent Permanent Event Cards:

- Choose 1 target player.
- The targeted player is prevented from playing any Permanent Event Cards for as long as Sentry's Constraint remains active.

#### Permanent Effect:

This card stays on the table until specifically removed by another card effect, such as Court of Permanence Purge or similar removal cards.

#### Example Gameplay:

- During the Building Phase, Player A plays Sentry's Constraint, spending 4 Influence Points, and targets Player B.
- Player B can no longer play any Permanent Event Cards, such as Occupy or Sentry Vigilance, as long as Sentry's Constraint remains active.
- If Player B uses a counter or removal card, such as Court of Permanence Purge, Sentry's Constraint is removed, and Player B regains the ability to play Permanent Event Cards.

## SHAM SALESMAN



The **Sham Salesman** Event Card targets an opponent by directly destroying one of their equipped items, creating an opportunity to disrupt their combat strategy.

#### Stats

**Influence Cost:** 4

- Requires 4 Influence Points to play.

### Effect

#### Destroy an Equipped Item:

- Choose 1 opponent and destroy 1 equipped item they own.
- The targeted item is removed from the game and sent to their discard pile.

#### Example Gameplay:

- During the Building Phase, Player A plays Sham Salesman, spending 4 Influence Points.
- Player A targets Player B and chooses their equipped weapon (e.g., Hydra's Lament).
- The chosen weapon is destroyed and sent to Player B's discard pile, leaving their warrior without that weapon for future Combat Phases.

## SILENT BLADE VOW



The **Silent Blade Vow** Event Card is a Permanent Event Card that assigns an Assassin Token to an opponent. The Assassin Token has a chance to instantly eliminate the opponent's warrior or prompt combat between the Assassin and the targeted warrior. This card remains active until the Assassin is removed from the game or Silent Blade Vow itself is destroyed.

### Stats

**Influence Cost:** 6

- Requires 6 Influence Points to play.

**Additional Cost:** 15 Gold

**This card requires an additional payment of 15 Gold Pieces during activation.**

### Effect

#### Create and Assign an Assassin Token:

- Upon activating this card, place the Assassin Token on the table and assign it to a chosen opponent.
- The Assassin Token targets the opponent's warrior.

#### End of Each Player's Building Phase:

- At the end of each Building Phase, both you (the card owner) and the targeted opponent must roll a d6. The following outcomes apply:
  - If you roll a 6, the opponent's warrior is assassinated and immediately killed, causing them to lose the game.
  - If the opponent rolls a 6, their warrior discovers the Assassin. A combat is triggered:
    - The opponent's warrior attacks the Assassin Token using Character Token dice with standard combat rules, including counter-attack mechanics.
    - If the Assassin survives the attack, they escape, and the d6 rolls resume at the end of the next Building Phase.

#### Remove Assassin or Silent Blade Vow:

- If the Assassin Token is defeated in combat, it is removed from the game, and Silent Blade Vow is discarded.
- If Silent Blade Vow is destroyed by another effect, the Assassin Token is immediately removed from the game.

#### Additional Details About Assassin Token:



### Stats:

**Damage:** 5

**Life Points:** 3

The Assassin Token cannot attack during the Combat Phase—it only performs actions as described by the d6 mechanic during the Building Phase rolls.

#### Example Gameplay:

- 1 - During the Building Phase, Player A plays Silent Blade Vow, paying 6 Influence Points and 15 Gold.
- 2 - Player A places an Assassin Token targeting Player B's warrior.
- 3 - At the end of Player A's turn, both players roll a d6:
  - Player A rolls a 6, instantly killing Player B's warrior. Player B loses the game.
  - Alternatively, if Player B rolls a 6, their warrior finds the Assassin and attacks it using Character Token dice. If the Assassin survives the attack, the process resumes at the end of the next Building Phase.

## TRAITOROUS MANEUVER



The **Traitorous Maneuver** Event card allows you to permanently gain control of an opponent's Character Tokens, transforming them into your own. These tokens are exclusively allowed to attack during Combat Phases and will remain under your control for the rest of the game unless they are removed from play.

### Stats

**Influence Cost:** 4

- Requires 4 Influence Points to play.

### Effect

#### Gain Permanent Control of Character Tokens:

- Take control of X Character Tokens from an opponent.
- X equals the number of Influence Cards you currently have in play.
- Assassin Tokens are excluded and cannot be taken by this effect.

#### Rules for Controlled Tokens:

- Controlled Character Tokens can block, counter-attack, and act normally during the Combat Phase.
- Controlled tokens cannot initiate attacks during the Building Phase.

#### Duration:

- The acquired Character Tokens remain under your control permanently unless they are removed from the game (e.g., through combat or card effects).

#### Example Gameplay:

- During the Building Phase, you play Traitorous Maneuver by spending 4 Influence Points.
- You have 3 Influence Cards in play, allowing you to take control of 3 Character Tokens from Player B.
- These tokens now belong to you and can participate normally in combat (e.g., blocking or counter-attacking). However, they cannot initiate attacks during the Building Phase.
- The tokens remain under your control for the rest of the game or until they are removed from the game.

Character  
Tokens  
Allowed  
to gain  
control



## VALUABLE DONATION



The **Valuable Donation** Event card grants a target player the ability to draw cards directly from the Main Deck (Item Deck), providing them with additional resources during the Building Phase.

### Stats

**Influence Cost: 2**

- Requires 2 Influence Points to play.

### Effect

- Target player may draw 2 cards from the Main Deck (Item Deck).
- The chosen player (which can include yourself or an opponent) adds these cards to their hand immediately.

#### Example Gameplay:

- During your Building Phase, you play Valuable Donation by spending 2 Influence Points.
- You choose Player A as the target.
- Player A draws 2 cards from the Main Deck (Item Deck) and adds them to their hand.

## WEALTH LEVY



The **Wealth Levy** is a Permanent Event Card that increases the cost of equipping items for all opponents. It remains in effect until it is removed from the table by another card or effect. This card does not affect item selling.

### Stats

**Influence Cost: 4**

- Requires 4 Influence Points to play.

### Effect

#### Increase Opponents' Equipment Costs:

While this card is active, all opponents must pay 2 additional Gold to equip any item card.

#### Selling Items Unaffected:

This effect does not apply when selling items; selling retains the item's original value.

#### Example Gameplay:

- During the Building Phase, you play Wealth Levy by spending 4 Influence Points.
- **All opponents** at the table must now pay 2 additional Gold for each item they wish to equip.
  - For example, equipping an item with a base cost of 8 Gold will now require 10 Gold.
- If one opponent decides to sell an item instead, the item's original base value is used, and Wealth Levy does not impact the sale.



## WEAPONRY REQUEST



The **Weaponry Request** is an Event card that allows you to search your Main Deck (Item Deck) for an item card of your choice, granting immediate access to equipment essential for your strategy.

### Stats

**Influence Cost: 5**

**- Requires 5 Influence Points to play.**

### Effect

- Search your Main Deck (Item Deck) for an item card of your choice.
- Add the chosen card to your hand.
- Shuffle your Main Deck after selecting the card.

### Example Gameplay:

- During your Building Phase, you play Weaponry Request by spending 5 Influence Points.
- You search your Main Deck (Item Deck) and select a weapon card (e.g., Twilight's Broadsword) to add to your hand.
- After selecting the card, shuffle the remaining cards in the Main Deck to complete the effect.

## ABILITY CARDS

**32 cards:** 2 Agile Cards, 2 Berserker Stance Cards, 2 Blade of Fire Cards, 2 Defensive Stance Cards, 2 Dual Wield Cards, 2 Focus Cards, 2 Fortitude Cards, 2 Heavy Metal Cards, 2 Instantaneous Strike Cards, 2 Parry Cards, 2 Poisoning Cards, 2 Shadow Blade Cards, 2 Shadow Step Cards, 2 Slam Cards, 2 Toughness Cards, 2 Vigor Cards.

**Warrior Ability Cards** represent unique powers and skills assigned to warriors, which are revealed progressively during the game. These cards fall into one of three types based on their functionality:

**Common Abilities:** Used for powerful one-time actions in combat.

**Passive Abilities:** Automatically active during gameplay without further cost.

**Permanent Passive Abilities:** Always in effect, providing continuous advantages throughout the game.

### AGILE



The **Agile** ability allows your warrior to recover from failed movement attempts by using additional bonus movement cards, providing superior maneuverability during both the Building and Combat phases.

**Type:** Permanent Passive

**Level Requirement:** 3

### Effect

Twice during a phase (Building Phase or Combat Phase) when you are in combat, you may use a bonus movement card if your movement dice roll test fails.

### Mechanics:

#### Bonus Movement:

If your movement dice roll test fails during a combat sequence, you can draw and use a bonus movement card to dodge (helmet with arrows icon) or block (shield icon) the attack.

#### Trigger Limit:

This ability can be used twice per phase. After two activations during the same phase, it becomes inactive for consecutive uses in that phase.

**Turn-Counters/Cooldown Tokens:**

- Place two Turn-Counter Tokens on the ability card at the beginning of the phase to track how many uses are available.
- Each time the Agile ability is used, remove one Turn-Counter Token.
- If both tokens are removed, the ability cannot be used again during that phase. At the start of the next phase, reset by placing two Turn-Counter Tokens again to track availability.

*Turn-Counter/  
Cooldown Counter***Example Application:****Scenario:**

Player A uses the Agile ability during the Building Phase when their movement dice roll test fails. They place two Turn-Counter Tokens on the Agile card. Upon the first activation, one token is removed. After the second activation, the last token is removed, and the ability becomes inactive for the remainder of the phase. At the start of the Combat Phase, two new Turn-Counter Tokens are placed, and the ability's uses reset.

**BERSERKER STANCE**

The **Berserker Stance** ability unleashes unrelenting ferocity, temporarily boosting your weapon's damage and punishing your opponent's attempts to block your attacks by inflicting extra damage for a limited time.

**Type:** Common Ability  
**Level Requirement:** 3  
**Stamina Cost:** 3 Stamina Points

**Effect**

Boosts your weapon's damage by +3.

If your attack hits an opponent's blocking item (such as a shield) or armor part, add +3 damage tokens instead of 1 for the next 2 phase turns.

**Mechanics:****Damage Bonus:**

When activated, your equipped weapon gains +3 damage. This applies to all attacks for the next 2 phase turns, starting from the one it was activated in.

**Extra Damage on Blocks or Armor Hits:**

If your attack hits a blocking item (e.g., a shield) or an armor-covered body part, you deal an extra +3 damage tokens instead of the usual 1 damage token.

**Non-Stackable Rule:**

This ability's effects cannot stack. If reactivated during its 2-turn duration, it will not enhance or extend its effects.

**Effect Duration and Phase Dependency:**

The effect lasts 2 phase turns but will end immediately if the combat phase concludes after the 4th turn, even if counters remain.

**Turn-Counter Tokens:**

- Place two Turn-Counter Tokens on the ability card when activated.
- Remove one token at the end of each phase turn (starting from the activation turn).
- If the phase ends before all counters are removed, the ability's effect ends regardless.

*Turn-Counter/  
Cooldown Counter***Example Application:****Scenario 1:**

Player A activates Berserker Stance during the 2nd phase turn by spending 3 Stamina Points. They place two Turn-Counter Tokens on the ability card to track the duration.

During the 2nd and 3rd turns, their attacks gain +3 damage. If Player A's attack hits an opponent's blocking shield during these turns, it adds +3 damage tokens instead of just 1.

At the end of the 3rd turn, one counter remains. At the end of the 4th turn, the counters are removed, and the ability expires.

**Scenario 2 (Phase End):**

Player A activates Berserker Stance on the 4th turn of the Combat Phase. The ability's effect works during the 4th turn but ends when the phase ends, regardless of the second unused counter.

## BLADE OF FIRE



The **Blade of Fire** ability imbues your weapon with fiery power, allowing you to deal devastating damage while inflicting burn counters on your enemies. This effect provides both immediate damage bonuses and prolonged effects across turns, demanding tactical resourcefulness.

**Type:** Common Ability

**Level Requirement:** 4

**Stamina Cost:** 4 Stamina Points

### Effect

Choose one of your weapons to gain +4 damage until the end of the current Combat Phase. At the start of each phase turn, the empowered weapon receives 1 damage token.

On a successful attack, the target gains 4 burn counters. At the start of each subsequent phase turn, the target takes 3 life points of damage per remaining burn counter, and then 1 burn counter is removed.

Burn counters persist across phases until all counters are resolved, but the additional +4 damage to your weapon ends after the 4th Combat Phase turn. If the target is a warrior, they cannot use bonus movement cards while burn counters remain active.

This effect cannot stack and can only be reapplied once the previous effect has fully expired. Additionally, if an empowered attack (with the damage bonus) is blocked, the opponent loses 2 life points.

### Mechanics:

When this ability is activated during the Combat Phase, select one weapon to gain +4 damage until the end of the current Combat Phase.

At the start of each turn within the Combat Phase, the selected weapon receives 1 damage token, symbolizing durability loss.

### Burn Counters on Successful Hits:

If the empowered weapon successfully hits a target, the target gains 4 burn counters.

At the start of each subsequent phase turn (even across Building Phases), the following sequence occurs:

The target takes 3 life points of damage per remaining burn counter first.

Then, 1 burn counter is removed.

### Example:

**Turn 1:** 4 burn counters - Target loses 12 life points, then 1 counter is removed.

**Turn 2:** 3 burn counters - Target loses 9 life points, then 1 counter is removed.

**Turn 3:** 2 burn counters - Target loses 6 life points, then 1 counter is removed.

**Turn 4:** 1 burn counter - Target loses 3 life points, then 1 counter is removed.

At this point, all burn counters are resolved.

### Burn Counters Persist, Ability Does Not:

Although burn counters persist between phases (e.g., from Combat Phase to Building Phase), the weapon's +4 damage enhancement expires at the end of the 4th turn of the Combat Phase. You must reactivate the ability (in a subsequent Combat Phase) to reapply this effect.

### Movement Restriction:

While burn counters remain active, enemy warriors cannot use bonus movement cards to evade or block attacks effectively.

### Non-Stackable Rule:

Activating Blade of Fire again while it is still active does not stack or extend the effect. The ability can only be reactivated once the previous burn counters are completely resolved, and the ability's effect has ended.

### Blocking Penalty:

If an empowered attack (with the +4 damage) is blocked, the blocker loses an additional 2 life points even if the attack itself does not deal direct damage.

### Example Application:

#### Scenario 1 (Normal Use):

- Player A activates Blade of Fire during the 1st turn of the Combat Phase, spending 4 Stamina Points. They select their sword as the empowered weapon, gaining +4 damage for the phase.

- At the start of the 2nd turn, the sword receives 1 damage token for durability loss.

- During the 2nd turn, Player A successfully hits Player B's warrior, inflicting 4 burn counters.

In the 3rd turn, before any actions occur, the burn counters cause 12 life points of damage (4 counters x 3 life points each), and then 1 burn counter is removed. At the beginning of the 4th turn, Player B takes 9 life points of damage from the remaining 3 burn counters, followed by removing 1 counter.

- After the 4th turn ends and the Combat Phase concludes, the +4 damage effect from Blade of Fire ends, but the remaining burn counters (if any) continue to resolve during the Building Phase.



*Fire/Burn  
Damage counter*

### Scenario 2 (Activation During 4th Turn):

- Player B activates Blade of Fire during the 4th turn of the Combat Phase, spending 4 Stamina Points. They select their axe as the empowered weapon, gaining +4 damage for just the 4th turn.
- During that turn, Player B successfully hits Player C's warrior, inflicting 4 burn counters.
- After the Combat Phase ends, the +4 damage effect from Blade of Fire expires. However, the burn counters persist into the next Building Phase, with 12 life points of damage dealt at the start of the first Building Phase turn, as explained in Scenario 1.

## DEFENSIVE STANCE



The **Defensive Stance** ability fortifies your weapon or shield, enhancing its resistance to damage while simultaneously slightly diminishing your weapon's offensive capabilities.

**Type:** Common Ability  
**Level Requirement:** 3  
**Stamina Cost:** 3 Stamina Points

### Effect

Improve the resistance of your weapon or shield by +6 resistance points. However, the damage of the weapon you are using is reduced by 3 points for the next 2 phase turns.

### Mechanics:

#### Resistance Boost:

- When activated, this ability increases the resistance of a selected weapon or shield by +6 resistance points.
- This makes it harder for your opponents to damage or break the selected piece of equipment.

#### Damage Reduction:

- While benefiting from the increased resistance, the weapon you are using takes a -3 damage penalty for the next 2 phase turns.
- This trade-off allows players to take a more defensive approach during key combat moments.

#### Effect Duration:

The resistance benefit and damage reduction will last until the end of the phase in which it is activated.

#### Turn-Counter Tokens

- Place two Turn-Counter Tokens on the ability card to represent the 2 phase turns during which the effects of the ability are active.
- At the end of each phase turn (counting from the turn it is activated), remove one token.
- Once both tokens are removed, the ability's effects end.



*Turn-Counter/  
Cooldown Counter*

#### Effect Expiration at Phase End:

If the Combat Phase ends (after the 4th turn) before the 2-turn effect is complete, the effect ends immediately, and any remaining Turn-Counter Tokens are discarded.

#### Non-Stackable Rule:

This ability cannot be stacked. If reactivated before the current effect expires, the ability will not provide additional benefits or extend the duration.

#### Example Application:

##### Scenario 1 (Standard Use):

Player A activates Defensive Stance during the 2nd phase turn, spending 3 Stamina Points. They choose their shield to benefit from the +6 resistance points, but their weapon's damage is reduced by 3 points.

- Two Turn-Counter Tokens are placed on the ability card.
- At the end of the 2nd turn, one token is removed. At the end of the 3rd turn, the second token is removed, ending the effect.

##### Scenario 2 (Activated on 4th Turn):

Player B activates Defensive Stance during the 4th phase turn, spending 3 Stamina Points. The shield gains +6 resistance points, but their weapon suffers a -3 damage penalty.

- The effect is active during that turn but does not carry over since the Combat Phase ends after the 4th turn. The remaining Turn-Counter Token is discarded.

## DUAL WIELD



The **Dual Wield** ability allows you to harness the power of dual weaponry, enabling you to equip an extra two-handed weapon even if you have another two-handed weapon, a shield, or a one-handed weapon equipped in the other hand. This ability enhances your offensive capabilities through the strategic pairing of various weapons.

**Type:** Passive Ability  
**Level Requirement:** 4

### Effect

Allows the wielding of one extra two-handed weapon in your empty hand when another two-handed weapon, a one-handed weapon, or a shield is equipped in the other hand. If two two-handed weapons are equipped together, or if a two-handed weapon and a shield are equipped together, both weapons suffer a -3 attack damage debuff.

### Mechanics:

#### Wielding Additional Weapon:

- Activating Dual Wield (when flipped faced up) allows a warrior to wield an additional two-handed weapon in their empty hand, bypassing traditional weapon combination restrictions in the game. For example:

#### - Allowed combinations:

- Two two-handed weapons.
- A two-handed weapon and a shield.
- A two-handed weapon and a one-handed weapon.

#### Damage Debuff:

- When combining two two-handed weapons or a two-handed weapon with a shield, both weapons incur a -3 damage penalty.
- This penalty reflects the difficulty and reduced efficiency in dual-wielding larger weapons or balancing offense with defense.

#### Rule for Passive Abilities:

- All Passive Abilities, including Dual Wield, cannot be used or activated during the Building Phase.
- This restriction applies universally to all Passive Ability Cards in the game and ensures all abilities of this type can only function during the Combat Phase.

#### Example Application:

##### Scenario 1:

Player A equips a greatsword (two-handed weapon) in one hand and a war scythe (two-handed weapon) in the other during the Combat Phase. Thanks to the Dual Wield ability, this combination is allowed, though both weapons suffer a -3 damage penalty.

##### Scenario 2:

Player B equips a two-handed halberd in one hand and a shield in the other. This setup is permitted by Dual Wield, but the halberd suffers a -3 damage penalty while the shield retains its defensive capabilities.

## FOCUS



The **Focus** ability allows your warrior to channel their precision and strength, temporarily increasing the damage output for a set duration.

**Type:** Common Ability  
**Level Requirement:** 1  
**Stamina Cost:** 1 Stamina Point

### Effect

Increases damage by +3 for 2 phase turns. This effect is not stackable. However, if the Combat Phase ends (after the 4th turn resolves) before the 2-turn effect is complete, the effect ends immediately, regardless of remaining duration.

**Mechanics:****Damage Boost:**

Upon activation, your warrior gains an additional +3 damage to all attacks for the next 2 phase turns.

**Non-Stackable Rule:**

Attempting to re-activate Focus while it is still active will not extend the duration or add an additional boost. Players must wait for the 2-turn duration to expire before activating it again.

**Turn Counters:**

- Place 2 Turn-Counter Tokens on the ability card when it is activated during the Combat Phase.
- Remove 1 token at the end of each turn, starting from the turn of activation.
- If the Combat Phase ends after the 4th turn and any counters remain, the ability's effect ends along with the phase.



*Turn-Counter/  
Cooldown Counter*

**Effect Expiration:**

If the Focus ability is activated during the 3rd or 4th turn of the Combat Phase, the effect may expire prematurely if the phase ends. For example, if activated in the 4th Combat Phase turn, the effect only applies to that turn, as the phase ends before the next turn begins.

**Example Application:****Scenario 1:**

During the 2nd Combat Phase turn, Player A activates Focus by spending 1 Stamina Point and places 2 Turn-Counter Tokens on the ability card. During both the 2nd and 3rd turns, Player A's attacks gain an additional +3 damage. After the 3rd turn, the final token is removed, and the effect ends.

**Scenario 2:**

Player B activates Focus on the 4th Combat Phase turn, spending 1 Stamina Point. They place 2 Turn-Counter Tokens but only benefit from the boost during the 4th turn. As the Combat Phase ends after the 4th turn resolves, the remaining counter is discarded, and the effect does not carry into the next phase.

## FORTITUDE



The **Fortitude** ability strengthens your warrior's resilience on the battlefield, reducing the incoming damage from all opponents and ensuring durability during combat.

**Type:** Permanent Passive

**Level Requirement:** 2

**Effect:**

All damage dealt by your opponents to your warrior is reduced by 1.

**Mechanics:****Damage Reduction:**

- Whenever your warrior is attacked, the total damage dealt to the warrior is reduced by 1 point after other calculations (e.g., weapon damage vs. armor resistance).
- **Example:** If an attack deals 3 damage, it is reduced to 2 damage with Fortitude.

**Minimum Damage Rule:**

- If your warrior's armor successfully blocks an attack (i.e., the weapon damage is less than the armor's resistance), your warrior still suffers 1 damage point as per the game's rules.
- The Fortitude ability does not alter or reduce this minimum damage.

**Permanent Effect:**

As a Permanent Passive ability, Fortitude is active from the start of the game and remains in effect throughout all phases and turns. It requires no activation or additional resources to function.

**Example Application:****Scenario 1 (Standard Damage Reduction):**

An opponent attacks your warrior and deals 4 damage to their body. Due to Fortitude, the damage is reduced by 1, and your warrior takes 3 damage.

**Scenario 2 (Minimum Damage Rule Applies):**

An opponent's weapon hits your warrior's chest armor with 2 damage, but the chest armor has 3 resistance points. Normally, the armor would fully block the damage, but the game rule applies 1 damage point to the warrior regardless. Fortitude does not reduce this minimum damage, so your warrior still takes 1 damage.

## HEAVY METAL



The **Heavy Metal** ability enhances your warrior's striking power, adding strength to all attacks once this card is revealed and flipped face-up during the Combat Phase.

**Type:** Passive  
**Level Requirement:** 1

### Effect:

Once this ability is activated (flipped face-up), all your warrior's attacks deal 1 extra damage.

### Mechanics:

#### Activation Through Card Flip:

The Heavy Metal ability is activated when this card is flipped face-up during the appropriate Combat Phase. Until this flip, the ability's effect cannot be used.

#### Damage Boost:

After the card is flipped face-up, all of your warrior's attacks — melee and ranged — gain +1 damage for the duration of the Combat Phase in which the ability becomes active, and beyond for as long as the card remains face-up.

#### Not Applicable to Other Sources of Damage:

The extra damage applies only to your direct attacks. This boost does not apply to damage from secondary effects such as burn counters, poison counters, or similar mechanics.

#### Building Phase Restriction:

Like all Passive Abilities, Heavy Metal cannot function during the Building Phase. Its effects are usable only during Combat Phases.

#### Example Application:

##### Scenario 1:

Player A flips Heavy Metal face-up during the 2nd Combat Phase turn. Starting from this turn, Player A's attacks each deal +1 extra damage. If Player A performs two attacks in the same turn, both will benefit from the additional damage.

##### Scenario 2:

Player B activates Heavy Metal in the 3rd Combat Phase turn and successfully hits their opponent twice with melee attacks. Both attacks are boosted with an additional +1 damage for each strike.

## INSTANTANEOUS STRIKE



The **Instantaneous Strike** ability allows your warrior to deliver a rapid and decisive attack, targeting the opponent and potentially damaging their armor or weapon if they block or the attack lands on an armor-protected location. This ability allows additional damage stacking when combined with other effects.

**Type:** Common  
**Level Requirement:** 4  
**Stamina Cost:** 4 Stamina Point

### Effect:

Launch an immediate attack by choosing one of your attacking dice. Before using this ability, the player must select a weapon for the attack. If the attack hits an opponent's armor or is successfully defended using a weapon or shield, their armor or defending item incurs 4 damage tokens.

These 4 damage tokens are stacked with any additional effects from special items or abilities that increase the number of damage tokens caused by attacks or abilities.

### Mechanics:

#### Weapon Selection Before Activation:

Before activating Instantaneous Strike, the player must select one weapon. This weapon will be used for the immediate bonus attack.

**Immediate Bonus Attack:**

The ability grants an immediate attack during the Combat Phase. The attacking player selects one of their attacking dice and resolves the attack.

**The Defensive Step:**

The defending player resolves their Defensive Step by rolling the movement dice and determining the outcome:

- If the attack hits the opponent's armor: The armor takes 4 damage tokens.
- If the opponent successfully blocks with a weapon or shield: The weapon or shield used for the block takes 4 damage tokens.
- If the attack lands on an unprotected area or is dodged: No damage to equipment occurs, but the initial attack damage still applies.

**Effect Stacking:**

If other effects are active from special items or ability cards that apply additional damage tokens, these stack with the 4 damage tokens caused by Instantaneous Strike. For example:

- If a weapon or item effect adds +2 damage tokens on hit, the total damage tokens caused in this scenario would be 6 damage tokens.

**Activation Limits:**

This ability is resolved immediately within the Combat Phase and ends after the attack is resolved. It can only be activated again by spending another 4 Stamina Points in the same Combat Phase.

**Building Phase Restriction:**

Per standard rules for Common Abilities, Instantaneous Strike cannot be activated or used during the Building Phase. It is strictly limited to the Combat Phase.

**Example Application:****Scenario 1:**

Player A activates Instantaneous Strike, spending 4 Stamina Points and selecting their two-handed sword as the weapon for the attack. They select one of their attacking dice to target Player B.

- Player B resolves their Defensive Step and successfully blocks with their shield. The shield takes 4 damage tokens.
- Additionally, an active item effect from Player A's sword adds +2 damage tokens to any attack. This means Player B's shield takes 6 damage tokens total.

**Scenario 2:**

Player C activates Instantaneous Strike with a one-handed axe. Player D, the target, rolls their defensive dice but cannot dodge. The attack lands on Player D's armor. The armor receives the 4 damage tokens from the ability, but no additional tokens are applied since Player C doesn't have any extra effects active.

## PARRY



The **Parry** ability enables your warrior to swiftly respond to an opponent's counterattack, canceling that action and executing your own attack instead. This defensive maneuver turns the tides of combat in your favor.

**Type:** Common

**Level Requirement:** 1

**Stamina Cost:** 1 Stamina Point

**Effect:**

If the opponent counterattacks, you can activate this ability to cancel their counterattack and immediately strike back. The chosen attack die used by the opponent for the counterattack is canceled for the current phase turn but can be reused in the next phase turn.

**Mechanics:****Triggering the Ability:**

- Parry can only be activated when the opponent performs a counterattack during their Defensive Step.
- The defending player activates Parry after the counterattack is declared.

**Counterattack Cancellation:**

- The opponent's declared counterattack is nullified for the current phase turn.
- The opponent loses access to the specific attack die they selected for their counterattack for the remainder of the turn.
- However, this removed die may be reused in any subsequent phase turn of the current Combat Phase or a future Combat Phase.



### Executing Your Attack:

After canceling the counterattack, the Parry ability grants you the opportunity to immediately attack the opponent with your weapon, following the standard attack mechanics.

### Phase Restriction:

As with all Common Abilities, Parry can only be activated during the Combat Phase and cannot be used during the Building Phase.

### Stamina Use:

Activation requires 1 Stamina Point, making Parry an affordable but highly strategic card.

### Example Application:

#### Scenario:

Player A attacks Player B. During Player B's Defensive Step, Player B declares a counterattack and selects one of their attack dice to perform it.

Player A activates Parry by spending 1 Stamina Point, canceling the counterattack.

- The attack die used for the counter is canceled for the current turn. Player B may reuse the attack die in a subsequent turn.

- Player A executes their own attack immediately using their weapon.

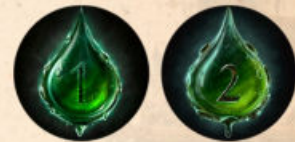
## POISONING



The Poisoning ability inflicts a damaging poison effect on your target, making your strikes not only impactful but also lethal over multiple turns. Poison Counters remain active until their duration is completed.

**Type:** Permanent Passive

**Level Requirement:** 2



*Poison Turn Counter*

### Effect:

Each time your weapon deals damage, the target gains 1 Poison Counter. Each counter inflicts 2 damage points per turn for a total duration of 2 turns.

### Mechanics:

#### Applying Poison Counters:

- When your weapon successfully deals damage to an opponent, place a Poison Counter on the target.
- The Poison Counter is placed with the number 2 side facing up, indicating the 2 turns duration of the poison effect.

#### Inflicting Damage from Poison Counters:

- At the start of each turn, the target takes 2 damage points per Poison Counter currently on them.
- After damage is applied, flip the Poison Counter to the 1 side if it was showing 2. On the next turn, the counter is removed after the damage is dealt.

#### Counter Stacking:

- Poison Counters are stackable, meaning multiple counters from consecutive attacks increase the total damage dealt over their respective durations.

- **Example:** A target with 3 separate Poison Counters at the start of a turn will take 2 damage  $\times$  3 counters = 6 damage.

#### Poison Turn Counters Persist Across Phases:

Poison Counters are not removed when the phase changes. If the Combat Phase ends and the game transitions to the Building Phase, Poison Counters remain active and continue to deal damage until their duration expires.

### Example Application:

#### Scenario 1 (One Counter Applied):

Player A attacks Player B with a poisoned weapon, dealing 3 damage. This adds 1 Poison Counter to Player B, with the 2 side facing up.

- During the next turn, the Poison Counter deals 2 damage to Player B, and the counter is flipped to the 1 side.
- On the following turn, the counter deals another 2 damage before being removed.

#### Scenario 2 (Stacked Counters):

Player A attacks Player C twice in one turn, applying 2 Poison Counters with the 2 side facing up.

- On the next turn, both counters deal 2 damage each, for a total of 4 damage. The counters are then flipped to the 1 side.

- On the following turn, they deal 2 damage each again (4 total) before both counters are removed.

## SHADOW STEP



The **Shadow Step** ability provides your warrior with exceptional evasive skills, allowing them to dodge attacks without relying on movement dice rolls. This ability can also be used strategically during both the Building Phase and Combat Phase.

**Type:** Passive

**Level Requirement:** 4

### Effect:

You may dodge one chosen attack without rolling the movement dice unless the enemy targets your position number 6 (head). This ability can also be used to dodge attacks from units (Character Tokens, Champions, or Champion's Companions), even when their Character Token Dice are used instead of movement dice. This ability is usable once per phase (Building or Combat Phase).

### Mechanics:

#### Automatic Dodge:

- Using Shadow Step, you can dodge any eligible attack without rolling movement dice. This applies to attacks during both Building and Combat Phases and includes attacks from warriors or units (Character Tokens, Champions, or their Companions).

- For Character Tokens, their Character Token Dice are used in place of movement dice, and Shadow Step still allows you to avoid attacks automatically.

#### Exclusion for Position Number 6 (Head):

If the incoming attack is targeting your position number 6 (head), you cannot activate Shadow Step to dodge it. In this case, standard defensive mechanics, including rolling movement dice, must be used.

#### Once Per Phase Limit:

The ability can be used only once per phase (Combat Phase or Building Phase). After it is used, it resets at the beginning of the next phase.

#### Example Application:

##### Scenario 1 (Building Phase):

During the Building Phase, an opponent's Character Token attacks your warrior using Character Token Dice. You activate Shadow Step to dodge the attack without needing to roll any movement dice. The ability is now expended for the remainder of the Building Phase.

##### Scenario 2 (Combat Phase):

During the Combat Phase, an enemy warrior targets your position number 4 (left arm). You use Shadow Step to dodge the attack without rolling movement dice. If they had targeted position number 6 (head), you would not be able to use Shadow Step and would need to rely on your movement dice instead.

## SLAM



The **Slam** ability allows your warrior to deliver an unstoppable blow, dealing immediate damage to your opponent without requiring any tests or dice rolls. This straightforward and effective strike bypasses armor damage calculations, focusing directly on the opponent.

**Type:** Common Ability

**Level Requirement:** 2

**Stamina Cost:** 2 Stamina Point

### Effect:

Inflict 2 damage points on the opponent immediately without requiring any tests. No damage tokens are placed on the opponent's armor parts — the damage is directly applied to the opponent's life points.

### Mechanics:

#### No Tests or Dice Rolls:

Slam deals 2 damage points directly, bypassing the need for any movement dice rolls or defensive tests by the opponent.

This ability guarantees immediate damage regardless of the opponent's defense setup or attempts to block.

**Bypassing Armor Damage:**

The damage caused by Slam is applied directly to the opponent's life points. Armor parts are unaffected, meaning no damage tokens are placed on any pieces of equipment or armor.

**Phase Restriction:**

- As a Common Ability, Slam can only be activated during the Combat Phase.
- It cannot be used during the Building Phase.

**Stamina Requirement:**

Activating Slam requires the expenditure of 2 Stamina Points, making it a cost-efficient option for causing immediate damage.

**Example Application:**

**Scenario 1:**

During the Combat Phase, Player A activates Slam by spending 2 Stamina Points.

Player A immediately deals 2 damage points to Player B's warrior, directly reducing their life points. No movement dice rolls or armor damage calculations are required.

## TOUGHNESS



The **Toughness** ability enhances your warrior's endurance, granting additional health and increasing their maximum life points to outlast opponents in battle.

**Type:** Permanent Passive

**Level Requirement:** 1

**Effect:**

You have 8 extra health points, and your maximum life points increase to 38.

**Mechanics:**

**Extra Health:**

At the start of the game, your warrior gains an additional 8 health points beyond the standard starting amount. This bonus is automatically applied when the game begins.

**Increased Maximum Life Points:**

Your warrior's life point cap is raised from 30 life points to 38 life points.

Additional healing effects you receive will be limited to this increased maximum, ensuring you can make full use of the added resilience.

**Permanent Passive Effect:**

As a Permanent Passive ability, Toughness is active from the beginning of the game and requires no activation or resources. The effect persists throughout all phases and turns.

**Example Application:**

**Scenario:**

Player A equips the Toughness ability. Their starting life points increase from 30 to 38, and they gain 8 extra health points for the entirety of the game. This allows Player A to absorb more damage compared to players without this ability.

## VIGOR



The **Vigor** ability provides your warrior with a temporary boost in offensive strength, causing their weapons to deal additional damage tokens. This card increases the effectiveness of your attacks during critical combat moments and can enhance damage effects already in play.

**Type:** Common Ability

**Level Requirement:** 2

**Stamina Cost:** 2 Stamina Point

**Effect:**

Your weapons deal 2 additional damage tokens for 2 phase turns. These additional damage tokens are applied to standard mechanics, meaning blocking weapons, shields, or armor parts hit during attacks will receive 3 total damage tokens. This effect does not stack with itself but is summed with other active damage effects.

**Mechanics:****Increased Damage Tokens:**

- Once Vigor is activated, all of your weapon attacks deal an additional 2 damage tokens for the next 2 phase turns.
- When attacking opponents with a weapon, if the target's defense uses equipment (like a shield or weapon), or if their armor part is hit, they will take the standard 1 damage token PLUS the extra 2 damage tokens from Vigor, totaling 3 damage tokens.

**Stacking with Other Abilities:**

- The 2 additional damage tokens granted by Vigor are summed with other abilities or card effects that also increase weapon damage tokens.

**For example:**

- A weapon attack normally placing 1 token now places 3 tokens with Vigor.
- If another ability adds +1 damage token, this stacks to place a total of 4 damage tokens.

**Non-Stackable Within Itself:**

Vigor's effect cannot be stacked with a second activation while it is already in effect. Players must wait for the active duration to expire before activating it again.

**Duration Tracking with Turn Counters:**

- Place 2 Turn-Counter Tokens on the ability card when activated.
- Remove 1 token at the end of each turn, beginning with the turn of activation. When the second token is removed, the effect expires.



*Turn-Counter/  
Cooldown Counter*

**End-of-Phase Limitation:**

If the Combat Phase ends after the 4th turn and Vigor has not fully resolved, the effect immediately expires, regardless of remaining Turn-Counter Tokens.

**Phase Restriction:**

As a Combat Phase-only Common Ability, Vigor cannot be activated during the Building Phase.

**Example Application:****Scenario 1 (Enhanced Blocking Damage):**

Player A activates Vigor during the 1st Combat Phase turn by spending 2 Stamina Points. An attack hits Player B's shield. Under normal mechanics, the shield would take 1 damage token, but with the Vigor bonus, the shield now takes 3 total damage tokens.

**Scenario 2 (Stacking with Other Effects):**

Player A already activated an ability that grants their weapon +1 additional damage token. By activating Vigor, their weapon attacks now deal:

- Base tokens (1) + Vigor tokens (2) + Other Effect tokens (1) = 4 total damage tokens.

**Scenario 3 (Phase End):**

Player B activates Vigor during the 3rd Combat Phase turn. They place 2 Turn-Counter Tokens on the card. The effect applies during the 3rd and 4th turns. However, after the 4th turn ends, the Combat Phase concludes, the final remaining token is discarded, and the Vigor effect ends.

## CHAMPION, CHAMPION'S COMPANIONS, CHAMPION'S ITEMS CARDS

**10 Champion Cards:** Daskaeg, Dhaerimm, Earl Rick, Estevenot, Rhodhomir, Taredd Caimaer, Tasnithimm, Thordos, Thorlaerd, Wrisunth.

**6 Champion's companion Cards:** 5 Raven cards, 5 Vulture cards, 1 Taredd's Eagle card.

**2 Champion's Item Cards:** 1 Estevenot's Shield card, 1 Thorlaerd's Two-Handed Sword Card

**Champions** are powerful allies that bring unique abilities, versatility, and strategic depth to the battlefield. The Champion Cards include not only the Champions themselves but also their signature items and their loyal companions, all of which play a vital role in shaping their combat strategies.

Champions are carefully selected additions to a player's army, providing both offensive and defensive capabilities. Their specialized items augment their powers further, while the Companions act as additional units, adding utility, combat support, and variety.

The following sections will cover each Champion, their unique abilities, their companion units, and their legendary items. Players will learn their combined strengths and how to integrate Champions and their effects into their overall game strategy.

### Card Types in This Section:

#### Champion Cards:

Each Champion has unique abilities, life points, and damage values, requiring certain Renown Points (RP) and Gold to recruit. They serve key roles in both the Building Phase and Combat Phase.

#### Champion's Items:

Special items tied to specific Champions that enhance their effectiveness or unlock unique effects when equipped.

#### Champion's Companions:

Companions are additional units tied to their respective Champions. These faithful allies bring special abilities, attacks, or support effects to assist the Champion in battle.

## DASKAEG



**Daskaeg** is a brutal and ferocious Champion who thrives when surrounded by foes. Known for his raw power and unrelenting savagery, Daskaeg becomes an unstoppable force in battle, growing stronger when the odds are against him. His unpredictability and devastating rage make him a dangerous enemy to face on the battlefield.

#### Stats:

**Renown Points: 12**

**Gold Cost: 14**

**Damage: 8**

**Life Points: 8**

#### Abilities:

##### Double Attack:

- Daskaeg can perform two attacks during the same turn, targeting either the same enemy or two different enemies.
- This ability can only be activated if Daskaeg is attacked by two or more enemy units or a Champion during the turn.
- Both attacks are resolved separately using normal attack mechanics (movement dice, blocking, or dodging).

##### Rage:

- When targeted by multiple enemies during a phase turn, Daskaeg triggers Rage, which empowers him for 2 consecutive phase turns across both the Building and Combat Phases:
  - **Damage Boost:** For the next 2 turns, Daskaeg's damage increases by +5, raising it to 13.
  - **Damage Reduction After Rage Ends:** For the 2 turns following Rage, Daskaeg's damage decreases by -3, reducing it to 5.
- After the damage reduction period ends, Rage can be activated again if Daskaeg is targeted by multiple enemies.

##### Fatal Blow Test During Rage:

While in Rage, if Daskaeg successfully hits up to 2 enemies (either units or opposing Champions), he may roll a Fatal Blow Test. Unlike standard Fatal Blow Tests, no armor protection check is necessary for Daskaeg's Rage ability.

##### How a Fatal Blow Test Works During Rage:

Roll a d6 for each valid target hit.

On a result of 6, the enemy warrior, Champion, or unit is instantly removed from the battlefield. If the Fatal Blow Test is performed on the opponent's Champion and succeeds, the opponent immediately loses the game.

If the test fails, the target still suffers normal damage as per standard attack mechanics.

##### Juggernaut:

- When Daskaeg's life points are reduced to 0, he enters a final state known as Juggernaut, allowing him to continue fighting for 2 additional phase turns:
  - While in Juggernaut mode, Daskaeg's damage is increased by +1, raising it to 9.
  - If Daskaeg takes any additional hit during Juggernaut, he is immediately removed from the battlefield.
- Use Turn-Counter Tokens to track his remaining 2 turns in Juggernaut mode.

##### Turn-Counter Tokens for Tracking:

##### Rage Activation:

- When Rage is activated, place two Turn-Counter Tokens to track its 2 turns of increased damage.
- After the Rage effect ends, place two additional tokens to track the 2 turns of reduced damage.
- Once the reduced damage period is complete, Rage becomes available again if its conditions are met.



*Turn-Counter/  
Cooldown Counter*

### Juggernaut State:

Place two Turn-Counter Tokens to track Daskaeg's Juggernaut duration. Remove one token per turn until the turn duration expires or Daskaeg is defeated by taking an additional hit.

### Gameplay Example:

#### Scenario 1 (Double Attack):

- Player A's Daskaeg is targeted by Player B's Champion and a Character Token during Turn 2 of the Combat Phase.
- Player A activates Double Attack in response, targeting:
  - Player B's Champion with the first attack.
  - Player B's Character Token with the second attack.
- Both attacks are resolved using normal combat rules.

#### Scenario 2 (Rage and Fatal Blow Test):

- On Turn 3, Player B's Champion and their Character Token attack Daskaeg. Player A activates Rage, increasing Daskaeg's damage to 13 and placing two Turn-Counter Tokens on the card to track the duration.
- During Turn 3, Daskaeg successfully attacks both Player B's Champion and their Character Token.
  - For the Character Token, Player A performs a Fatal Blow Test and rolls a 4, meaning normal damage applies.
  - For Player B's Champion, Player A rolls a 6, eliminating the opponent's Champion and immediately ending the game.
- On Turn 4, one Turn-Counter Token is removed. After Turn 1 of the next Building Phase, Daskaeg's damage decreases to 5 for the 2 reduction turns (tracked using two new tokens). Once the reduction ends, Rage is ready to be activated again if conditions are met.

#### Scenario 3 (Juggernaut):

- During Turn 3 of the Combat Phase, Daskaeg's Life Points are reduced to 0. Player A activates Juggernaut mode and places two Turn-Counter Tokens to track its duration.
- During Turns 3 and 4, Daskaeg's damage increases to 9.
- On Turn 1 of the following Building Phase, Daskaeg takes another hit and is removed from the battlefield.

## DHAERIMM



**Dhaerimm** is a relentless and calculating Champion who thrives on eliminating enemies one by one, growing stronger with every kill. With the ability to damage equipment, summon his loyal vultures, and become more dangerous as the game progresses, Dhaerimm is a brutal force on the battlefield.

### Stats:

**Renown Points:** 14

**Gold Cost:** 17

**Damage:** 6

**Life Points:** 12

### Abilities:

#### Double Attack:

- Dhaerimm can strike twice during the same turn, targeting either the same opponent or two different opponents.
- Activates when Dhaerimm is attacked by two or more enemy units or Champions.
- Each attack is resolved separately using normal attack mechanics (movement dice, blocking, or dodging).

#### Slayer's Strength:

- For every opponent Dhaerimm slays (including warriors, Character Tokens, or Champions), he gains a permanent +2 damage bonus.
- This bonus stacks indefinitely, making Dhaerimm progressively stronger as he eliminates opponents.
- The damage bonus applies to both attacks when performing a Double Attack.

#### Fracture - 2:

When attacking warriors or Champions, Dhaerimm's attacks inflict Fracture - 2 on armor:

#### - How It Works:

- Roll 1 attack position die before resolving the attack to determine the targeted area.
- If the attack lands on an armor-protected area, place 2 Fracture Counters on that specific armor part.

#### - Impact of Fracture Counters:

- Fracture Counters reduce armor resistance by 1 point per counter. The more counters applied, the less damage the armor can absorb.
- For example, if an armor part has 6 resistance, adding 2 Fracture Counters reduces its resistance to 4. This means the armor will now only absorb 4 damage points instead of 6.

#### - Fracture Counters vs. Damage Tokens:

- Fracture Counters weaken an armor part by reducing the resistance, meaning less damage is absorbed.
- Damage Tokens, on the other hand, do not interact with resistance and only indicate how close an item is to being destroyed. If the number of Damage Tokens equals the resistance value, the item is destroyed outright, and no further damage is absorbed.



*Fracture  
Counters*

### Vulture Rage:

- After slaying 3 opponents, Dhaerimm summons 2 Vulture Companions to join him on the battlefield.
- The Vultures act as independent units and use their stats and abilities as described on their Companion Card.

### Example Applications:

#### Scenario 1 (Fracture - 2 in Action):

Player A's Dhaerimm attacks Player B's Champion wearing armor with 6 resistance points.

- **Step 1:** Player A rolls the attack position die and hits the chest armor.
- **Step 2:** Since the chest is protected, Player A places 2 Fracture Counters on the armor. The armor's resistance is reduced from 6 to 4.
- **Step 3:** Player B suffers less damage as the reduced resistance absorbs 4 damage points instead of 6.

#### Scenario 2 (Slayer's Strength):

Dhaerimm slays an opponent's Character Token during Turn 2 of the Combat Phase.

- **Effect:** Dhaerimm gains +2 permanent damage, increasing his attack damage from 6 to 8. The next time he performs a Double Attack, both strikes will deal 8 damage instead of the original 6.

#### Scenario 3 (Vulture Rage):

After Turn 3 of the Combat Phase, Dhaerimm defeats his 3rd enemy (another Champion).

- **Effect:** Dhaerimm's 2 Vulture Companions join him on the battlefield, offering additional support with their unique companion abilities.

## VULTURE (DHAERIMM'S COMPANIONS)



The **Vulture Companion** is a tactical disruptor that disables an opponent's unit or warrior for 2 turns, creating opportunities for your forces to dominate the battlefield. Though incapable of attacking or blocking itself, the Vulture specializes in neutralizing key threats by removing them from combat for a short duration.

### Effect:

- Remove the Vulture Companion Card from the game to disable a chosen opponent's unit or warrior.
- The target unit or warrior is completely disabled beginning on the next turn after the Vulture is used, meaning it cannot:

- **Attack**
- **Block**
- **Use abilities**

- Place 2 Lock Tokens on the disabled unit or warrior to represent the effect. Remove 1 Lock Token at the end of each turn. Once all Lock Tokens are removed, the unit regains its abilities.
- Resistance Check: At the start of each turn while disabled, the opponent rolls 3 combat dice. If all dice show shield symbols, the disable effect ends immediately, regardless of remaining Lock Tokens.



Lock Token

### Mechanics:

#### Activating the Vulture Companion:

- The player removes the Vulture Companion Card from the game to activate its ability.
- Once activated, the effect cannot be reversed, and the Vulture Companion is permanently removed from play.

#### Disabling the Enemy Unit or Warrior:

- The player chooses an opponent's unit or warrior to disable.
- The disable effect takes effect starting from the next turn. The target cannot attack, block, or use abilities for 2 turns.

#### Tracking the Disable Effect with Lock Tokens:

- Place 2 Lock Tokens on the disabled unit or warrior when the effect begins (on the next turn).
- At the end of each turn, remove 1 Lock Token.
- When all tokens are removed, the disable effect ends, and the unit regains its abilities (unless broken early via Resistance Rolls).

#### Resistance Rolls to End the Effect Early:

- Beginning at the start of each turn while the disable effect is active, the opponent rolls 3 Movement (Combat) dice:
  - If all 3 dice show shield symbols, the disable effect ends immediately, and the unit regains its abilities.
  - If the roll fails, the disable effect continues, and the Lock Tokens are removed naturally as turns progress.

#### Vulture's Limitations:

The Vulture Companion cannot attack or block, nor does it contribute to combat beyond its disabling ability.

### Example Application:

#### Scenario:

During Player A's turn, they activate Vulture Companion to target Player B's Champion.

- Player A removes the Vulture Companion Card from the game and selects Player B's Champion.
- At the start of Player B's next turn, the disable effect begins, and Player B's Champion is unable to attack, block, or use abilities.
- Player B places 2 Lock Tokens on their Champion. At the end of each of Player B's turns, 1 Lock Token is removed.
- During these turns, Player B rolls 3 combat dice at the start of each turn for the Resistance Check:
  - If all dice show shield symbols, the disable effect ends early, and the Champion regains its abilities.
  - If no success is rolled, the Lock Tokens are removed naturally over the 2 turns.

## EARL RICK



**Earl Rick** is a stalwart and indomitable Champion, renowned for his defensive prowess and unwavering commitment to protecting his allies. On the battlefield, he radiates steadfast leadership, bolstering the morale and survivability of his team while acting as an impenetrable wall between his comrades and the enemy.

#### Stats:

**Renown Points:** 19

**Gold Cost:** 24

**Damage:** 8

**Life Points:** 18

#### Abilities:

##### Ranged Attack Resistance:

Earl Rick takes half damage from all ranged attacks. This reduction applies after any other modifiers, and the resulting damage is rounded up.

##### Unyielding Defender:

Earl Rick gains +2 defense, reducing incoming damage by 2 when blocking for himself or an ally.

##### Valiant Shield:

- Once per phase turn, if an allied unit or warrior is hit, Earl Rick may intercept the attack.
- Earl Rick takes half the intended damage (rounded up) instead of the ally.
- After intercepting, Earl Rick stays in melee combat alongside the ally he protected.
- In a 2 vs. 2 melee combat, Earl Rick becomes the new target of one of the opponents, chosen by Earl Rick's controller.

##### Vigilant Guardian:

- Earl Rick can block a Fatal Blow targeting an allied unit or warrior.
- Roll a d6: On a result of 4, 5, or 6, Earl Rick takes the Fatal Blow test instead of the ally.
  - If Earl Rick fails the Fatal Blow test, he is removed from the game immediately.
  - If Earl Rick succeeds, he remains in melee combat alongside the ally he saved, following the 2 vs. 2 melee combat rule.

##### Iron Wall:

Earl Rick boosts morale for all allied units and warriors, giving them a +1 defense bonus. This reduces all incoming damage by 1 for every ally, including allied warriors, for as long as Earl Rick remains in play.

#### Example Application:

##### Scenario 1 (Intercepting a Hit with Valiant Shield):

During the Combat Phase, an enemy Champion lands a hit on an allied warrior. Earl Rick's controller activates Valiant Shield and intercepts the hit, taking half damage instead of the ally. Earl Rick then joins the combat alongside the ally and becomes the new target of one of the opponents in the fight.

##### Scenario 2 (Blocking a Fatal Blow with Vigilant Guardian):

An allied unit is targeted with a Fatal Blow. Earl Rick's controller activates Vigilant Guardian and rolls a d6. If the result is 4, 5, or 6, Earl Rick successfully takes the Fatal Blow test.

- If Earl Rick fails the test, he sacrifices himself and is immediately removed from the game.
- If Earl Rick succeeds, he remains in melee combat alongside the ally he saved.

##### Scenario 3 (Iron Wall's Passive Boost):

With Earl Rick on the battlefield, Iron Wall reduces all incoming damage by 1 for allied units and warriors. This makes Earl Rick an essential defensive linchpin in situations where multiple allies are under attack.



Defense Counter



## ESTEVENOT



**Estevenot** is a versatile and commanding Champion, wielding both sword and shield with unmatched mastery. His flexibility in combat allows him to inspire his allies, adapt to any situation, and dominate the battlefield with superior technique and tactical decision-making.

### Stats:

**Renown Points:** 17

**Gold Cost:** 19

**Damage:** X/6

**Life Points:** 14

### Damage Note (X):

- The X value in Estevenot's damage stat represents the damage of the weapon he has equipped.
- For example, if Estevenot is equipped with a weapon that deals 8 damage, his total damage will equal that weapon's damage.
- If Estevenot is not wielding any weapon, his default damage is 6, using his standard sword.

### Abilities:

#### Battle Shout:

All allied Character Tokens can attack twice during the same turn.

Each attack can target a different enemy, provided the allied Character Tokens are being attacked by 2 or more enemy units during the same encounter.

This ability encourages tactical synergy, leveraging his leadership to amplify the coordinated attacks of his allies.

#### Weapon Mastery:

Estevenot can equip any weapon from the discard pile, either standard or special, by paying its respective cost.

- **Special Weapon Effects:** If Estevenot equips a special weapon, all associated effects and bonuses from the weapon remain active during combat.

- **Base Damage:** When no other items are equipped, Estevenot's default damage is 6 with his standard sword.

#### Weapon Switch:

Estevenot carries a two-handed shield on his back, granting him the ability to switch between offense and defense.

- **Equipping the Shield:** Estevenot must sheathe his current weapon to equip the shield. The shield card is placed beside Estevenot's Champion card to activate its effects.

- **Switching Back to a Weapon:** After equipping the shield, Estevenot must wait 2 turns before switching back to his original or any other weapon.

**Turn-Counter/Cooldown Tokens:** Place two Turn-Counter Tokens on Estevenot's Champion card to track the cooldown duration for switching back to a weapon. At the end of each turn, remove one counter. Once both counters are removed, Estevenot can freely switch back to a weapon.

The shield's effects are determined by the specific shield card equipped.



*Turn Counter*

#### Example Application:

##### Scenario 1 (Battle Shout):

During the Combat Phase, two enemy units attack allied Character Tokens. Estevenot activates Battle Shout, allowing the allied Character Tokens to attack twice during their turn. Each attack can target a different enemy in the encounter.

##### Scenario 2 (Weapon Mastery):

Estevenot retrieves a discarded special weapon from the pile and equips it by paying its cost. This special weapon grants Estevenot additional abilities described on the weapon card.

##### Scenario 3 (Weapon Switch):

Estevenot equips his two-handed shield to protect himself from heavy attacks. Turn-Counter Tokens are placed on Estevenot's Champion card to track the cooldown for switching back to a weapon. After 2 turns, the tokens are removed, allowing Estevenot to switch back to his primary weapon for offensive action.

## ESTEVENOT'S SHIELD (CHAMPION'S ITEM)

The legendary **Estevenot's Shield** is a powerful defensive and offensive tool, wielded exclusively by Estevenot. This shield not only protects him from incoming damage but can also be used to strike back at opponents with devastating force, providing both survivability and utility in combat.



## Abilities and Effects:

### Exclusive Use:

Estevenot's Shield can only be equipped and used by Estevenot.

### Defense Bonus:

When equipped, the shield grants Estevenot a +5 defense bonus, reducing all damage dealt to him by 5.

### Offensive Capability:

The shield can be used as a weapon, giving Estevenot the ability to attack his opponent directly.

### Shield Bash:

If Estevenot successfully hits an opponent unit (except warriors), he may activate the Shield Bash ability:

- Roll a d6.
- If the result is 6, the target is stunned until the end of the turn and takes 5 damage points.
- Stunned units cannot attack, counterattack, or use abilities during their stunned state but can still block incoming attacks.

### Synergy with Estevenot's Weapon Switch Ability:

-Estevenot can switch between this shield and his primary weapon, enabling flexible transitions between offensive and defensive playstyles.

### Weapon Switch and Turn-Counter Tokens:

Estevenot's Shield is designed for weapon switching, and Turn-Counter Tokens are essential for managing cooldowns when switching between the shield and another weapon.

### Switching to the Shield:

When Estevenot switches from a weapon to his shield, place two Turn-Counter Tokens on his Champion card to track the cooldown.

Once the cooldown starts, Estevenot must wait 2 turns before he can equip a new weapon.

### Cooldown Tracking:

Remove one Turn-Counter Token at the end of each turn.

When the last Turn-Counter Token is removed, Estevenot can switch back to any weapon (from his inventory or equipped pool).

### Example Application:

#### Scenario 1 (Switching to the Shield):

During the Combat Phase, Estevenot equips his shield, replacing his current weapon.

The player places two Turn-Counter Tokens on Estevenot's card to track the cooldown.

For the next 2 turns, Estevenot must rely on the shield for both defense and attacks. After the second turn, when both tokens are removed, Estevenot can switch back to a weapon.

#### Scenario 2 (Shield Bash):

In melee combat, Estevenot strikes an opponent unit (a Knight Character Token). The Shield Bash ability is triggered. The player rolls a d6 and scores a 6. The target unit takes 5 damage points and becomes stunned for the remainder of the turn, preventing it from attacking or using abilities.



Turn Counter

## RHODHOMIR



**Rhodomir** is a precise and deadly ranged Champion, unleashing devastating attacks from afar that can cripple his enemies' offensive capabilities. Whether through precision strikes, rapid volleys, or fire-tipped arrows, Rhodomir turns the battlefield into chaos, leaving his opponents struggling to recover.

### Stats:

**Renown Points:** 15

**Gold Cost:** 17

**Damage:** X/5

**Life Points:** 8

### Damage Note (X):

The X value in Rhodomir's damage stat represents the damage value of his chosen ranged attack ability. His Melee Damage is fixed at 5, which is used only when Rhodomir is engaged in melee combat.

### Abilities:

Rhodomir targets enemies with ranged attacks and can choose one of the following abilities for each ranged attack:

#### - Double-Arrow Shot:

Rhodomir fires two arrows at the same target, dealing 8 damage if the attack is successful.

Special Effect for Units: If the target is a unit and is hit, it loses its next attack turn. The affected unit can only block or counter, but it cannot initiate attacks during its next action.

### Double-Arrow Attack:

Rhodmir targets two different opponents with this ability, firing one arrow at each.

Roll a Character Token attack dice test separately for each target.

Each arrow deals 4 damage to the respective enemy on a successful hit.

### Fiery Arrows:

Rhodmir fires a fire-tipped arrow at a target, dealing 5 initial damage and inflicting 2 fire counters on the hit unit or warrior.

### At the start of each turn, remove 1 fire counter:

When a fire counter is removed, it deals 1 burning damage.

Effect on Burned Targets: Units or warriors affected by burns suffer a -2 damage penalty on their next attack roll while the counters are active.

### Example Application:

#### Scenario 1 (Double-Arrow Shot):

During the Combat Phase, Player A uses Rhodmir's Double-Arrow Shot ability, targeting an allied unit of Player B. The attack does 8 damage on a hit and causes the affected unit to lose its next attack turn.

#### Scenario 2 (Double-Arrow Attack):

Rhodmir targets two enemies during combat using Double-Arrow Attack.

Rhodmir rolls a Character Token attack dice test for each enemy, dealing 4 damage to each of the two opponents if the attacks hit.

#### Scenario 3 (Fiery Arrows):

Player A targets Player B's warrior while using Rhodmir's Fiery Arrows. The attack deals 5 damage on a hit and inflicts 2 fire counters on the warrior.

At the start of the next turn, 1 fire counter is removed, causing an additional 1 burning damage. The target also suffers a -2 damage penalty for their next attack roll due to the burn effect.



Fire / Burn  
Damage  
Counter

## TAREDD CAIMAER



**Taredd Caimaer** is a precise and intelligent sniper, utilizing powerful bolts to disrupt and dismantle enemy strategies. His eagle companion aids him in achieving dominance over both warriors and units, ensuring that no enemy is safe from his ranged assaults.

### Stats:

Renown Points: 14

Gold Cost 16

Damage: X/5

Life Points: 8

### Damage Note (X):

The X value in Taredd Caimaer's damage stat represents his attack's specific ability or bolt type.

When engaged in melee combat, his fixed damage is 5.

### Special Companion Mechanic:

As soon as you hire Taredd Caimaer, place **Taredd's Eagle (Companion Card)** on the battlefield. This eagle works synergistically with Taredd's ranged attacks to grant additional tactical versatility.

### Ranged Attack Abilities:

Taredd Caimaer employs a selection of specialized bolts for his ranged attacks. Choose one of the following abilities for each ranged attack:

#### Heavy Bolt (Armor Piercing +2):

- Damage: 8 damage

#### Armor Piercing Effect:

- When a warrior's armor-protected part is hit, 2 damage points bypass the armor's resistance and are applied directly to the wearer.

- The remaining 6 damage points are absorbed if the armor's resistance is sufficient.

- For example: A warrior wearing armor with 6 resistance hit by a Heavy Bolt will absorb 6 damage points, while the +2 Armor Piercing damage will still be applied directly to the warrior, for a total damage of 2 to the wearer.

**Unit Effect:** If a unit is hit, it is unable to attack on its next turn (though it can still block or counter).

#### Warrior-Specific Effect:

- Roll a d6 to determine the hit body part. If the body part is unprotected, perform a Fatal Blow Test. If it succeeds, the warrior is killed immediately.

**Usage Restriction:** This ability cannot be used in consecutive turns.

### Fracture Bolt (Fracture -1):

Damage: 4 damage

#### Fracture Counter Mechanics:

- When a successful hit lands on a warrior's armor-protected body part, place 1 Fracture Counter on that armor part.
- Each Fracture Counter reduces the armor's ability to absorb damage by 1 point.
  - **For example:** Armor with 6 resistance hit by a Fracture Bolt and receiving 2 Fracture Counters will now only absorb 4 damage points instead of 6.
- If the total Fracture Counters equals the resistance value of the armor, the armor is destroyed, even if no Damage Tokens are applied.

**Note:** Fracture Counters don't count as damage themselves and don't interfere with the application of Damage Tokens, which track the destruction of the armor.

#### Common Bolt:

Damage: 6 damage

A straightforward attack designed for consistent and reliable damage.

#### Example Application:

##### Scenario 1 – Heavy Bolt on a Warrior's Armor Part:

Taredd uses Heavy Bolt to attack a warrior wearing chest armor with 7 resistance. The Armor Piercing +2 allows 2 damage points to bypass the armor's resistance and directly harm the warrior. The remaining 6 damage points are absorbed by the armor.

##### Scenario 2 – Fracture Bolt on an Armored Warrior:

Taredd hits a warrior's leg armor (resistance: 6) with a Fracture Bolt. Place 1 Fracture Counter on the leg armor, reducing its resistance to 5. If further Fracture Bolts are fired, additional Fracture Counters will continue reducing the resistance. If the Fracture Counters reach 6 (matching the armor's resistance), the armor is destroyed regardless of Damage Tokens applied.

##### Scenario 3 – Common Bolt Against a Unit:

Taredd uses a Common Bolt to deal 6 damage to a unit, directly placing 6 points in Blood Counters on their card to represent the total damage points the attack caused..



Fracture Counter

## TAREDD'S EAGLE (COMPANION)



**Taredd's Eagle** is the loyal flying companion of Taredd Caimaer, offering both offensive and defensive capabilities to protect Taredd in combat and disrupt enemy strategies. The Eagle is a nimble and unique unit capable of engaging opponents while avoiding interception by most ground-based units.

#### Stats:

Damage: 3

Life Points: 5

#### Abilities:

##### Flying:

Taredd's Eagle is a flying unit, meaning it operates with specific interactions:

- It can only be intercepted or engaged in combat by other flying units.
- It can only be targeted by ranged attacks.
- Any unit or warrior that has been attacked by Taredd's Eagle can subsequently counter-attack it during the same turn, even if they are not flying units.

##### Talon Strike:

- When Taredd's Eagle attacks a unit, the affected unit becomes unable to perform attacks during its next turn.
- The unit can still block or counter-attack if attacked during its disabled turn.
- **Important:** This ability does not affect warriors. Warriors targeted by Taredd's Eagle remain unaffected by the Talon Strike's disable effect, though they still take 3 damage if the attack is successful.

##### Vigilant Guardian:

- If Taredd Caimaer is attacked by an opponent, Taredd's Eagle can intercept the attack, taking the damage instead of Taredd.
- Once the damage is redirected, the Eagle subtracts the damage from its own Life Points. If the Eagle's Life Points are reduced to 0, it is removed from the battlefield.

### Companion Restriction:

Taredd's Eagle can only be used if Taredd Caimaer is in play.  
If Taredd Caimaer is defeated, Taredd's Eagle is immediately removed from the game.

### Example Application:

#### Scenario 1 (Using Flying for Advantage):

Taredd's Eagle is deployed on the battlefield, targeting a unit. The enemy cannot intercept or engage the Eagle directly unless they have flying units or use ranged attacks.

#### Scenario 2 (Talon Strike on a Unit):

Taredd's Eagle successfully attacks an enemy unit, dealing 3 damage and applying the Talon Strike effect. The targeted unit cannot attack during its next turn, though it may still block or counter-attack if required.

#### Scenario 3 (Vigilant Guardian):

An opponent targets Taredd Caimaer with a powerful attack. Taredd's Eagle activates Vigilant Guardian, intercepting the hit and taking the damage. If the available damage exceeds the Eagle's remaining 5 Life Points, the Eagle is removed from the field.

## TASNITHIMM



**Tasnithimm** is a relentless and brutish Champion, charging into battle with sheer physical power. With devastating abilities like Shoulder Bash and Head Bash, Tasnithimm disables his foes, breaking their lines and disrupting their strategies.

**Renown Points:** 18

**Gold Cost:** 20

**Damage:** 8

**Life Points:** 20

### Abilities:

**Note:** Only one of the abilities may be used during the turn.

#### Shoulder Bash:

Tasnithimm chooses a single target and performs a Character Token Combat Test:

##### If successful:

- The target takes 8 damage (or Tasnithimm's total damage, including potential bonuses).
- The target is stunned for 1 phase turn, making them unable to attack or counter-attack during their next action, but still able to block.
- Use 1 Turn-Counter Token to track the stun duration.

#### Critical Hit (Triple Sword Icons):

- If all three dice in the attack test show sword icons, the attack is an automatic instant hit, and the target suffers both:
  - Tasnithimm's full damage.
  - 2 phase turns of stun.
  - Place 2 Turn-Counter Tokens on the target to track the stun duration.

#### Head Bash:

Tasnithimm can use Head Bash twice per turn, targeting two different enemies:

##### - If successful:

- Deals 2 damage points.
- Knocks the target to the ground for the remainder of the current phase turn. Knocked-down targets cannot:
  - Block.
  - Attack.
  - Counter-attack.
  - These targets are fully open to attacks without dice rolls.
- Place 1 Turn-Counter Token to track the "knocked-down" duration of the attack.

#### Special Rule for Warriors:

Warriors cannot be knocked down. Instead, Tasnithimm deals his full damage (8 or more, including bonuses).

#### Turn-Counter/Cooldown Mechanic:

Use Turn-Counter Tokens to track stun or knockdown effects:

- **Shoulder Bash:** 1 or 2 tokens are placed to represent either 1 turn or 2 turns of stun.
- **Head Bash:** Place 1 token if the target is knocked down; the token is removed as soon as the phase turn ends.

### Critical Hit Mechanics:

#### Critical Hit (Triple Sword Icons):

- If all attack dice rolled show three sword icons, the attack automatically hits, and the target cannot block.
- Should this occur using Shoulder Bash, the target is stunned for 2 phase turns.

#### Example Application:

##### Scenario 1 – Using Shoulder Bash:

During the Combat Phase, Tasnithimm uses Shoulder Bash to target an enemy warrior:

- He rolls a successful attack, dealing 8 damage and placing 1 Turn-Counter Token to track the 1 phase turn of stun.
- **Critical Hit:** If all attack dice show swords, the target is hit immediately, suffers 8 damage, and is stunned for 2 phase turns (tracked using 2 Turn-Counter Tokens).

##### Scenario 2 – Using Head Bash on Units:

Tasnithimm uses Head Bash twice in one turn, targeting two units. Both attacks hit successfully:

- Each unit takes 2 damage points and is knocked down for the current phase turn, tracked with 1 Turn-Counter Token per target.
- If used on a warrior, instead of knocking them down, both attacks deal Tasnithimm's full damage (8 per attack).

## THORDOS



**Thordos** is a lethal and agile Champion, a whirlwind of destruction on the battlefield. With unparalleled control over his dual weapons, Thordos is capable of cleaving through multiple enemies in a single turn or infecting his foes with deadly poisons.

**Renown Points:** 14

**Gold Cost:** 16

**Damage:** 6

**Life Points:** 11

#### Abilities:

**Note:** Only one of the abilities may be used during the turn.

##### 1 - Spin Attack:

Thordos targets up to five units or the opponent's warrior who are targeting him.

Perform a Character Token Combat Test for each target:

##### If successful:

Each target hit takes 5 damage points.

**When targeting a warrior:** Roll a d6 to determine the body part hit.

Apply damage based on the resistance of the armor on the hit body part.

If the position is unprotected, perform a Fatal Blow Test.

##### 2 - Dual Strike (Poison Effect):

- Thordos performs two attacks during the same turn, targeting either the same unit or warrior, or two different targets who are targeting him.

- Roll a Character Token Combat Test for each attack:

##### - If successful:

- The target takes 6 damage.

- The target also receives a Poison Counter:

- Apply a Poison Counter (2): Place a Poison Counter with "2" on top on the target.

- During the next turn, the target loses 1 damage per Poison Counter currently active.

- At the end of each turn, flip the Poison Counter (from 2 to 1) or discard it if removed.

- The poison effect persists across turns and phases if applied during the 4th turn of a phase.

##### Last Resort (Triggered Ability):

] - When Thordos' life points are reduced to 0, he unleashes a desperate final attack, throwing his weapons:

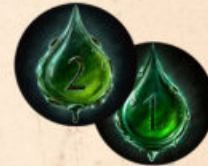
- Roll a Character Token Combat Test for two separate targets or two attacks on one target.

##### - If successful:

- Each hit deals 6 damage.

- Applies a Poison Counter (2) to each target on a successful hit.

- When hitting a warrior: Full damage is inflicted directly, bypassing armor resistance.



Poison  
Turn-Counter

### Poison Counter Rules in Summary:

- Poison Counters visually track ongoing poison effects using numbers (2 to 1) and represent the duration of the effect.
- Place Poison Counters upon a successful hit, starting with 2 on top.
  - At the start of each turn, the target takes 1 damage per active counter.
  - Flip the counter (2 -> 1) or remove it entirely after its effect duration is complete.
- Poison effects carry over into the next phase when applied on the 4th turn of the current phase.

### Example Usage:

#### Scenario 1 (Spin Attack):

Thordos targets four units and one warrior attacking him. He rolls a Combat Test for each, successfully hitting three units and the warrior. Each hit deals 5 damage. For the warrior, a d6 is rolled to determine the hit location, and damage is applied per resistance.

#### Scenario 2 (Dual Strike):

Thordos attacks two units, successfully hitting both. Each unit receives 6 damage and a Poison Counter (2). At the start of the enemy's next turn, each unit takes 1 poison damage per counter.

## THORLAERD



**Thorlaerd** is a skilled and fearless Champion wielding the strength of vengeance and devastating strikes. With his ability to take the ultimate sacrifice in place of his allied warrior and his capacity to switch between combat styles, Thorlaerd is both a protector and a destroyer on the battlefield.

**Renown Points:** 12

**Gold Cost:** 14

**Damage:** 8

**Life Points:** 8

### Abilities:

#### Double Attack:

- Thorlaerd can attack twice in a single turn, targeting two different enemies fighting him.
- Each attack is resolved separately using the Character Token dice mechanics.

#### Deflective Vengeance:

- If the player's warrior, who controls Thorlaerd, is targeted by a Fatal Blow, Thorlaerd may intercept the blow to protect the warrior.
- Thorlaerd is immediately removed from the game after taking the Fatal Blow.
- In return, the player's warrior gains Fury for the next 2 phase turns.

#### - [Fury Effect]:

- While in Fury, the warrior gains:
  - A double attack, allowing them to target two different enemies.
  - For each attack, a Fatal Blow Test is rolled against the target, even if the target is protected by armor.
- Fatal Blows are only prevented if the attacked warrior has equipped items denying Fatal Blow Tests. (e.g. Dragonbreath Titanium Shield)

#### Turn-Counter Tokens Explanation:

- When Fury is activated, place 2 Turn-Counter Tokens on the warrior's card to track the effect's duration.
- At the end of each turn (including transitions between Combat and Building Phases), remove one token.
- Once all counters are removed, Fury ends, and the warrior's abilities return to normal.

#### Weapon Switch:

Thorlaerd can sheath his dual swords to equip a two-handed sword.

#### Mechanics of Weapon Switch:

- Place the Thorlaerd Two-Handed Sword Card next to him when switching.
- While wielding the two-handed sword, Thorlaerd's damage increases to 15 points per attack.
- **Restriction:** Double Attack cannot be used while the two-handed sword is equipped.
- Use 2 Turn-Counter Tokens to track the cooldown for switching back to dual swords.

#### Turn-Counter Tokens Explanation for Weapon Switch:

- When switching weapons, place 2 Turn-Counter Tokens on Thorlaerd's card to track the cooldown.
- At the end of each turn (including phase transitions), remove one token.
- Once both tokens are removed, Thorlaerd can switch back to his dual swords.



*Turn  
Counter*



*Thorlaerd  
Two-Handed  
Sword*

### Example Application:

#### Scenario 1 – Deflective Vengeance:

During a Combat Phase, the opponent targets the warrior controlling Thorlaerd with a Fatal Blow. Thorlaerd intercepts the Fatal Blow, dying immediately, and activates Fury for the warrior.

- Place 2 Turn-Counter Tokens on the warrior's card.
- For the next 2 turns, the warrior performs double attacks with Fatal Blow Tests against any targets.

#### Scenario 2 – Weapon Switch:

Thorlaerd switches to his two-handed sword during the 3rd turn of the Combat Phase.

- Place 2 Turn-Counter Tokens to track the cooldown.
- By the start of the next Building Phase, both tokens are removed, allowing Thorlaerd to switch back to his dual swords, if desired.

## WRISUNTH



**Wrisunth** is a shadowy and sinister Champion who commands the power of ravens to dominate and disrupt his enemies. With the ability to lock down targets and punish attackers with his raven companions, Wrisunth thrives in sowing confusion and fear on the battlefield.

**Renown Points:** 13  
**Gold Cost:** 15  
**Damage:** 5  
**Life Points:** 10

### Abilities:

#### Reign of Crows:

- At the start of any phase, choose an enemy unit or Champion.
- The selected target cannot attack or use abilities during their turn, regardless of initiative outcome.
- The target is still allowed to block or counter-attack.

#### Raven's Talon:

- After a successful hit on a Character Token or Champion, Wrisunth rolls for a Fatal Blow Test.
- If the opponent's warrior is hit during the attack:
  - Roll a d6—if the result is a 6, perform an additional Fatal Blow Test on the warrior.

#### Cloak of the Raven:

- Whenever Wrisunth is targeted by an attack, generate a Raven Companion token.
- At the end of the attacking step, all Raven Companion tokens attack the units that targeted Wrisunth during that phase.
- Each Raven Companion's attack is resolved using the Character Token dice mechanics.

### Example Application:

#### Scenario 1 (Reign of Crows):

During the Building Phase, Wrisunth selects an armored unit with strong offensive potential. That unit is unable to attack or use abilities for the rest of the phase but can still block as needed.

#### Scenario 2 (Cloak of the Raven):

During the Combat Phase, Wrisunth is attacked by a Champion and a unit. After both attacks are resolved, Wrisunth generates 2 Raven Companion tokens, one for each attacker. The tokens then counter-attack the respective units using Character Token dice mechanics.

## RAVEN (COMPANION)



The **Raven Companion** is a swift and elusive Flying Unit summoned by Wrisunth to punish enemies that dare to attack him. Quick to retaliate, these ravens strike against enemy attackers immediately after Wrisunth is targeted.

**Damage:** 2  
**Life Points:** 3



## Abilities:

### Flying Unit:

- The Raven Companion is a Flying Unit, which means:
  - It can only be engaged in combat by other Flying Units (e.g., Taredd's Eagle).
  - It can only be targeted by ranged attacks.
- Ravens cannot block incoming attacks but can perform retaliatory strikes.

### Automatic Retaliation:

- When Wrisunth is targeted by enemy units or warriors, a Raven Companion token is generated.
- After all attacks on Wrisunth are resolved, each Raven token automatically attacks any unit or warrior that targeted Wrisunth during that phase.

### Character Token Dice Mechanics:

- Resolve each Raven's attack using Character Token dice to determine whether the attack hits.
- Each successful attack deals 2 damage to the target.

### Counter-Attacks on Ravens:

- Units or warriors attacked by Raven Companions during the phase can counter-attack them immediately.
- Raven attacks do not occur without risk, as counter-attacks may reduce their Life Points or remove them from the battlefield.

### Removal Upon Wrisunth's Defeat:

If Wrisunth is removed from the game, all Raven Companion tokens are immediately removed as well, without performing attacks.

### Example Application:

#### Scenario:

During a Combat Phase, Wrisunth is targeted by a Champion and two enemy units.

- After all attacks resolve, three Raven Companion tokens are generated, with each Raven automatically retaliating against one of the units or the Champion.
- A successful Raven attack deals 2 damage, but if the affected units or Champion counter-attack successfully, the Ravens' Life Points are reduced accordingly.

# APPENDIX 2

## THE COUNTERS AND TOKENS

### Blood Counters

**Blood Counters** are universal tokens used to track **damage taken by Units**, which include **Character Tokens, Champions, and Champion Companions**. These counters make it easy to manage damage values, with denominations of **1, 2, and 5** for precise tracking during gameplay.

#### Purpose of Blood Counters:

- Blood Counters are placed on **Units (Character Tokens, Champions, and Companions)** to represent the total damage they have taken.
- Using Blood Counters helps calculate remaining life points for affected units.

#### How Blood Counters Work:



##### 1. Applying Damage:

- When a Unit takes damage, place Blood Counters corresponding to the total damage amount.
- Use a combination of **1, 2, and 5 counters** to represent the exact damage.

##### Example:

- A **Champion Companion** with 8 life points is hit for 6 damage. Place one **5 Blood Counter** and one **1 Blood Counter** on it.

##### 2. Healing or Life Recovery:

- When a Unit recovers life, remove Blood Counters equal to the recovered life points. Always remove the largest counter first.
- If no Blood Counters are left, the unit is at full health, and additional healing is ignored.

##### Example:

- A Unit with 6 damage (tracked with a **5 Blood Counter** and a **1 Blood Counter**) heals 3 life points. The **1 Blood Counter** is removed, and the **5 Blood Counter** is reduced to a **3 Blood Counter**.

#### Special Rules:

##### 1. Defeat Condition:

- If the total Blood Counter value equals or exceeds a Unit's Life Points, the Unit is defeated and removed from the battlefield.

##### 2. Universal Usage:

- Blood Counters are used for **all Units** (Character Tokens, Champions, and Champion Companions).
- **Warriors** are not included, as they use **Life Cards** to track their life points.

#### Reminder for Players:

- Players must actively monitor Blood Counters to ensure the damage totals for their units are accurate.

## Building and Combat Phase Tokens

The **Building Phase Token** and **Combat Phase Token** are markers used to indicate during which phase a unit (Character Token, Champion, or Companion) can initiate an attack. These tokens are essential for organizing and managing the timing of attacks, ensuring players understand the limits of their units' actions.

### Purpose of Phase Tokens:

- **Building Phase Token:** Marks units that can initiate an attack during the **Building Phase**.
- **Combat Phase Token:** Marks units that can initiate an attack during the **Combat Phase**.

These tokens help visually track when units can take offensive actions, streamlining gameplay for both players and ensuring the correct timing for actions.

### How Phase Tokens Work:



#### 1. Assigning the Phase Tokens:

- Units are assigned a **Building Phase or Combat Phase Token** based on abilities, effects, or recruitment conditions.
- Units with the **Building Phase Token** may initiate an attack only during the **Building Phase**.
- Units with the **Combat Phase Token** may initiate an attack only during the **Combat Phase**.

#### 2. Restrictions:

- Each unit's attack initiative is restricted to the phase marked by their assigned token.
- Units cannot initiate attacks without an appropriate Phase Token.

#### 3. Examples:

- A **Mercenary hired from the Tavern** might receive a **Combat Phase Token**, ensuring it can only attack during the Combat Phase.
- A specific Event Card may generate units with **Building Phase Tokens**, enabling them to attack during the Building Phase.

### Special Rules for Phase Token Use:

- When recruiting or summoning units, check the source card or ability to determine which Phase Token they receive.
- Units retain their assigned Phase Token until removed from the battlefield, or a specific effect changes their usability in a specific phase.

## Damage Buff/Debuff Counters

The **Damage Buff/Debuff Counters** are used in the game to track increases or decreases to the total damage output of warriors or Character Tokens. These counters serve as dynamic modifiers, adjusting the effectiveness of attacks during Combat Phases.

### Damage Buff Counters (+1, +2, +3):



- **Usage:**

- Add these counters to a warrior or Character Token when their damage output is temporarily increased by a card, ability, or building effect.
- Each counter represents the exact damage increase (**+1**, **+2**, or **+3**) for the affected unit or warrior.
- The buff lasts for the entire Combat Phase unless otherwise stated.

- **Example:**

A **Spearman Token** with 4 base damage is enhanced by a **+2 Damage Buff Counter**. During this Combat Phase, their total damage is **6 (4 base + 2 buff)**.

### Damage Debuff Counters (-1):



- **Usage:**

- Assign this counter to a warrior or Character Token when their damage output is negated or weakened by an opponent's ability, card, or effect.
- Each **-1 Damage Debuff Counter** reduces the total damage by 1 for the affected unit or warrior.

- **Example:**

A **Soldier Token** with 4 base damage receives a **-1 Damage Debuff Counter** from an opponent's ability. Their adjusted damage for the turn is **3 (4 base - 1 debuff)**.

### Stacking Rules for Buff/Debuff Counters:

- Multiple Buff/Debuff Counters can be applied to the same unit or warrior simultaneously:
  - **Buff Example:** A Character Token gains **+1 and +2 Damage Buff Counters**. Their total damage is increased by 3.
  - **Debuff Example:** If a warrior has **two -1 Damage Debuff Counters**, their total damage is reduced by 2.
- Buff and Debuff Counters on the same unit or warrior apply together:
  - **Example:** A Token with **+3 Buff** and **-1 Debuff** has a net damage increase of **+2**.

### Removal:

- Buff/Debuff Counters are removed:
  - Automatically after the Combat Phase if their effect was temporary.
  - If a card or ability specifically removes counters from the affected unit or warrior.

## Damage Tokens

The **Damage Token** is a fundamental game component used to track damage sustained by equipment, shields, weapons, or other items across multiple turns. These tokens represent the wear and tear inflicted during combat and are crucial for determining when items break or are destroyed.

### Purpose of Damage Tokens:



- **Represent Damage to Equipment:**
  - Applied to armor parts, shields, and weapons to track the cumulative damage they have taken during gameplay.
  - Damage Tokens accumulate over time, and when their total value meets or exceeds the item's resistance, the item is **destroyed**.
- **Track Durability:**
  - Used to visually display the current durability status of items, preventing confusion during extended battles.

### How Damage Tokens Work:

#### 1. Applying Damage Tokens:

- Damage Tokens are placed on an item when it is targeted and successfully damaged by an attack.
- The number of Damage Tokens applied depends on the attack's effect or ability (e.g., some weapons add additional Damage Tokens due to abilities like **Impact +2**).

#### Example:

- A weapon with **Impact +2** hits a shield. Instead of applying 1 Damage Token, it applies 3 Damage Tokens.

#### 2. Durability Check:

- At any point during gameplay, compare the total **Damage Token value** on an item to its **Resistance**.
- If the total Damage Tokens meet or exceed the item's Resistance, the item is **destroyed and removed from play**.

#### Example:

- A shield with **7 Resistance** accumulates **3 Damage Tokens** during one phase and then takes 4 more in the next. The total Damage Tokens (7) equal its Resistance, so the shield is destroyed.

#### 3. Repairing Damage:

- Damage Tokens can be removed using effects, abilities, or specific cards (e.g., **Blacksmith** or **Armor Workshop**).

#### Example:

- The **Blacksmith** allows you to pay 2 Gold to remove 2 Damage Tokens from any item during the Building Phase.

## Defense/Resistance Buff and Debuff Counters

The **Defense/Resistance Counters** are essential gameplay tools used to track temporary increases (Buffs) or decreases (Debuffs) to a unit's or item's ability to reduce or absorb damage. These counters can represent **Resistance** for equipment or **Defense** for warriors and units, and their values come in denominations of **+1, +2, +3, or -1** for precision tracking during strategic interactions.

### Purpose of Defense/Resistance Counters:

- **Resistance Buffs/Debuffs:** Track changes to the damage absorption of armor, shields, or other items.
- **Defense Buffs/Debuffs:** Modify the direct damage incoming to warriors or units, either reducing the total damage taken (Buff) or increasing it (Debuff).

### How Buff and Debuff Counters Are Applied:



#### 1. Resistance Buff Counters (+1, +2, +3):

- Represent temporary increases in an armor part's or shield's ability to absorb damage before breaking.
- Place these counters directly on the item to represent the bonus for the duration of the ability or card effect.

##### Example:

- Armor with 6 resistance gains a **+3 Resistance Counter**, increasing its total resistance to **9**.

#### 2. Defense Buff Counters (+1, +2, +3):

- Represent a **reduction in incoming damage** applied directly to a unit (Character Token, Champion, or Companion).
- Each counter reduces damage dealt to the target by its value.

##### Example:

- A unit with **4 life points** facing an attack of 8 damage has a **+2 Defense Counter** applied. The damage is reduced by 2, so the unit only takes **6 damage**.

#### 3. Resistance Debuff Counters (-1):

- Represent a temporary reduction in the resistance of an armor part or shield.
- Place these counters on the affected item to indicate its reduced damage absorption.

##### Example:

- Armor with 7 resistance gains a **-1 Resistance Counter**, reducing its effective resistance to **6**.

#### 4. Defense Debuff Counters (-1):

- Represent an **increase in vulnerability** for a unit as they take additional damage from attacks.
- Place this counter on the unit to reflect the amplified damage they will take.

##### Example:

- A Champion receives **6 base damage** and has a **-2 Defense Counter**. The damage taken increases by 2, making it **8 total damage**.

## Special Rules:

### 1. Applying Counters on Gained Life for Units:

- When **units (Character Tokens or Champions)** recover life points and have no Blood Counters, apply **Resistance Buff Counters** equal to the life points gained.
- **Example:**
  - Gaining **4 life points** could add a **+3 Resistance Counter** and a **+1 Resistance Counter** to represent the recovery.

### 2. Counter Removal Conditions:

- Buff or Debuff Counters are removed by specific card effects or abilities.
- If not removed manually, Buff and Debuff Counters **persist for the duration defined** by the effect or ability that applied them.
- **Example:** If a card effect states a +2 Defense Counter lasts until the end of the Combat Phase, it is removed once the phase ends.

## Gameplay Summary Chart:

Counter Type	Effect	Placement	Example Usage
<b>+1 Resistance</b>	Increases item resistance by 1	Place on armor or shield	Shield with 8 resistance becomes 9.
<b>+2 Defense</b>	Reduces incoming damage by 2	Place on a unit or warrior	8 damage reduced to 6.
<b>+3 Resistance</b>	Increases item resistance by 3	Place on armor or shield	Armor with 5 resistance becomes 8.
<b>-1 Defense</b>	Increases incoming damage by 1	Place on a unit or warrior	6 damage increased to 7.
<b>-1 Resistance</b>	Reduces item resistance by 1	Place on armor or shield	Armor resistance lowered from 6 to 5.

## Stacking Counters and Combined Effects:

### 1. Stacking Buff/Debuff Effects:

- Multiple Buffs and Debuffs can stack on the same unit, warrior, or item.
- Combine all Buff and Debuff values for the final result.

#### **Example:**

- A shield gains **+2 Buff** and **-1 Debuff**. Its net resistance increase is **+1**.

### 2. Buffs and Debuffs Applied Simultaneously:

- Buffs and Debuffs affecting the same unit or item apply **together during damage calculation**.
- **Example:**
  - A unit has a **+2 Defense Buff** and takes 6 damage. If they also have a **-1 Defense Debuff**, the net effect reduces the damage by **1**, so the unit takes **5 damage**.



## Fire/Burn Damage Counters

The **Fire/Burn Damage Counter** is used to represent ongoing, sustained damage inflicted by fire-based effects. These counters persist across turns and cause damage until resolved, creating a sense of impending danger for any target afflicted with them.

### Purpose of Fire/Burn Damage Counters:

- Represent **continuous damage over time** caused by fire-based weapons and abilities.
- Are used to weaken **Units (Character Tokens, Champions, and Companions)** or **warriors** by reducing their life points turn by turn.
- Can impose additional penalties, such as restrictions to movement or other abilities, based on the card applying the counter.

### How Fire/Burn Damage Counters Work:



#### 1. Applying Fire/Burn Counters:

- Fire/Burn Damage Counters are added to a unit or warrior when explicitly stated by the effect of a card, ability, or weapon.
- The number of **Fire Counters** applied may vary and is determined by the triggering effect.

#### Examples:

- A successful hit with **Aurum BlazeForge Mace** applies **1 Fire/Burn Counter** on a roll of 4, 5, or 6.
- **Blade of Fire** applies **4 Fire/Burn Counters** to the target upon a successful hit, lasting until they're removed one by one.

#### 2. Fire/Burn Damage Resolution:

- At the **start of the afflicted target's turn (Building or Combat Phase)**:
  - The afflicted unit or warrior takes **1 damage for each active Fire/Burn Counter**.
- At the **end of the afflicted target's turn**:
  - **Aurum BlazeForge Mace mechanics**: Roll a **d6** for each Fire Counter:
    - On a **4, 5, or 6**, remove **1 Fire Counter**.
    - On a **1, 2, or 3**, the Fire Counter remains.
  - **Blade of Fire mechanics**: Remove **1 Fire/Burn Counter** and cause the target to lose **3 life points per remaining counter**.

#### 3. Additional Penalties (Based on Card):

- **Blade of Fire**: If the target is a warrior, they cannot use bonus movement cards while Burn Counters are active.



## Special Rules:

### 1. Stacking Fire/Burn Damage Counters:

- Fire/Burn Damage Counters are **stackable**, meaning multiple counters can exist simultaneously on the same target, amplifying the damage potential drastically.
- Effects causing Fire Counters **cannot stack** if it is explicitly stated on the card that the counters can only be reapplied after completion (e.g., Blade of Fire).

### 2. Duration of Burn Effects:

- Fire/Burn Damage persists across turns and Phases until all counters are removed.

### 3. Counter Interaction:

- Some cards or abilities may provide ways to prevent Fire/Burn Damage or remove counters earlier than usual.

## Examples of Fire/Burn Damage in Gameplay:

### • Aurum Blazeforge Mace:

- During a hit, if the player rolls a **4, 5, or 6**, they apply **1 Fire Counter** to the target.
- At the start of the afflicted target's turn, they take **1 damage** for the counter. At the end of their turn, roll to remove (or persist) the counter.

### • Blade of Fire:

- Upon a successful hit, the target gains **4 Fire/Burn Counters**. Each turn, remove **1 counter** and inflict **3 damage per remaining counter**. If the target is a warrior, they are further restricted from using bonus movement cards.

## Fracture Counters

**Fracture Counters** are tokens that weaken the **resistance (damage absorption capacity)** of an armor part, making it more fragile and faster to break. Unlike Damage Tokens, Fracture Counters do not deal direct damage but instead reduce how much damage an item can absorb in future attacks. If the number of Fracture Counters equals or exceeds the item's resistance, the item is destroyed, regardless of Damage Tokens.

### Purpose of Fracture Counters:



- **Weakening Resistance:**

- Fracture Counters represent structural weakening in armor, reducing its ability to absorb damage during gameplay.
- These counters lower the **resistance value** of an armor part, reducing how much damage it can absorb, while leaving the **damage destruction process (via Damage Tokens)** unaffected.

- **Fracture-Based Destruction:**

- If the total number of Fracture Counters equals or exceeds the item's original **resistance value**, the part is destroyed, even if no Damage Tokens are present.

### How Fracture Counters Work:

#### 1. Adding Fracture Counters:

- Fracture Counters are added when an ability, weapon, or effect explicitly causes structural weakening to an armor part.
- Fracture Counters reduce the resistance of an armor part by **1 per counter**.

**Example:**

- An armor part with **6 resistance** gains **2 Fracture Counters**. The resistance of the armor is now **4 (6 - 2)**.

#### 2. Fracture-Based Destruction:

- If the number of Fracture Counters equals or exceeds the armor part's original **resistance value**, the armor part is destroyed immediately, regardless of Damage Tokens.

**Example:**

- A chestplate with **6 resistance** gains **6 Fracture Counters**. The chestplate is destroyed, even if it has no Damage Tokens.

#### 3. Fracture and Damage Tokens Work Separately:

- Fracture Counters **do not interact with Damage Tokens**, and armor destruction from Damage Tokens still requires the total Damage Tokens to meet or exceed the item's original resistance value.
- Fracture Counters reduce how much damage the armor part can absorb in future attacks.

**Example:**

- A chestplate with **6 resistance** has **3 Fracture Counters**, reducing its resistance to **3**.
- The chestplate must still accumulate **6 Damage Tokens** to be destroyed.

## Special Rules:

### 1. Independent Mechanics:

- Track **Fracture Counters** and **Damage Tokens** separately to understand an armor part's damage absorption and destruction conditions.

### 2. Persistence of Fracture Counters:

- Fracture Counters stay applied until the armor part is destroyed. They cannot be removed by standard repair effects (e.g., from the **Armor Workshop**) unless an ability or card explicitly states otherwise.

## Examples of Fracture Mechanics:

### • Scenario 1 – Partial Fractures:

- A chestplate with **8 resistance** gains **4 Fracture Counters**. Its effective resistance is now **4**.
- The chestplate still requires **8 Damage Tokens** to be destroyed but can absorb only 4 damage before overflowing.

### • Scenario 2 – Fracture-Based Destruction:

- A torso armor with **5 resistance** accumulates **5 Fracture Counters**.
- The armor part is immediately destroyed because the Fracture Counters equal its original resistance value.

## Level Tokens

**Level Tokens** are counters used to represent and track the current **level** of multiple gameplay components, including **House Cards**, **Building Cards**, and **specific Units like Mercenaries**. These tokens provide a visual indicator for level-based effects, applying bonuses, upgrades, and limits that impact gameplay.

### Purpose of Level Tokens:

- **Buildings:** Represent the **current level** of each Building Card to differentiate levels and their associated effects or upgrades.
- **Houses:** Represent the **current level** of a House Card and determine how many **Building Cards** can remain active on the board. Level 3 Houses also increase the building card limit.
- **Units (Mercenaries):** Indicate the Tavern level at which Mercenaries are hired, which determines their stats and durability.

### How Level Tokens Work:



#### 1. For Building Cards:

- Add a Level Token to a Building Card each time it is upgraded to reflect its current level (1, 2, or 3).
- The level determines the effects and abilities of the Building Card.

#### Example:

- A **Level 2 Training Yard** applies stamina reductions for Level 3 abilities and remains visually marked by its Level Token.

#### 2. For Houses:

- Every House placed begins at **Level 1**. When upgraded, add a Level Token corresponding to the House's current level (e.g., **Level 2** or **Level 3**).
- The House's level determines the **gold generation per turn** and the **maximum number of Building Cards** allowed on the board.

#### Special Rule (Level 3 Houses):

- **Level 3 Houses** allow **2 active Building Cards per House**, instead of 1.

#### Example:

- A player with **3 Level 3 Houses** can sustain **6 active Building Cards**.

#### 3. For Mercenaries:

- When a Mercenary is hired through the Tavern, place a Level Token matching the **current level of the Tavern**. The Mercenary's stats and effects depend on their level.

#### Example:

- A **Level 2 Mercenary Token** receives its stats and abilities corresponding to the Tavern's Level 2 effects.

### Special Rules for Level Tokens:

#### 1. Tracking Progress:

- Level Tokens must **always** be placed on their associated component (Building, House, or Mercenary) to visually indicate the current level at any point during gameplay.

#### 2. Persistence of Level Effects:

- Effects assigned via Level Tokens **remain active** even if the associated level component is destroyed (e.g., a Level 2 Training Yard destroyed later preserves its prior buffs for warriors and units).

## Lock Tokens

**Lock Tokens** are versatile markers used both to **deactivate Building Cards** under specific conditions and to represent units or warriors that are temporarily **disabled by special abilities or effects (e.g., stunned)**. These tokens serve as visual reminders, ensuring clarity in gameplay and helping manage phase-limited or effect-limited interactions.

### Purpose of Lock Tokens:



#### 1. For Building Cards:

- Represent that a Building Card is **deactivated** and cannot provide its effects until the Lock Token is removed, often due to a House limit or special card effects.

#### 2. For Units and Warriors:

- Optionally used to track if a **unit or warrior is disabled or stunned** from an ability, special card, or effect, preventing them from performing actions during their next turn or longer, based on the duration of the condition.

### How Lock Tokens Work:

#### 1. For Building Cards:

##### ◦ Assigning Lock Tokens:

- Lock Tokens are placed on excess Building Cards when House Cards are insufficient to keep all buildings active. They may also be applied via specific card effects that deactivate buildings.

##### ◦ Removing Lock Tokens:

- Lock Tokens are removed when additional Houses are built, or when an ability or card effect allows for reactivation.

#### Example:

- A player with 3 active Building Cards and 3 Houses loses 1 House. They must deactivate 1 Building Card by assigning a Lock Token to it.

#### 2. For Units and Warriors:

##### ◦ Disabling Units or Warriors:

- Lock Tokens can also represent **effects** that temporarily disable or "stun" a unit or warrior, preventing them from performing actions such as movement, attacks, or special abilities.

##### ◦ Condition Tracking:

- A Lock Token remains on the affected unit or warrior for the duration of the disabling effect. If the effect ends (e.g., at the end of the phase or turn), the Lock Token is removed during the clean-up step.

#### Example:

- A warrior is hit with an ability that stuns them for one turn. A Lock Token is placed on their card to signify that they cannot perform any actions during their next turn.

## Special Rules:

### 1. Lock Tokens on Buildings:

- If multiple Building Cards are deactivated, the controlling player chooses which ones to lock, assigning Lock Tokens accordingly.

### 2. Lock Tokens on Units/Warriors:

- Units or warriors with a Lock Token cannot perform attacks, activate abilities, or move during their next turn (or any other specified duration outlined by the card or effect).

### 3. Duration for Lock Tokens:

- For **Buildings**, Lock Tokens persist until additional Houses are built, or other effects remove them.
- For **Units/Warriors**, Lock Tokens last for the effect's specified duration (e.g., end of turn/phase or longer, depending on the ability or effect).

## Example Scenarios - Lock Token Usage:

### • Building Scenario:

You have 4 active Building Cards and only 3 active Houses. Due to House limits, you choose to deactivate one Building Card and place a Lock Token on it.

### • Warrior Stun Scenario:

A warrior is hit with a card effect that stuns them for one turn. A Lock Token is placed on the warrior to signify they cannot move, attack, or activate abilities during their next turn.

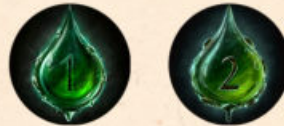
## Poison Turn Counters

**Poison Turn Counters** are used to represent the lingering effects of poison inflicted on units or warriors. These counters track ongoing damage applied over time, weakening the affected target each turn. The counters flip or are removed based on the turn cycle, gradually resolving the poison effect until it ends.

### Purpose of Poison Turn Counters:

- Represent the effect of poisoning on **Units (Character Tokens, Champions, and Companions)** as well as **warriors**.
- Track the **duration of the poison** and the damage it causes over several turns.
- Enable stacking poison effects, where multiple Poison Turn Counters contribute to ongoing damage on the same target.

### How Poison Turn Counters Work:



#### 1. Applying Poison Turn Counters:

- Poison Turn Counters are applied when a unit or warrior is affected by a card, weapon, or ability that inflicts poison.
- The counter starts at **2**, representing its full duration.

##### Example:

- A Character Token is hit by a weapon that inflicts a Poison Turn Counter. Place a **Poison Turn Counter (2)** on the target immediately.

#### 2. At the End of the Turn (Resolution):

- At the **end of each turn**, take the following actions for all Poison Turn Counters on the target:
  - **Counters at 2:** Flip the counter to **1**, and the target takes **3 damage**.
  - **Counters at 1:** Remove the counter completely, and the target takes **another 3 damage**.

##### Example:

- A warrior with a Poison Turn Counter (2):
  - Turn End: Flip the counter to (1), and the warrior takes **3 damage**.
  - Next Turn End: The counter is removed, and the warrior takes **3 more damage**.

#### 3. Stacking Poison Effects:

- A target can hold multiple Poison Turn Counters at the same time. Each counter acts independently and resolves separately in turn order.

##### Example:

- A unit has one Poison Turn Counter (2). On the next turn, they are hit again with poison, gaining another Poison Turn Counter (2).
  - **First Counter:** Resolves as normal (flipping to 1, dealing 3 damage).
  - **Second Counter:** Begins its independent cycle.

## Special Rules:

- **Poison and Healing:**
  - Healing does not remove Poison Turn Counters; both effects resolve separately.
- **Resisting Poison:**
  - Some items or abilities may protect a target from gaining Poison Turn Counters or reduce their duration.
- **Maximum Counters:**
  - A target can have an unlimited number of Poison Turn Counters, with all counters resolving independently.

## Example Scenarios – Poison Turn Counter:

### 1. Single Counter Resolution:

- A Champion is hit and gains a Poison Turn Counter (2).
  - First Turn End: The counter flips to (1), and the Champion takes **3 damage**.
  - Second Turn End: The counter is removed, and the Champion takes **3 more damage**.

### 2. Stacked Counter Resolution:

- A Character Token gains one Poison Turn Counter (2) and receives another on the following turn.
  - First Counter resolves normally (flipping or being removed).
  - Second Counter begins its cycle and resolves independently.



## Renown Counters

**Renown Counters** are used to track the **Renown Points** players accumulate during gameplay. Renown Points reflect the prestige and influence a player has earned through specific actions, which are critical for recruiting Champions to strengthen their army.

### Purpose of Renown Counters:



- **Track Renown Points Earned:**
  - Represent the points gained by completing specific actions throughout the game.
  - Renown Counters are used as a player's running total of achievements and progress.
- **Recruiting Champions:**
  - Renown Points are required to unlock the ability to recruit certain Champions.
  - **Important:** Renown Counters are not spent when recruiting Champions. Players only need to meet the required Renown total to access recruitment.

### How to Gain Renown Points:

Renown Points are earned by completing specific in-game actions, such as:

1. **Equipping a Special Item to the Warrior:**
  - Earn **3 Renown Points** for every Special Item equipped to your Warrior.
2. **Building a Building Card:**
  - Earn **2 Renown Points** for each new Building Card constructed.
3. **Upgrading a Building or House:**
  - Earn Renown Points equal to the **level achieved** after upgrading.
4. **Killing a Unit:**
  - Killing a **Character Token or Companion** grants **2 Renown Points**.
  - Killing an enemy **Champion** grants **5 Renown Points**.
5. **Influence Cards:**
  - For every **5 Influence Cards** a player has in play, earn **5 Renown Points**.

### How to Use Renown Counters:

1. **Tracking Renown Points:**
  - Immediately add a **Renown Counter** (or combination of counters) to your total whenever Renown Points are earned.
2. **Recruiting Champions:**
  - Players must meet a Champion's specific **Renown Point requirement** to recruit them into their army.
  - **Note:** Renown Points are tracked but **not consumed** during recruitment.

### Example:

- A player earns:
  - **3 Renown Points** for equipping a Special Item.
  - **2 Renown Points** for killing an opponent's Character Token.
- The player's total is now **5 Renown Points**, which can be tracked using a **5-Renown Counter**.

## Stamina Counters

**Stamina Counters** are used to track the stamina available to warriors during the **Combat Phase**. Stamina represents a warrior's ability to use their abilities, which come with specific costs indicated by the abilities' descriptions. Warriors renew their stamina at the start of each Combat Phase, ensuring they are ready for action.

### Purpose of Stamina Counters:



- **Track Ability Usage:**
  - Stamina Counters allow players to track how much stamina a warrior has left to perform abilities during the current Combat Phase.
- **Standardize Stamina Mechanics:**
  - All warriors follow the same baseline stamina system, starting with **4 Stamina Counters** at the beginning of each Combat Phase.

### How Stamina Counters Work:

#### 1. Starting Stamina:

- At the beginning of each **Combat Phase**, warriors automatically start with **4 Stamina Counters**.
- These counters are used to fuel abilities during the Combat Phase and are reset to 4 at the start of the next Combat Phase.

#### 2. Spending Stamina Counters:

- Every time a warrior uses an ability, the player **removes the required number of Stamina Counters** from the warrior.
- Stamina is deducted immediately upon activating the ability.

#### Example:

- A warrior uses an ability that costs **2 stamina**. After activating the ability, the warrior has **2 Stamina Counters** remaining for the phase.

#### 3. Replenishing or Adding Stamina Counters:

- Stamina may be temporarily increased beyond the starting 4 counters through special effects, such as those from the **Training Yard**.
- Temporary Stamina Counters are indicated separately and expire at the end of the phase in which they were added.

### Interacting with the Training Yard:

The **Training Yard at Level 3** provides a **+2 Stamina Counter boost** to your warrior **once per Combat Phase**. This increase lasts until the end of the phase, allowing the warrior to perform additional abilities.

#### Example - Training Yard Interaction:

- During a Combat Phase, your warrior starts with **4 Stamina Counters**. The **Training Yard (Level 3)** adds **2 extra counters**, giving the warrior **6 Stamina Counters** for that phase. These extra stamina counters must be used before the end of the phase or are lost.

## Turn-Counter / Cooldown Counter

The **Turn-Counter / Cooldown Counter** is a versatile game component used to track the duration of time-based effects or cooldown periods for abilities, items, or card mechanics. These counters ensure precise record-keeping for abilities or effects that take several turns to resolve or temporarily deactivate.

### Purpose of Turn-Counter / Cooldown Counter:



- **Track Cooldowns:**

- Represent the number of turns an ability, item, or effect must wait before it can be used again.

- **Track Temporary Durations:**

- Indicate how long specific effects (e.g., buffs, debuffs, or status effects like Fury or Frenzy) remain active in the game.

### How Turn-Counter / Cooldown Counters Work:

#### 1. Placing the Counter:

- Turn-Counters are placed on the card or target when an effect or ability has finite turns or a cooldown period.
- The **number on the counter** represents the remaining turns before the effect resolves or the ability/item becomes available again.

#### 2. Reducing the Counter:

- At the end of each **turn cycle**, reduce the value of the Turn-Counter by **1**.
- When the counter reaches **0**, the effect ends, or the ability/item becomes available for use again.

#### Example - Ability Cooldown:

- A warrior uses an ability with a **3-turn cooldown**. Place a **Turn-Counter (3)** on the warrior's ability. At the end of each turn, reduce it by 1. Once it reaches **0**, the ability can be used again.

#### 3. Removing the Counter:

- Remove the counter as soon as the ability, effect, or cooldown is reset, or if specific card rules or abilities end the effect prematurely.

#### Example - Temporary Buff:

- A unit gains a **2-turn buff** through a card effect. Place a **Turn-Counter (2)** on the target. Reduce it by 1 at the end of each turn. When it reaches **0**, the buff is removed.

### Special Rules for Turn-Counter / Cooldown Counter:

#### 1. Duration Mechanics:

- Effects with Turn-Counters apply for the full duration until the counter is removed. For instance, an item or ability with a Turn-Counter (1) remains active until the end of the current turn.

#### 2. Stacking Turn-Counters:

- Turn-Counters do not stack for the same effect. Apply only one counter per ability or effect with the highest duration in play.

#### 3. Tracking:

- Always place the Turn-Counter directly on the relevant card, item, or target to avoid confusion during gameplay.

# WARRIOR'S LEGACY

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